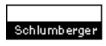


Transforming R&D into a Customer-Focused Organization

Volker L. Reichert & Reid G. Smith

Schlumberger Introductory Slide





Key Elements of Schlumberger R&D Methodology

Standard Product Development Process

ClientLink Initiative

Activity focus
 Identification of client needs, leading to joint projects with clients

Technology Watch

New product technologies and processes + R&D leverage
 Surveillance: universities, government laboratories, suppliers, customers, and other industries
 Communication: Actively across the organization

Vision & Roadmaps

–Informed long-term view

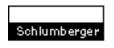
Portfolio Analysis

–Optimization of R&D impact

Concurrent Engineering

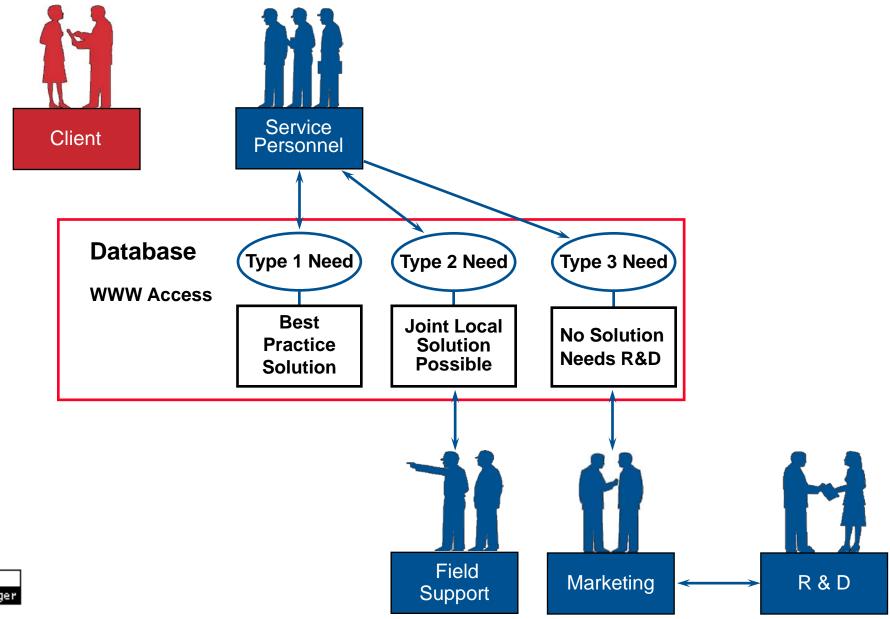
—Product development cycle time and cost + Ability to develop complete solutions Multi-functional product teams Marketing, Customers, Research, Suppliers, Engineering, Manufacturing, ... Cross Product Line

