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**Excerpt from: “5 leadership lessons from James T. Kirk” By Alex Knapp**

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Captain James T. Kirk is one of the most famous Captains in the history of Starfleet. There's a good reason for that. He saved the planet Earth several times, stopped the Doomsday Machine, helped negotiate peace with the Klingon Empire, kept the balance of power between the Federation and the Romulan Empire, and even managed to fight Nazis. On his five-year mission commanding the U.S.S. Enterprise, as well as subsequent commands, James T. Kirk was a quintessential leader, who led his crew into the unknown and continued to succeed time and time again.

Kirk's success was no fluke, either. His style of command demonstrates a keen understanding of leadership and how to maintain a team that succeeds time and time again, regardless of the dangers faced. Here are five of the key leadership lessons that you can take away from Captain Kirk as you pilot your own organization into unknown futures.

**.....2. Have Advisors With Different Worldviews**

"One of the advantages of being a captain, Doctor, is being able to ask for advice without necessarily having to take it."

Kirk's closest two advisors are Commander Spock, a Vulcan committed to a philosophy of logic, and Dr. Leonard McCoy, a human driven by compassion and scientific curiosity. Both Spock and McCoy are frequently at odds with each other, recommended different courses of action and bringing very different types of arguments to bear in defense of those points of view. Kirk sometimes goes with one, or the other, or sometimes takes their advice as a springboard to developing an entirely different course of action.

However, the very fact that Kirk has advisors who have a different worldview not only from each other, but also from himself, is a clear demonstration of Kirk's confidence in himself as a leader. Weak leaders surround themselves with yes men who are afraid to argue with them. That fosters an organizational culture that stifles creativity and innovation, and leaves members of the organization afraid to speak up. That can leave the organization unable to solve problems or change course. Historically, this has led to some serious disasters, such as Star Wars Episode I: The Phantom Menace.

Organizations that allow for differences of opinion are better at developing innovation, better at solving problems, and better at avoiding groupthink. We all need a McCoy and a Spock in our lives and organizations.