

The Psychology of Entrepreneurship



Why Psychology?

Product

Strategy

Hiring

Managing

Marketing

Entrepreneurship depends on robust models of

Learning

Habit

Behaviour

Desire

Interaction

Expectation

What Are The Psychological Theories Of Entrepreneurship?

• Self-Efficacy Theory

This theory looks at an individuals mindset towards achieving a goal and how this mentality is developed. Self-efficacy is essentially **the belief in your own ability to control your own behavior, emotions, and motivations**. ... For example, a student who has a high level of self-efficacy in mathematics will feel confident in their ability to do well in a tough statistics class. The entrepreneurial self-efficacy is the perception of the confidence of the entrepreneurs in themselves in their own entrepreneurial capacities, before they are laid out to launch out in the business

Locus of Control Theory

This theory analyzes an individual's perception of events and suggests that individuals with an internal locus of control are associated with entrepreneurial intentions. Locus of control is a psychological concept that refers to how strongly people believe they have control over the situations and experiences that affect their lives. In education, locus of control typically refers to how students perceive the causes of their academic success or failure in school.

• Self-Competition Theory

celves

This theory suggests that individuals develop the desire to improve themselves and become better than their past

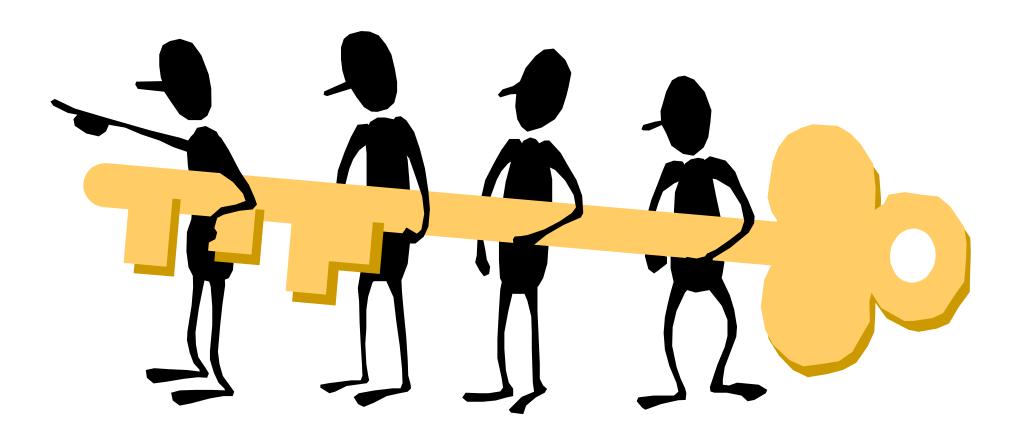
What Are The Psychological Theories Of Entrepreneurship?

• Ambiguity Tolerance Theory

This theory posits that individuals who possess a higher tolerance of ambiguity are more likely to succeed in the face of uncertainty.

• Passion Theory

This theory looks at the different sources of passion for an entrepreneur and how they provide motivation.



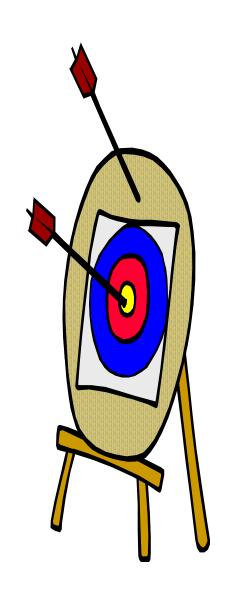
Building A
High Performing Team

Essential Elements of Mutual Goals **Teams Essential Interdependent** Mutual **Element** Working Accountability Relationships of Team **Individual** Commitment

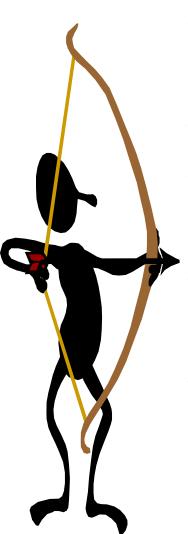
Effective Team Member



- Is friendly, concerned, and interested in others;
- Acknowledges and confronts conflict openly;
- Listens to others with understanding;
- Includes others in decision making process;



Effective Team Member



Recognizes and respects Individual differences

Contributes ideas and Solutions;

Values the ideas and contributions of others

Recognizes and rewards team efforts and

• Encourages and appreciates comments about team performance.