Information Technology People





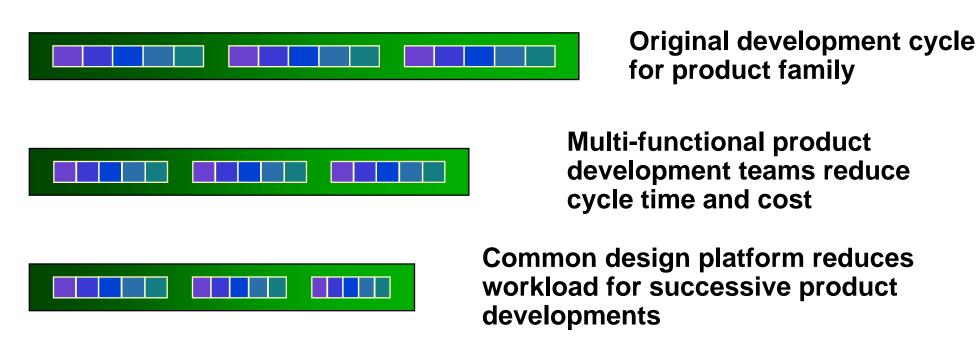
ClientLink Solutions Program

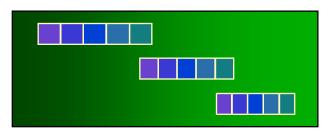




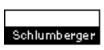


Concurrent Engineering and the Product Development Cycle



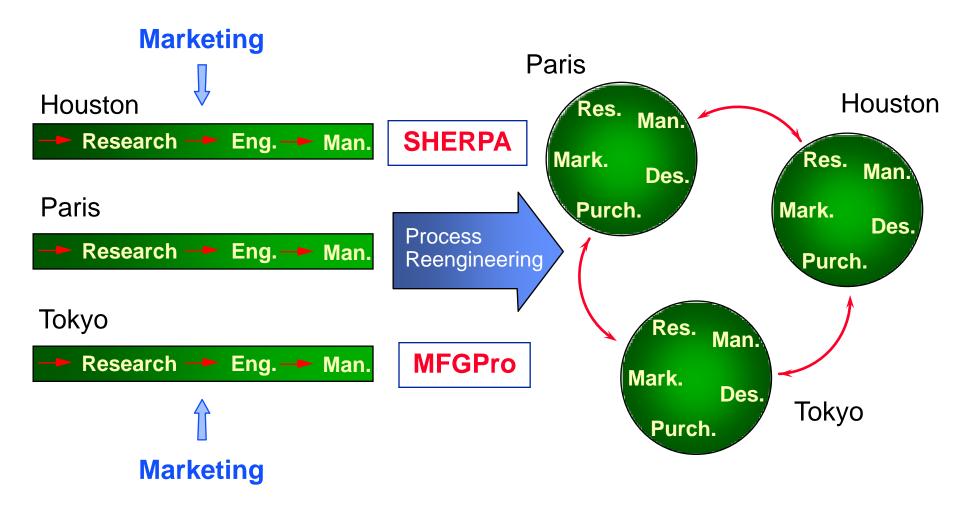


Cycle time reduced by overlapping successive developments within a product family



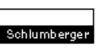


Integrating Design and Manufacturing Systems



Traditional Engineering

Concurrent Engineering





Changing the Work Game

Permanently rethinking work, re-inventing business & jobs through a distributed matrix organization evolving from a world class basis of metiers

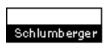
The global economy is changing

The work force is changing

Jobs are changing

Are we ready







Projet d'Entreprise Schlumberger Riboud Product Center

"Take more risks and make change an integral part of our strategy"

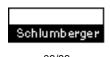
Challenges

Simplifying our business process
Opening up to the outside

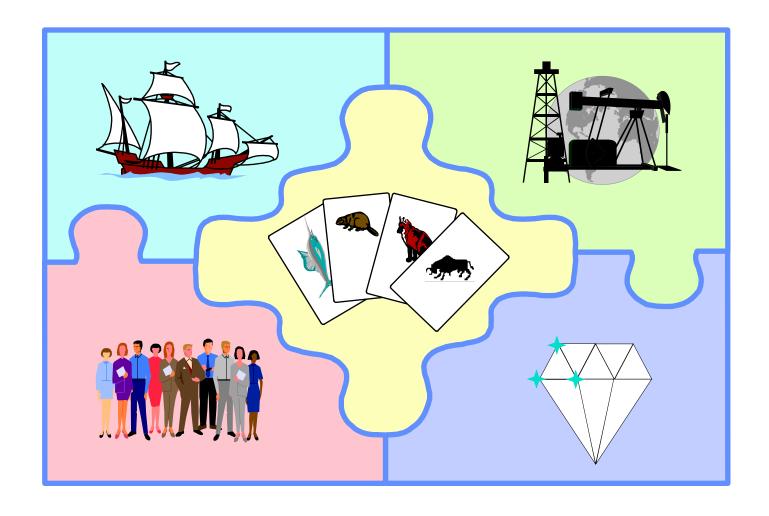


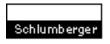
Every employee with market culture

Staffing for World Class competence with constrained resources Clear accounting of site's contribution to the company











Previous Organization

Personnel

Finance

Information Technology

Marketing

HSE & GS

Legal & Patents

Evaluation Engineering

> Sensor Physics

Electrical

Mechanical

Acquisition / Interpretation

Testing & Production Engineering

Sensor Physics

Electrical

Mechanical

Acquisition / Interpretation

Technique & Quality

Electrical

Mechanical

Quality Reliability Products & Services

Client Services

Electrical

Downhole sensors

Mechanical

Materials

Integration

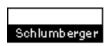
Acquisition / Interpretation

Testing & Production

Mechanical

Materials

Integration



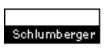


Classical Matrix Organization

Functions

Projects or Products

Although individuals are managed, compensated and promoted vertically through their Functional Organizations, they work horizontally on product and project teams.





