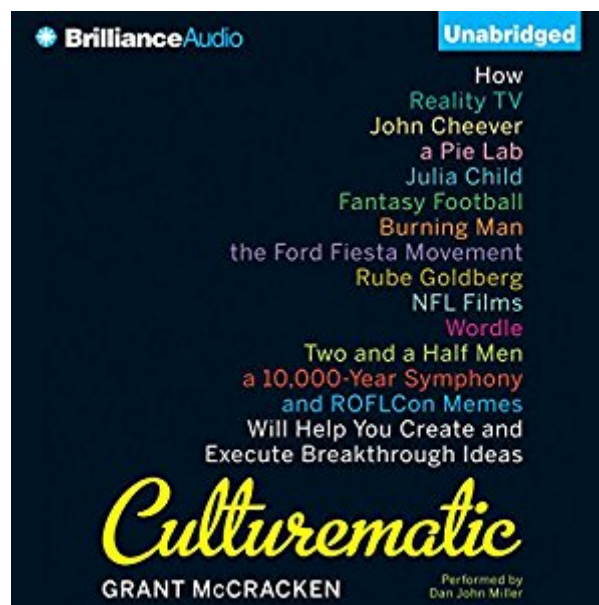




The book was found

Culturematic: How Reality TV, John Cheever, A Pie Lab, Julia Child, Fantasy Football... Will Help You Create And Execute Breakthrough Ideas



Synopsis

A Culturematic is a little machine for making culture. It's an ingenuity engine. Once wound up and released, the Culturematic acts as a probe into the often-alien world of contemporary culture, to test the atmosphere, to see what life it can sustain, to see who responds and how. Culturematics start small but can scale up ferociously, bootstrapping themselves as they go. Because they are so inexpensive, we can afford to fire off a multitude of Culturematics simultaneously. This is evolutionary strategy, iterative innovation, and rapid prototyping all at once. Culturematics are fast, cheap, and out of control. Perhaps as important, they fail early and often. They are the perfect antidote to a world where we cannot guess what's coming next. In Culturematic, anthropologist Grant McCracken describes these little machines and helps the reader master them. Examples are drawn from NFL Films, Twitter, the Apple Genius Bar, Starbucks, Ford, SNL Digital Shorts, Restoration Hardware, UNICEF, J. Crew, Pie Lab, USA Network, and the GEICO gecko. For the traditional producers of culture - the creators of movies, design, advertising, publishing, magazines, newspapers, and corporate R&D - this book will inspire new innovation and creativity. For the emerging producers of culture - the digital players - this book will serve as a practical handbook. Culturematic: our app for creating the world anew.

Book Information

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Customer Reviews

In Culturematic, McCracken introduces a methodology of creativity. By following his methodology, you create a "Culturematic," a thought process* that creates intriguing new concepts. McCracken

gives countless examples of recent pop culture phenomena he believes originate from Culturematics. The methodology for creating a Culturematic is simple, if unclear. Using examples pulled from the book, the methodology is: 1. Test the world: Ask "What if..." or "What if I..." (e.g. What if I invented a professional sports league?) 2. Discover Culture: Your "what if" should reframe culture and produce new culture (e.g. Lonely Island starts with "What if I prematurely ejaculated to an insane degree," ends in Jizz in My Pants skit.) 3. Unleash value: Profit! (e.g. Think about all the money made by Julie and Julia food blog, or Supersize Me) To his credit, McCracken immediately seems to realize his methodology is vague and unhelpful. As such, he spends a significant portion of the rest of the book attempting to clarify what following these three steps actually entails. Such clarifications include: -Culturematics have no desired or definite outcome when born. -Culturematics are not posturing in anyway (except incidentally). -Culturematics reframe the world in a way that makes it more organized, more tangible, or breaks previous distinctions (such as between art and science). -Culturematics have something like an emergent order (and as such, you should go out in the world and experience ideas unrelated to your own). -Culturematics work from native curiosity and excitement. -Culturematics should focus on small ideas that can grow, rather than on big ideas. -Culturematics shouldn't conform to taste, social rules, or genres. -Culturematics should result in small scale projects that can fail without much consequence. These clarifications, of course, don't really connect to his Culturematic methodology. Instead, they're just good tips for being creative, said better elsewhere. McCracken then attempts to show how you can apply the Culturematic approach to yourself (by being a spectacle or curator, for instance). He does the same for various creative mediums, and then concludes by discussing how corporations can employ the approach. (I believe another review discusses the corporation part more.) There are numerous problems with the book, as should be evident here. McCracken has clearly stumbled upon an idea. Unfortunately, he has trouble conveying it clearly: his linguistic invention of the "Culturematic" fails to illuminate, as do his countless examples. Even worse, the lack of clarity does not result from his idea being so novel as to defy easy description; rather, other writers have already said it better. (See, for example, *Accidental Genius: Using Writing to Generate Your Best Ideas, Insight, and Content* for content generation, and *Words That Work: It's Not What You Say, It's What People Hear* for what content tends to influence others. Secondly, I'd recommend the blogs *Barking Up The Wrong Tree*, *Brain Pickings*, or even *Inc.com*.) In short, don't buy this book; buy those others.-----*McCracken also uses Culturematic to describe people and entities embodying this thought process.