THEORIES ANR MODELS OF TEAMWORK

Douglas Theories X and Y

Theory X:

- 1) Inherent dislike of work
- 2) Need for forcing, threatening, controlling, directing, pursing them to achieve organizational goals
- 3) Person prefers being directed in order to avoid responsibility
- 4) Money or insecurity acts as prime motivation
- 5) Limited creativity in human beings

THEORIES ANR MODELS OF TEAMWORK

Douglas Theories X and Y

Theory Y:

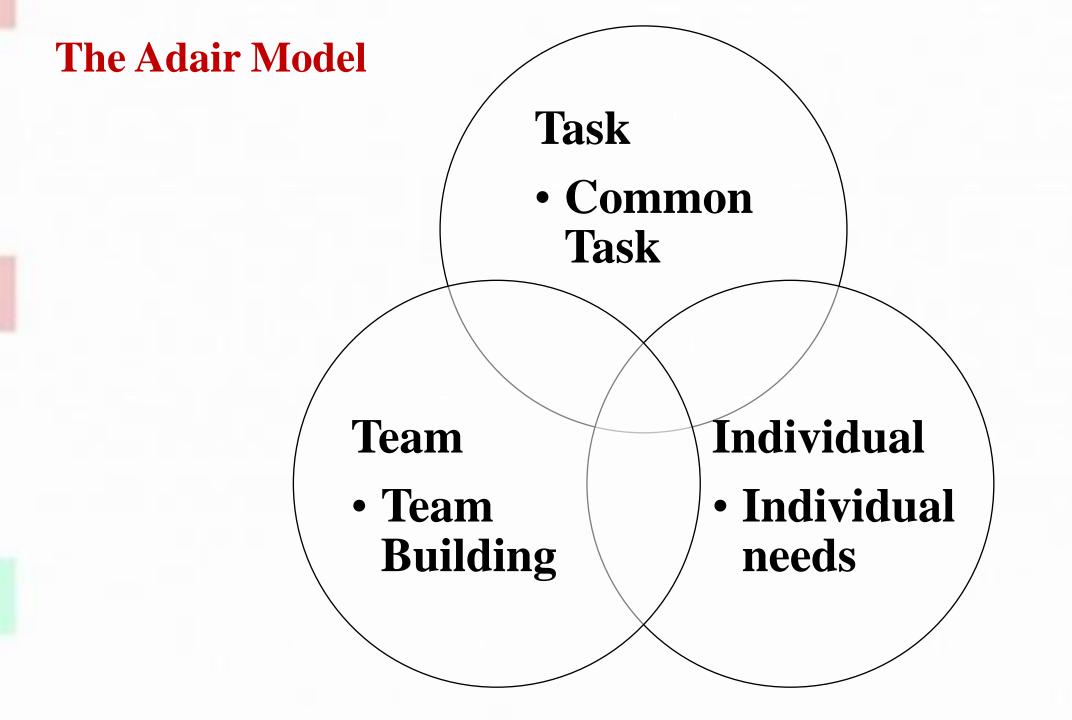
- 1) For psychological growth of human beings, physical and mental efforts are necessary in work as in rest or play
- 2) Self-direction and self control are exercised by human beings while pursing an objective.
- 3) Rewards induce commitment to objectives
- 4) Under proper circumstances the average human beings learn to take on responsibility and move towards an objective
- 5) Self imposed discipline is more effective than externally imposed
- 6) Although creativity and ingenuity are not widely used in most job situations, the capacity to exercise exists widely among the human beings.

The Adair Model:

1. Achieve the task

2.Build and maintain the team

3.Develop the individual



The Adair Model

Task

Clear targets
Standards of performance
Clear responsibilities
Achieve targets
Systemic approach

Team

Common purpose
Supportive climate
Common identity
Sense of Achievement
Grow and development as unit

Individual

Accepted – By leader

By Team

Valued – By Leader

- By Team

Able to contribute

Know what is expected

Growth

The Adair model for accomplishment requires

- •The task needs work groups or organizations to come into effect because one person alone cannot accomplish it.
- •The team needs constant promotion and retention of group cohesiveness to ensure that it functions efficiently. The team functions on the 'united we stand, divided we fall' principle.
- •The individual's needs are the physical ones (salary) and the psychological ones of recognition; sense of purpose and achievement; status; and the need to give and receive from others in a work environment.