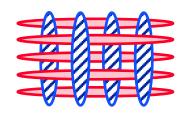
Metiers & Product Development Teams

Metiers Product Development Teams





Distributed Matrix Organization

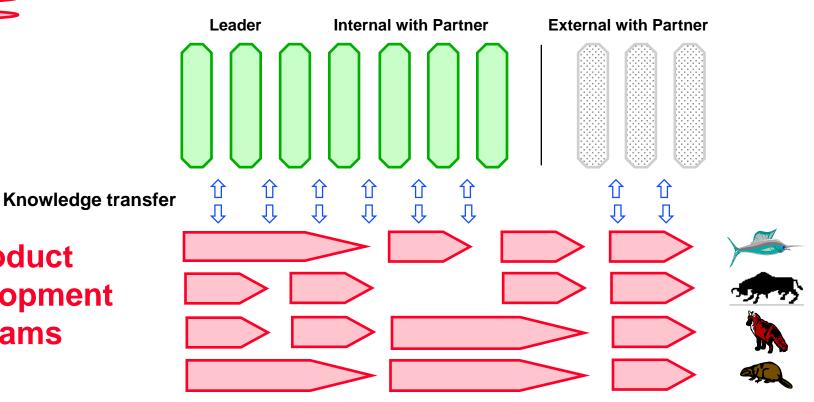


Product

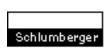
Development

Teams

Metiers Functional or Scientific Centers of Excellence



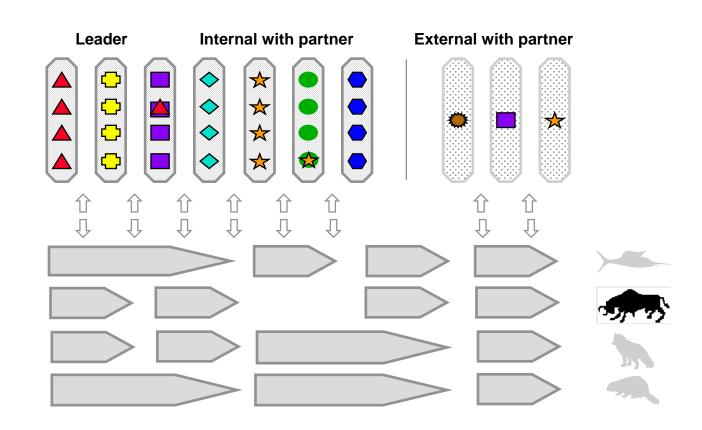
When formed, Product Development Teams operate independently of the Metiers, except for the requirement that they transfer knowledge and learning





Resources Grouped by Metier

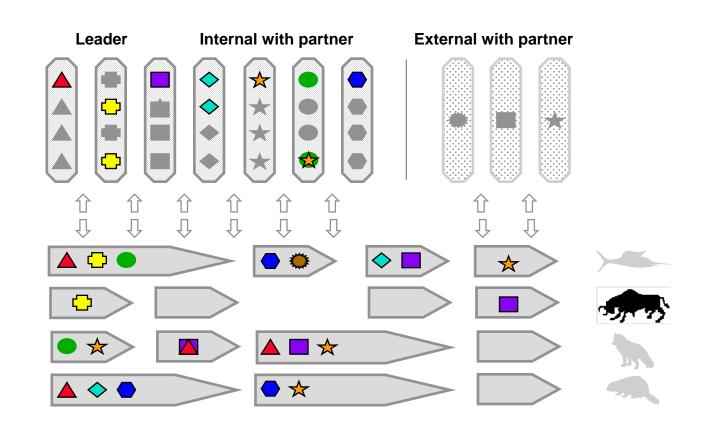
Metiers



Product
Development
Teams

Resources distributed into PDTs

Metiers



Product
Development
Teams



Metier Skills

Technological + Functional **Metiers** Internal with partner Leader **External with partner** ${\bf \hat{1}}$ $\hat{\mathbb{T}}$ **Product**

Development Teams



The Different Roles

Metier

- Cost Center
- Demonstration of "World Class"
- Development of People
- "The Coaches and the Warriors" sell their expertise and add value

Product Development Team

- Profit Center
- Get products out the door into customers' hands
- Market Relevance
- "The Heroes" ...



