## THE SXSW17 STOLEN MANIFESTO

We explore or we expire, that's about it1.

The only safe thing that I know how to do is taking on new risks. Our world is now experimentation, you should try. I can't know what's going to be important in the next six months<sup>2</sup>. We are chaos magnets, but if you keep your eyes open, you can take advantage of the chaos<sup>22</sup>. I don't have the answers, just the questions. I'm always asking this question all the time: why is that important?<sup>3</sup>. Success is not about competition; it's about contribution4. If you focus on success and not experiment, you're never going to get new things. Don't empathize with success, empathize with experimentation<sup>5</sup>. Secret source: let people go faster making mistakes. Not just doing their job. And they will surprise you. If you do what the rest do, you will be the rest<sup>6</sup>.

Nobody is playing with the rules. It' an exciting moment for storytellers<sup>7</sup>. How passionate you are about the customers is the key to success. It starts with the customer. Get out the office and get close to the people you are interested in<sup>8</sup>. Observe what people do, not just what they say<sup>9</sup>. Look for the pain. That's where a problem can be solved, where a good idea can go. To make ideas work, don't start with tech, start with solving unmet need. There are two kinds of companies, the ones who focus on competitors and the ones who focus on customers<sup>8</sup>.

Fire some customers. Authenticity matters, it doesn't matter if you are big or small. Don't talk about it; be about it<sup>10</sup>. Truth is the

currency of our generation<sup>11</sup>. The challenge of transparency is how to start the conversation<sup>12</sup>. Authenticity does really matter in digital space<sup>13</sup>. How much more effective is it to be authentic? When we are honest, we start to connect.14 When you tell a story you have to activate and connect with people's lives<sup>15</sup>. Not everything is powerful for us, it is powerful for people<sup>16</sup>. Tell stories to build trust, generating deeper connections with people<sup>17</sup>. People are waking up to the opportunity to connect with real lives<sup>18</sup>. Everything you try has to make a difference to the world. Changes can have some impact. Encourage what people are<sup>19</sup>. Connect your brand with people's emotions to get to people's minds20. You can do something really simple to change people's lives<sup>21</sup>.

Magic happens when people sit at the same table putting things together where people want them to be<sup>22</sup>. Partnerships become more important<sup>23</sup>. Partnerships don't have to be about survival. Partnerships are about sharing shared visions with the other side about things they haven't thought<sup>12</sup>. The challenges happen because of collaboration<sup>24</sup>.

Companies are focused on managing. Innovators are focused on imagining<sup>25</sup>. Innovation can come from anywhere<sup>26</sup>. The question is not if it will be, it's when it will be. Don't try to stop the innovators, join them. People-powered innovation<sup>27</sup>. Everyday someone has new things to do that have never been done before. We are always looking for new things. Learning comes from

the unexpected  $^{12}$ . We learn by small-package capsules that we switch between so quickly. In chaos we make leaps, not steps $^{28}$ . Copying is good. It's the best fuel of evolution $^{29}$ . We are a 250 year-old start-up $^{23}$ .

Context is the new king<sup>19</sup>. Everything around us is going to be connected<sup>30</sup>. People are consuming media in different ways. We have to go to the different places where people consume media, connect the dots and move forward to the new development mood. Don't take something that is perfect for TV and cut it into pieces in digital. You don't have to think in the format when you create the story, just think first about users<sup>31</sup>. Embedding the digital to physical is avoiding screens, eliminating interfaces, breaking the rectangles and boundaries<sup>32</sup>. Things have shifted. Mobile is the dominant changing behavior<sup>33</sup>.

Where the audience is, good content should follow<sup>34</sup>. There are so many people hungry for content<sup>35</sup>. People still watching although they have read what will happen<sup>36</sup>. We are benevolent arms dealers, we put our content everywhere. I believe in content being everywhere, but algorithms are making the decisions<sup>34</sup>. Facebook democratizes content<sup>7</sup>. When the content is live, people feel more comfortable watching it. The important question is: is this content relevant?<sup>37</sup> We create thousands of contents everyday, which we test. If you don't create thousands of pieces of content that work we won't have content that works<sup>38</sup>. Content has to react

with the user<sup>39</sup>. We are moving from broadcast to narrowcast to create better personalized content<sup>40</sup>.

We live in a world where we have more information than we can handle<sup>12</sup>. Data has to give an insight to do something better, data tells us we have different opportunities<sup>23</sup>. From going shopping, to always shopping to forgetting shopping (and just enjoying)<sup>33</sup>. Mathematics is obsessed about data but artists too<sup>31</sup>.

Technology has to make people's lives better<sup>42</sup>. The filter bubble (algorithm dictatorship) is putting people off<sup>34</sup>. Algorithms are instructions. Modern computation automates human computation<sup>43</sup>. Computers may write fun, but don't read fun<sup>15</sup>. Art and technology have to live together<sup>44</sup>. Tech allows more original creative thinking<sup>45</sup>. Make tech invisible<sup>32</sup>. AI is not just to predict what you want, it's also there to help people with their choices<sup>33</sup>. Be creative with computational designs. Alphago was the birth of computer intuition by Google Deepmind. Machines now create art. Even generate designs. These tools are great optimizers but humans are smarter, more emotional, irrational and creative46. We are not thinking machines, we are feeling machines that think<sup>41</sup>. When machines talk, people assume relationships<sup>19</sup>. Technology helps us to dream<sup>18</sup>.

Where we are going we don't need roads<sup>10</sup>.

Google ATAP 25 Steve Case. <sup>2</sup> Casev Neistat. Filmmaker AOL co-founder <sup>3</sup> Ryan Spoon. <sup>26</sup> Barry Calpino. Mondelez <sup>4</sup> Adam Grant. <sup>27</sup> David Price. Writer Innovator <sup>5</sup> Summer Anne Burton. 28 Carl Addy BuzzFeed <sup>6</sup> Geoff Cottrill. <sup>29</sup> Raymond Chin. Mullen Lowe Sapien Nitro <sup>7</sup> Bonnie Pan. 30 Neal Mann. Endemo Anomaly <sup>8</sup> Scott Cock. 31 Helen Alonso. Museum National History NY 9 Navin Iyengar. 32 Paul Dillinger. Levi's 10 Tanarra Schneider. FIORD 33 Helen Crossley Facebook 11 Kimbal Musk. The Kitchen 34 Thomas Huge. Lionsgate 12 Andrew Hill. 35 MaarkoSlavnic. HBO13 Peter Girard. Blue Ribbon-Warner 36 GOT Showrunners 14 Cory Richards. 37 Bob Gruters. National Geographic New York Times 15 David Litt 38 Jessica Shortall. Obama's speechwriter Activist 16 Alfred Ironside. 39 Karen Wong. New Museum of NYC Ford Fundation 17 Don Osmond. <sup>40</sup> Pete Cashmore. Buzzfeed 18 John Hanke. <sup>41</sup> Antonio Damasio Niantic 42 Jason Dusterhoft. 19 Sophie Kleber. Austin Police HUGE Department <sup>20</sup> Kristoffer Borgli. <sup>43</sup> Pip Mothersill. MIT Media Lab Filmmaker

<sup>1</sup> Buzz Aldrin.

<sup>24</sup> Ivan Poupyrev.

NOTE: We apologize if we have made some mistakes assigning the authors of every quote.

21 Sam Hill.

Google Glass

Knight Foundation

<sup>22</sup> Janine Gianfredi.

23 Reth Comstock.

General Electric

<sup>44</sup> Maggie Malone.

46 Jason Robinson.

Disney

IDEO

45 Steve May.

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