For Adair, the task, team and individual needs overlap as follows:

- •Achieving the task builds the team and satisfies the individuals
- •If the team needs are not met if the team lacks cohesiveness then performance of the task is impaired and individual satisfaction is reduced
- •If individual needs are not met the team will lack cohesiveness and performance of the task will be impaired

Adair's view is that leadership exists at three different levels:

- •Team leadership of teams of 5 to 20 people
- •Operational leadership, where a number of team leaders report to one leader
- •Strategic leadership of a whole business or organisation, with overall accountability for all levels of leadership

Stages Of Team Formation

• Forming:

- Period of testing and learning for the group.
- Period of considerable anxiety where group members are extremely cautious.

Storming

- Conflict emerges as individuals start to assert the mselves.
- Members compete for status and position of relative control.

Stages Of Team Formation

· Norming:

- Group norms emerge
 Work standards get set
 The groups begin to work cooperatively

Performing:

- Group gets structured
- · Challenges get handled
- Group becomes task oriented
 High involvement levels are seen

Stages of Team Building

Forming	Awareness	Underdeveloped
Storming	Conflict	Experimenting
Norming	Cooperation	Consolidating
Performing	Productivity	Mature
	Seperation	

TEAM ROLES

- ✓ Coordinator's Role: Leader: Group Objective and set agenda
- ✓ **Shaper's Role**: Shape to the team's efforts
- ✓ Plant's Role: Sources of new idea generation
- ✓ Monitor's Role: Guide the team
- ✓ Team Worker / Implementer's Role: Convert decision and strategies into defined and manageable task
- ✓ Resource Investigator's Role: provide resource information
- ✓ **Team Man's role:** Provide motivational support
- ✓ Finisher's role: Mentioned a permanent sense of urgency

CO-ORDINATOR [CHAIRMAN]

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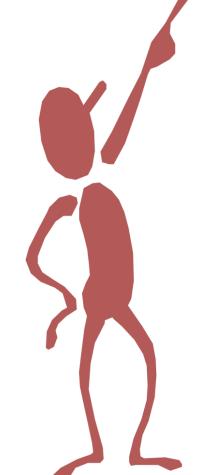
Trusting, Dominant with strong commitment for achieving external goals.

Positive Qualities

Calmness under pressure, practical self-discipline, enthusiasm.

Tolerant enough always to listen to others but strong enough to reject their advice.





THE SHAPER

TYPICAL FEATURES

Outgoing, dynamic, tough minded, opportunistic, emotional.

Good at directing attention to the setting of objectiveness and priorities & shaping the outcome of group activities.

POSITIVE QUALITIES

Strong need for achievement.

Capacity to galvanize a team into action.

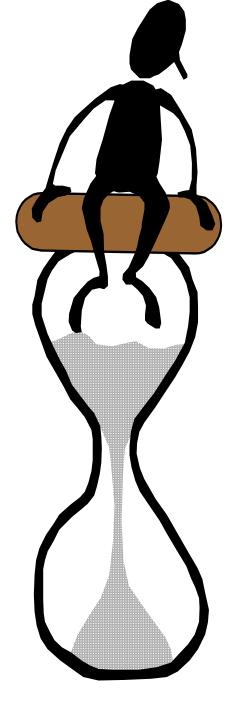
SOLO PLAYER "PLANTS"

Typical Features

Individualistic, serious-minded, Creative.

Positive Qualities

Brains, Imagination, intellect, knowledge.



RESOURCE INVESTIGATOR

TYPICAL FEATURES

Extroverted, enthusiastic, unanxious, curious, communicative, stable.

POSITIVE QUALITIES

A capacity for contacting people and exploring anything new. An ability to respond to challenge and identify opportunities good sense of timing

ALLOWABLE WEAKNESSES

Liable to lose interest once the initial fascination has passed.

Company Worker/Implementer

Typical Features

Conservative, disciplined, dutiful, predictable, tough minded, trusting, tolerant.

Positive Qualities

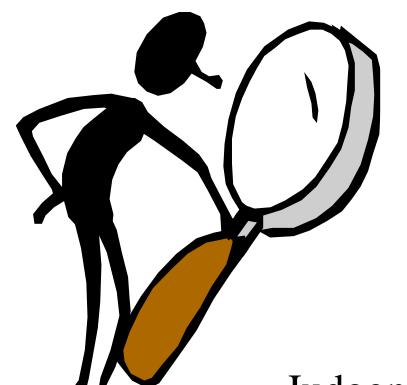
Organising-ability, practical common sense, hard working, self-discipline, interest of organization, reach to the top.