Contribution and Reward

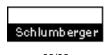
Metier

- Contribution: Expertise
- Reward: Personal Development

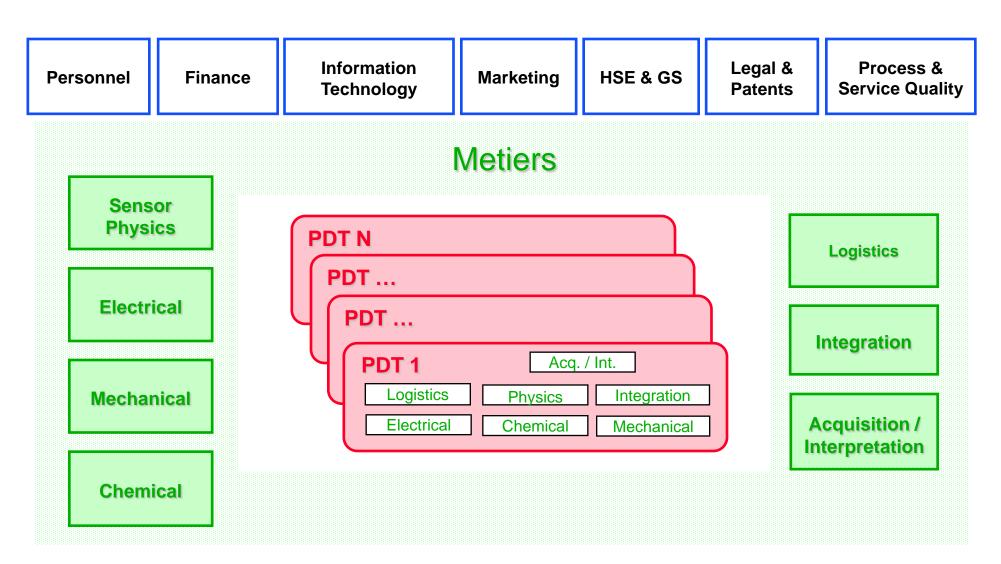
Product Development Team

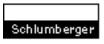
- Contribution: Commitment to success of product & team
- Reward: Bonus + Recognition

