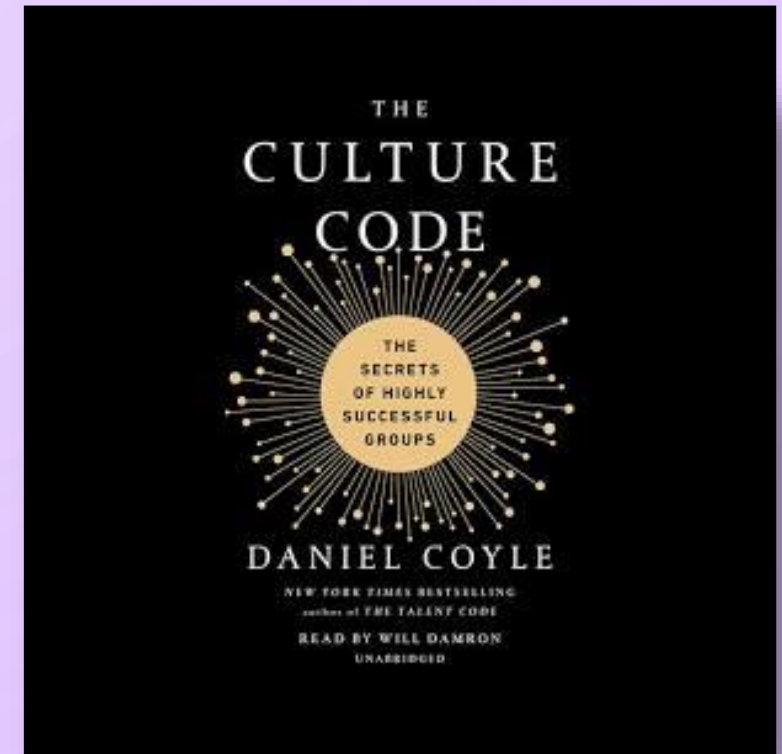


CULTURE CODE

DANIEL COYLE



A decorative graphic on the left side of the slide consisting of a network of light blue lines and small circles, resembling a circuit board or a neural network diagram.

**IT'S CALLED GARBAGE CAN NOT
GARBAGE CANNOT**

-Unknown

The background is a dark gray with a subtle pattern of concentric circles. In the four corners, there are stylized, light blue circuit-like lines with small circles at the ends, resembling a technical or digital theme.

Safety

Vulnerability

Purpose

The background is a dark gray with a subtle pattern of concentric circles. In the four corners, there are abstract, light blue line art designs that resemble circuit boards or neural network connections, with lines and small circles branching out.

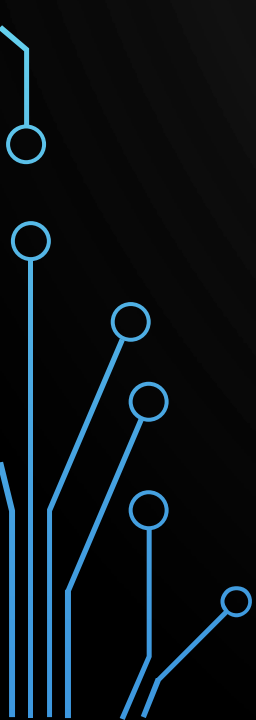
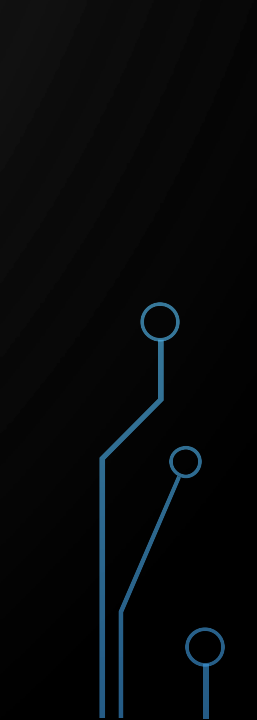
SAFETY FIRST!

- There is lots that connect us
- Group performance depends on communicating we are safe and protected
- The hardest drug out there: proximity!



BELONGING QUEUES

Together they communicate to you what really matters, you are safe here!

- High energy levels
 - A person is treated as unique and is valued
 - Signals that future interactions will take place
- 
- 

CAUTION

- Constructive criticism: ask first, all negative feedback should be handled in two person dialogue
- It's easy to fuck up
- Its even easier to destroy someone's sense of safety

IN ACTION...

Personally:

- Overcommunicate your listening
- Pointing out personal weaknesses
- Embracing the messenger
- Overdo thank yous
- Introducing people should be treated as important

In Groups:

- Close proximity often a circle
- Lots of eye contact
- Physical touching
- Lots of short energetic exchanges
- High levels of mixing everyone talks to everyone
- Few interruptions
- Lots of questions
- Intensive active listening
- Humour laughter
- Small nice actions

VULNERABILITY

- Vulnerability leads to cooperation
- Vulnerability comes before trust – the leap comes before trust

The background is a dark gray with a subtle pattern of concentric circles. In the four corners, there are abstract, light blue line art designs that resemble circuit boards or neural network connections, with lines and small circles branching out.

VULNERABILITY DEFINES TEAMS:

Critical moments in a group's life

- First vulnerability
- First disagreement

The background is a dark gray with faint, concentric circular patterns. In the corners, there are abstract, light blue line art elements that resemble circuit boards or neural network connections, with lines and small circles.

THE GOOD, THE BAD AND THE MORDECAI

- Tension
- Exchanges of vulnerability are pathways to trusting relationships
- Listening - the best listeners are trampolines
 - Say more about that
 - Most interruptions...

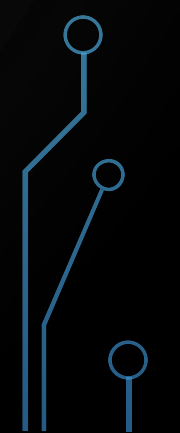


IN ACTION...

Before action review:

- What are our intended results
- What challenges can we anticipate
- What have we others learned from similar situations
- What will make us successful this time

After action review:

- What were our intended results
 - What were our actual results
 - What caused our results
 - What will we do next time
 - What will we do differently
- 

PURPOSE

- Here is where you are and here is where you'd like to be
- The road to success is paved with mistakes well handled

IN ACTION...

- Artifacts
- Johnson and Johnson
- Moments of pain are good times to identify self motivation

To live a life worth living; concentrated on simplicity, satisfaction and the wellbeing of others.

...To always look after myself first

...To take as much time as needed

...To embrace failure and all of life's lessons

PERSONAL WORKS IN PROGRESS...

(SORTED BY PRIORITY)

- The Door Unlocker 3001 (cyber security and web transactions)
- Improving social skills
- Piano lessons in Winnipeg
- MIDI
- Visual design
- 3D printing