Allowable Weaknesses

Lack of flexibility, unresponsiveness to unproven ideas.

Resistance to change.

MONITOR EVALUATOR



Typical features

Sober, unemotional, serious minded, shrewd

Positive Qualities

Judgement, discretion, hard-headedness

Allowable Weaknesses

Lacks inspiration or the ability to motivate others. Boring/Dry appear slow in decision making.

TEAM MAN

Typical Features

Socially oriented, rather mild, sensitive, understanding, humble, trusting.

Positive Qualities

Good listener, group morale.

An ability to respond to people and to situations and to promote team spirit

Allowable Weaknesses

Indecisiveness at the moments of crisis.



Completer / Finisher



TYPICAL FEATURES

Painstaking, orderly, conscientious, anxious, self control & disciplined.

POSITIVE QUALITIES

A capacity for follow through perfectionism.

A tendency to worry about small things.

A reluctance to let go.

A Winning Team -

Requirement





Leadership

- What is Leadership?: Influencing people directing towards the goal.
- Leadership is concerned with people and helping them to have a purpose and striving to achieve it.
- Who is Leader? A Leader shares power with others, controls processes, confers freedom of action and demand performance.

Leadership Function (Adair Model)

Task function

Defining the tasks

Making a plan

Allocating work and resources

Controlling quality and tempo of work

Checking performance against the plan

Adjusting the plan

Individual functions

Attending to personal problem
Praising individuals
Giving status
Recognising and using individual abilities
Training to individuals

Team function

Setting standard

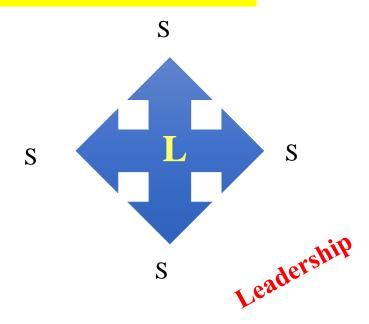
Maintainance
discipline

Building team spirit

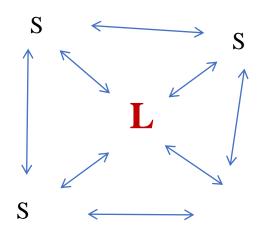
Appointing sub Leader

Types of Leadership

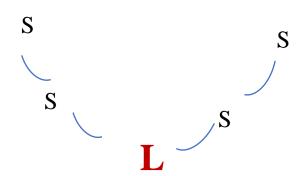
Autocratic/authoritative



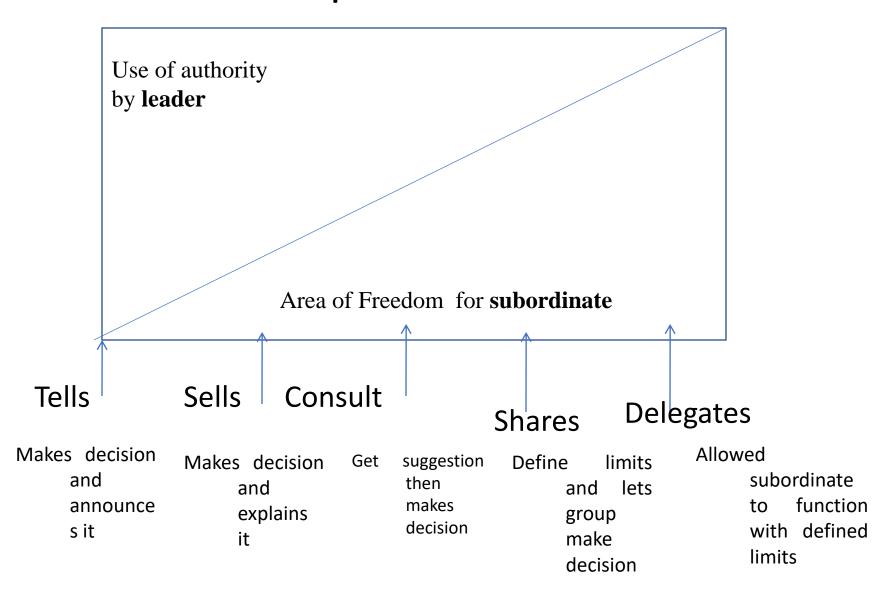
Democratic/ Participative



Free Rein: Free control



Changing pattern of leader-subordinate relationship



TRAITS of Leaders

- ✓ Honesty
- ✓ Competence
- Credibility
- ✓ Inspiring
- ✓ Courageous
- ✓ Forward Looking



What is motivation?