... for the same individual

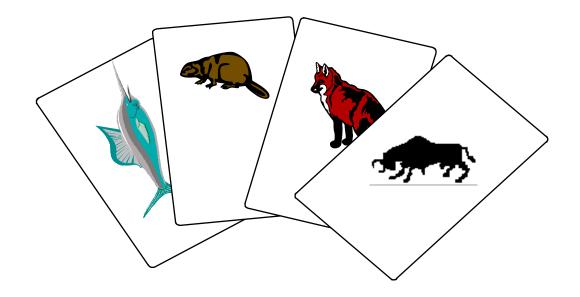


Distributed Matrix Organization



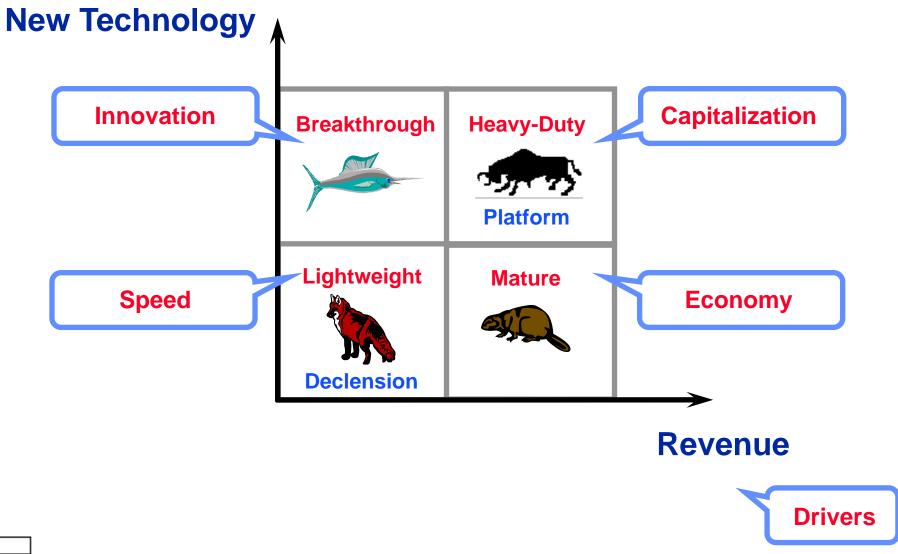


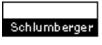
A New Deal to Change the Game





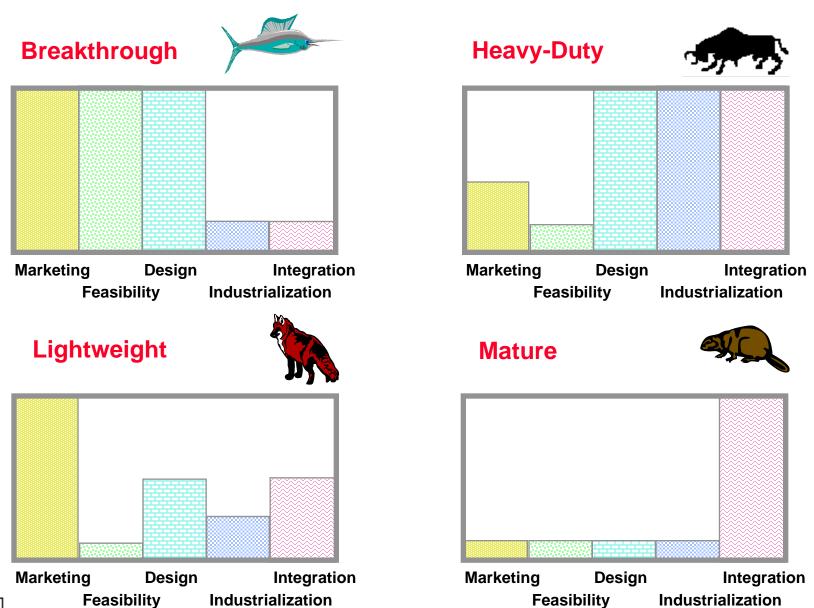
The 4 New Processes

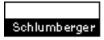






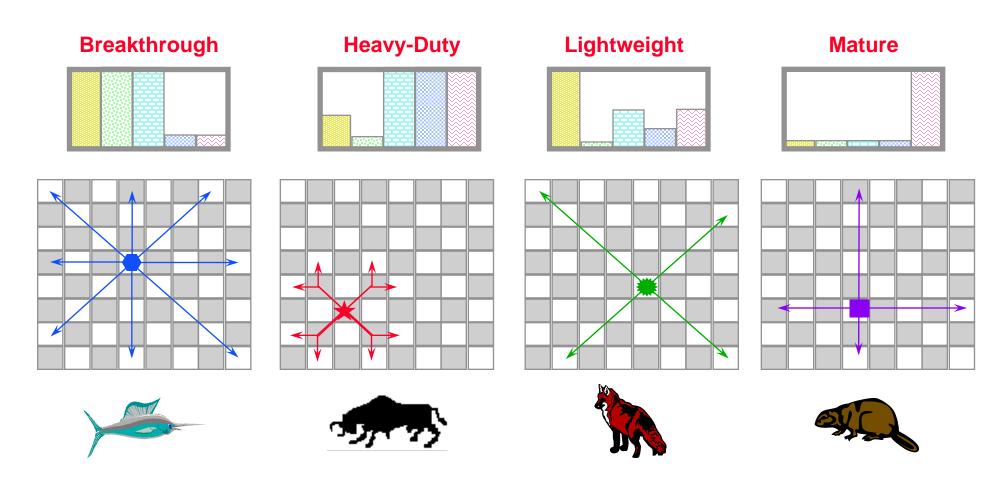
Modulated Product Development Guidelines