In his last book, Chief Culture Officer, Grant McCracken made the case for why firms must pay attention to culture to succeed. In this book, McCracken outlines a method for doing this effectively. He defines a Culturematic as a tool for cultural innovation. They are basically tests - you answer a "what if..." question, try it out, discover what works (and what doesn't), and then unlock value from what you learn. The idea is deceptively simple, but profound. You may read the descriptions of the book and say "but I'm not interested reality TV, fantasy football, ROFLcon etc." It doesn't matter. What McCracken describes is an experimental approach to innovation that applies more generally than might be obvious. Experimenting is at the core of any successful innovation effort, and the tools described in this book can be used in much wider contexts than those used as examples in it. In that, it is a good companion to *A Little Bets: How Breakthrough Ideas Emerge from Small Discoveries*. The ideas in this book will be useful to anyone interested in innovation, design thinking or those running organisations that have a strong connection to culture (be it low or high). On top of that, it is well-written and fun to read - an added bonus.

As an Equity Analyst, I love reading business strategy books to gain new insights into how to look at companies. I discovered Culturematic while listening to a recent HBR Ideacast podcast interview with its author, Grant McCracken - [...] I was intrigued and downloaded the book onto my Kindle. I found Culturematic a refreshing change from most business strategy books as McCracken approaches the concept of innovation from his expertise as an anthropologist. It is interesting as McCracken's own blog which "sits at the intersection of anthropology and economics" - [...] - camps - is a culturematic itself as it brings together two unrelated domains and creates a new way for people to look at corporate strategy. Another example of a company that is a culturematic which follows McCracken's "...rules: Don't look for big ideas. Seek small ideas that can grow. Fail fast. Fail often. Keep learning and never give up." is lululemon - [...]. I highly recommend you check out this fascinating book!

This is a wonderful book that uses metaphor and storytelling to refresh and reaffirm today's too often trivialized notion that the secrets to building iconic brands are all around us, imbedded in the popular culture. It reminds us that the perfect is the enemy of the good and it touts the efficacy of the "think it, do it, fix it" model. From its title (If that doesn't evoke Ron Popeil then you've missed some classic infomercials.) to its many fresh examples (Not the predictable parade of Coke and Starbucks and Apple.) the author liberally uses the principles he presents. This very book is a 'culturematic': a thing that is sent out into the world to discover meaning and create value.

Grant is a great chronicler of social science trends and the forces that shape our culture consciousness. He deserves to be better known. I personally I have read all his books and consider his thinking to be a huge influence on my own writing and thinking. Culturematic deserves to be read.

A hard book to describe. If you are interested in a breakdown of how things of great success come to fruition in the world today, check it out. I was very happy that the kindle Text-To-Speech function was enabled on this book as I often use that when driving.

I bought this as a gift for my daughter and she is enjoying reading it. Not my style of reading but works for her.

I bought it because brands needs to understand the culture to fit in and become icons. This book explains that.

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