The term 'motivation' can be used to describe anything which causes people to accomplish more than they would otherwise achieve.

FUNDAMENTALS OF MOTIVATION

- Motivation is highly individualized phenomenon.
- Motivation is situational and role related phenomenon
- Motivation has something to do with subordinates, but nothing to do with superior.

THE REWARD SYSTEM FOR MOTIVATION

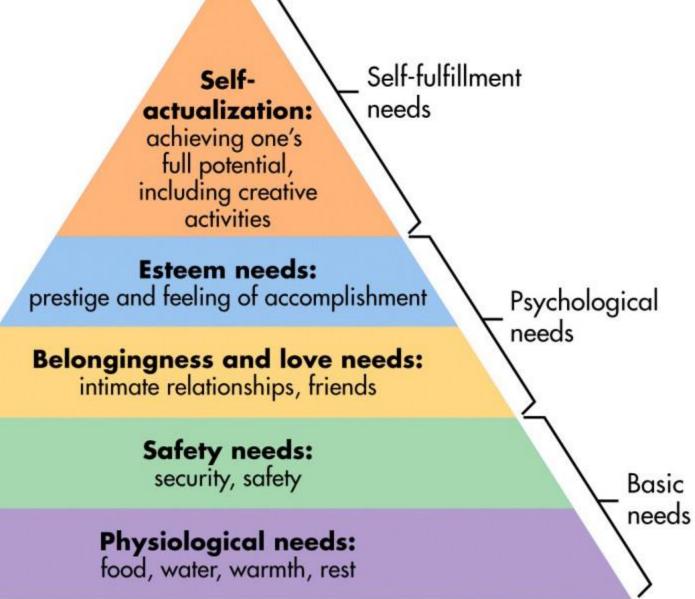
• TOTALITY OF ECONOMIC AND NON ECONOMIC COMPENSATION THE ORGANISATION OFFERS ITS EMPLOYEES.

It Serves:

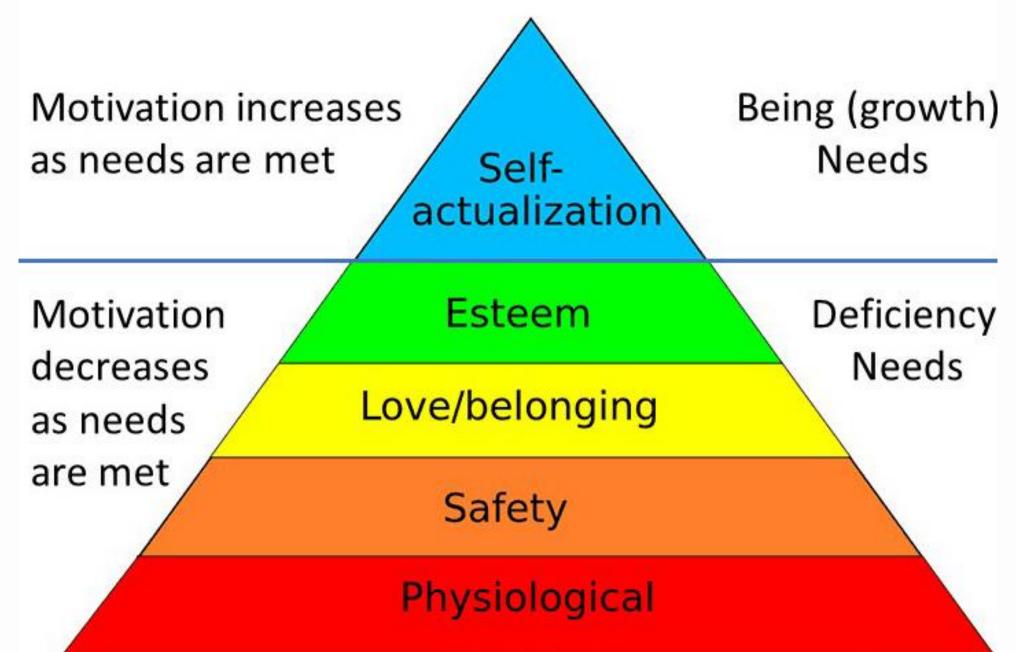
- To attract
- To retain
- Motivate employees
- Maintain employee morale
- Prepare employees for greater responsibilities