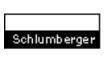




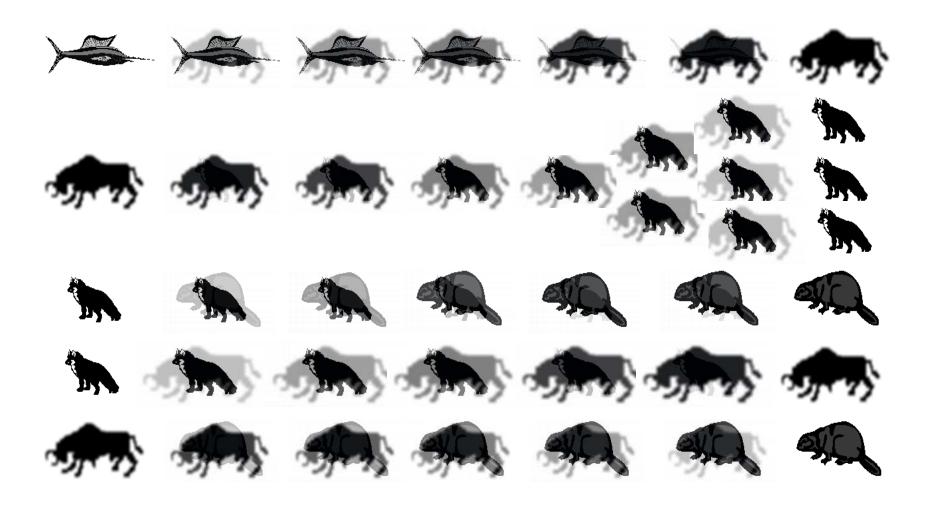
Modulated Standards



The Product Development Team controls its strategy within a strong code of modulated standards



Transition Paths Along Life Cycle





Projet d'Entreprise Schlumberger Riboud Product Center

"Take more risks and make change an integral part of our strategy"

Challenges

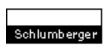
Simplifying our business process Opening up to the outside



Every employee with market culture

- PCS sessions for all projects. Encourage customer participation
- Every lightweight team with a customer sponsor
- Formal Customer Advisory Board
- Temporary ad hoc assignments of customers to SLB & vice versa to encourage "empathic design" concept

Staffing for World Class competence with constrained resources Clear accounting of site's contribution to the company





Transforming R&D into a Customer-Focused Organization

Standard Product Development Process

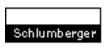
- → Adaptations to improve focus and profitability

 Breakthrough, Lightweight, Heavy-Duty, Mature
- ClientLink Initiative
 - ⇒ Empathic design
- Technology Watch
 - Still much to do
- Vision & Roadmaps
- Portfolio Analysis
 - Ensure R&D is an investment, not a cost
- Concurrent Engineering
 - Cover the entire R&D organization: research, engineering, manufacturing, ...

Information Technology

People

- ⇒ Team-based empowerment
- ⇒ Metiers for world-class competence
- Career building to continuously re-invent employees





Transforming R&D into a Customer-Focused Organization

Standard Product Development Process

- → Adaptations to improve focus and profitability

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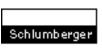
Information Technology People

- → Team-based empowerment
- → Metiers for world-class competence
- ⇒ Career building to continuously re-invent employees



