



# EMERGENT LEADERSHIP IN SELF-ORGANIZING VIRTUAL TEAMS

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#### 1) PROBLEM STATEMENT

Traditional leadership theories assume

New leadership theories are needed for







- Organizational Setting
- Formal Roles
- Single leader/manager
- No organizational setting
- No formal roles
- Self-organizing

### 2) THEORY & DEFINITIONS

**LEADERSHIP**: Results in the reinforcement,

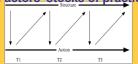
creation & ongoing evolution of team structures.

**STRUCTURE**: Rules and resources that influence action

Structure is "encoded in actors' stocks of practical

knowledge"

(Barley & Tolbert, 1997)



### 3) PROPOSITIONS

<u>Proposition 1:</u> Leadership in virtual teams operates on two levels: First-order leadership (1stOL) is functional. Second-order leadership (2ndOL) is transformational.

<u>Propositions 2 & 3:</u> 1stOL & 2ndOL can be either centralized or distributed but in effective teams it's more likely to observe;

Fluid, distributed, emergent, & widely shared 1stOL

Proposition 4: 1stOL esp. Substantive

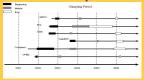
task contribution

prerequisite for Centralized 2ndOL

2ndOL esp. Substantive task contribution

## 4) RESEARCH METHOD & DATA

- > Longitudinal multiple case study
- > Data: Email messages from developer mailing lists
- > 6 Free/Libre Open Source Software projects



> 60 decision episodes from three time periods

### 5) CASE SELECTION CRITERIA

a) Software Type
Instant Messaging

ERP Systems

Gaim aMSN Fire

Compiere OFBiz WebERP

b) Project Success (Varving levels of success)



c) Data availability, and appropriate project history

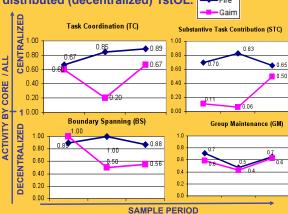
### 6) ANALYSIS

> Coding schema developed inductively & deductively.

	FIRST ORDER LEADERSHIP BEHAVIORS		SECOND ORDER LEADERSHIP BEHAVIORS	
	ITEM	SUB-ITEM	ITEM	SUB-ITEM
	Task Coor	Task Assignment		Creating new rules
		Defining Timeline		Changing existing rules
	dinat ion	Determining Scope		Initiate Discussion for new Infrastructure or Strategic Initiatives
Sı	ubstantive Task Cont			
	ributi		Change Legitimation	
	on	Task Contribution	(Norms	Changing the rules about the technology use
Г		Apologies (Group	and	
	Group	cohesion)	Rules)	"Reflexive Monitoring" (Giddens)
	Main		Create Domination	
	tena		(Authorit	
	nce (Rela		ative and allocative	
		Explain Reasoning Behind	resource	Allocating/removing team efforts towards/
	hip)	a Decision	s)	from a major change.
	Boundary	Providing knowledge from outside	Change Signification (Interpret	Write/edit documentation on processes
	Span	Assist users	ive	Change strategic goal of project
		Link an outsider	Schema)	Reinforce rules

### 6) INITIAL FINDINGS

> More successful team (Gaim) shows more distributed (decentralized) 1stOL. —Fire



#### 7) INITIAL FINDINGS

> Mixed results for 2ndOL: Fire shows more centralized domination. Gaim shows more centralized legitimation . Both teams show centralized signification.