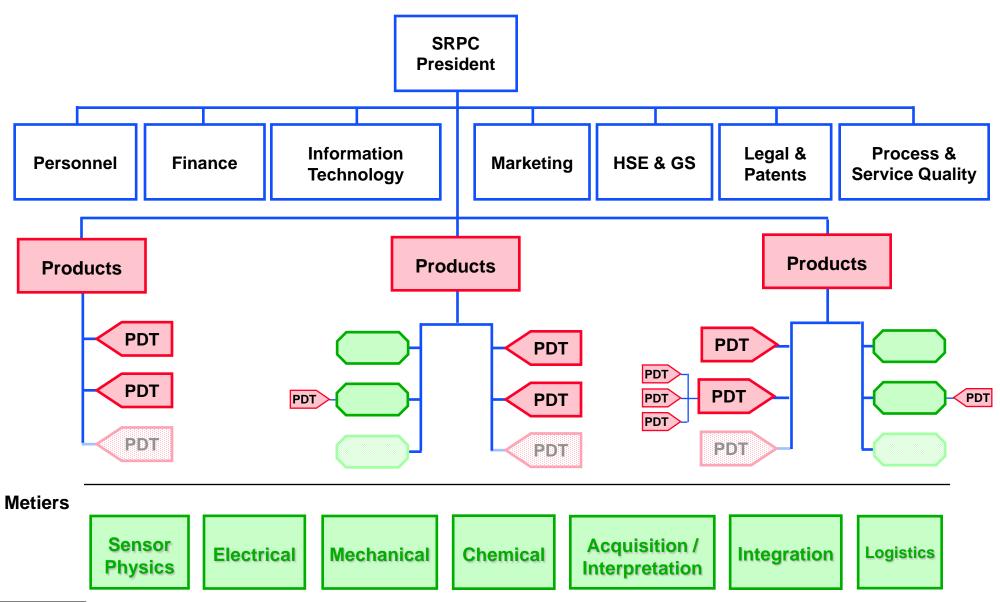


Virtual R&D, Sunshine Engineering





Structure





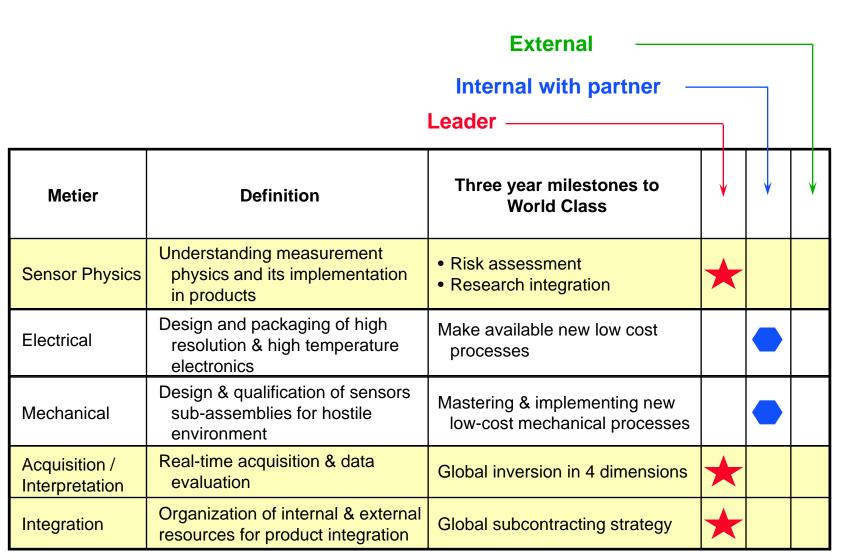
Reaching World Class within 3 years

Leader _____ Internal with partner ____ External

Function	Definition	Three year milestones to World Class	↓	V	↓
Personnel	Human resources development	Implementation of personal project			
Finance	Accounting & Business Control	Activity Based Accounting Transfer Cost Accounting			
Information Technology	Set-up of networked computer resources & applications	Stimulation Transforming IT into strategic tool			
Marketing	Validation of product development	Product Watch3rd & 4th generation R&DMethodology to validate projects	*		
Process & Service Quality	Process improvementQuality Assurance for products& service	Adaptive process guidelines			
HSE & GS	 HSE permeating site life and integrated in tools from design to process Borderless safety 	 HSE integrated into Development Guidelines Tangible business opportunities for HSE 		•	
Logistics	Manage materials logistics flow	Worldwide procurement strategyState of the art distribution network			
Legal & Patents	Protection of SLB technologyPatent watch / contracts	Pro-active patent & contract process shared within SLB			

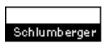


Reaching World Class within 3 years



Challenge 1: Simplifying our business process

Quantum Performand	ce Improvement	1997	Expectations	
Breakthrough team Innovation	 New product for benchmarking 	30% of resourcesaverage 2 / yearproven ROI	• 50 to 100 M\$ new product revenues	
Heavy-Duty team Capitalization	 New platform development 	Tool types reductionMaintenance cost reduction	Reduce Field Capex by 20%% of M&S / job divided by 2	
Lightweight team Speed	Platform declension	 Customization: 30% of output 	 Specific products generate 25% new customers 	
Mature Product Economy	Batch production	 Cycle reduced to 4 months Team contribution acknowledged by the Field 	• Productivity gain: 20% (12M\$)	



Challenge 1: Simplifying our business process

Expectations

- Culture of effectiveness driving simplified business processes
- Adapting to change by mobilizing the appropriate distributed matrix organization of proper development teams
- Four types of transversal product teams with resources mobilized from World Class metiers
- Teams focusing on a single mission with full control of strategy within a strong code of modulated standards
- Quantum performance improvements

The New World of Work

- Mobility
- Labor Efficiency
 - ⇒ Better technology
 - ⇒ Better process
 - ⇒ Better educated workers
- Information Power
 - Decisions can be made faster, by those closest to the customer
- Empowerment
 - ⇒ Team-based systems give employees more satisfaction
- Career Building
 - ⇒ Employees, like business, must be continuously re-invented
- Teamwork
 - ⇒ Taking new steps toward breaking up hierarchical business cultures

Making Knowledge Productive

Expectations

Business process simplification

- Clear and specific targets / responsibilities
- Focused, modulated action teams
- Full freedom within standards
- Transversal (faster, shorter communication)
- Faster decision making

Dynamic personnel development

- Development oriented organization
- Better placement of people & room for mobility
- Graduated management opportunities and training
- Programmed competence enhancement (World Class metiers)

Customer-oriented business

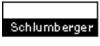
- ⇒Market-driven products
- ⇒Fast response to market changes
- ⇒Flexible answers to market demand

Optimization

- ⇒Competence & manpower adapted to tasks
- ⇒Better usage and integration of technology
- ⇒Time to market
- ⇒Low cost innovation

Prerequisites

- Culture of effectiveness (Contributing knowledge workers)
- Dynamic equilibrium between PDT and Metiers
- Balancing expectations and realities
- Problem solving rather than win-lose behavior



Expectations for July 1996

EXTERNAL

- Present our approach to outsiders (i.e., MIT, MCE)
- Formalize the interfaces between internal R&D groups
- Prepare the first benchmarks

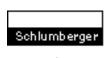
INTERNAL

- Validate the 4 processes
- All projects to follow the defined processes
- Train all managers on "effectiveness"
- Address any urgent people issues
- Validate required competence matrix & define needs for next three years
- Launch a partnership on new mechanical solutions

Les règles du jeu

Les acteurs

- VR:
 - Clarifier la vision
 - Animer l'équipe de Direction
 - "Orienter la pilote"
- L'équipe de direction :
 - Assurer la cohérence vision-ambition-opérationnel
 - Mettre en charge les responsables de cible
- Les leaders d'ambition
 - Rechercher toutes les informations internes et externes qui permettent de donner un sens et une pertinence à l'ambition vis à vis de l'environnement
- Les responsables de cibles :
 - Organiser les moyens et le pilotage pour assurer que la cible est atteinte et que "des marches se franchissent"
- Le "pouvoir" des leaders et des responsables de cible
 - Leur droit : intervenir dans toute l'entreprise pour faire avancer leur cible ou leur ambition
 - Leur devoir : convaincre et intéresser les personnes qu'ils sollicitent et ne pas user de pouvoir hiérarchique



Les règles du jeu

Le rythme - équipe de Direction

- Mensuel
 - Suivi du Challenge et de la communication
- Trimestriel
 - Réajustement des ambitions
- Semestriel
 - Validation de la cohérence vision-ambitions-opérationnel et environnement

Blueprint for the Future

In an unpredictable and rapidly changing world our future will be determined by our ability to transform knowledge and creativity into new business opportunities.

Euan Baird - April 1994

What really matters is that every employee understands the whole basic master plan of the company and can use it, knowing his role in the organization, to make the right decisions in his own environment.

The employee becomes a knowledge worker whose work is defined by results rather than quantity. What is important is not only to do things right but to do the right things.