Trust Recognition Appreciation Growth Encouragement Balance Responsibility Efficient Fair Working Environment

Maslow's Hierarchy of Need



Deficiency needs vs. growth needs



Herzberg's -Motivation- Hygiene Theory

Two Factor Theory of Motivation

Motivators

Achievement
Recognition
The work itself
Responsibility
Advancement
Growth

Hygiene Factors

Company policies
Supervision
Relationships
Work conditions
Remuneration
Salary
Security

```
Satisfying factor
=======
Motivation
```

```
Dissatisfying factors
=======

Hygiene
```

The Four States

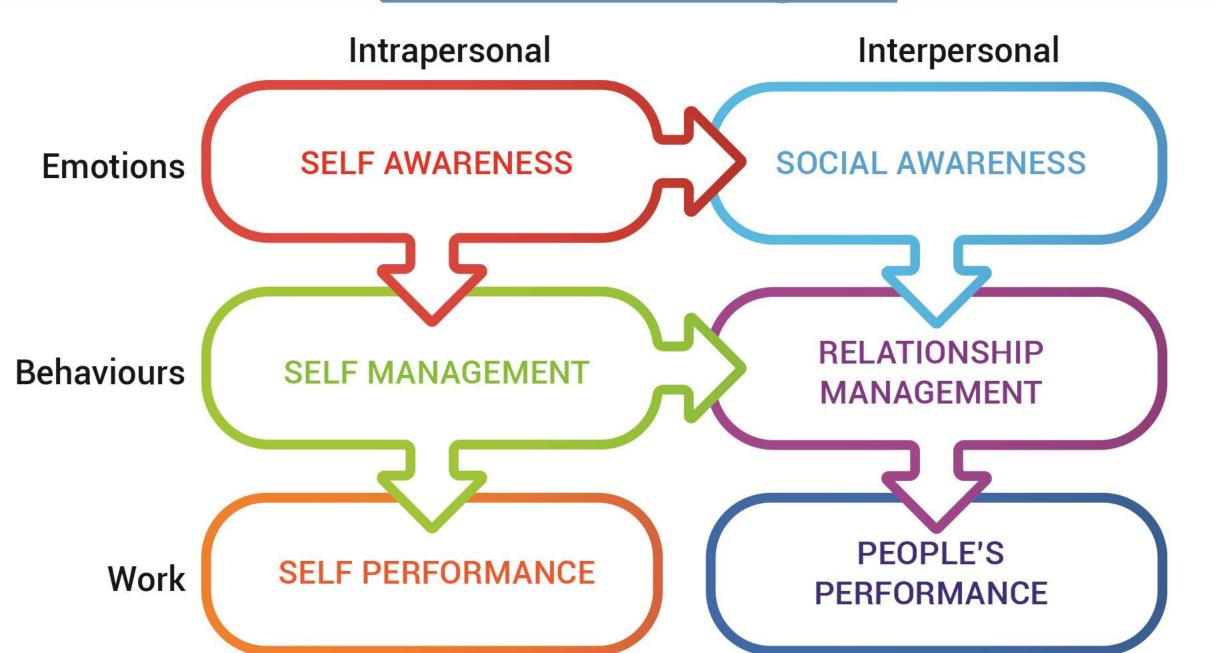


•Hygiene Stressors Eliminator

- •Rectify petty and bureaucratic company policies.
- •Ensure each team member feels supported without feeling micromanaged. You can do this by using servant leadership or a democratic leadership style.
- •Ensure the day to day working culture is supportive. No bullying. No cliques. Everyone treated with equal respect.
- •Ensure that salaries are competitive within the industry. Ensure there are no major salary disparities between employees doing similar jobs.
- •To increase job satisfaction and status, aim to construct jobs in such a way that each team member finds their job meaningful.

Intelligence

Emotional Intelligence



Personality Type

Type A	Type B
Very restless, Can do Immediately, Need result Immediately	Very steady, Do with thinking & slowly. For result there is no hurry
It is good or bad but situation dependent	It is also good or bad but situation dependent

Personality Control Locus

Internal Locus of Control of Personality	External Locus of Control of Personality
Always find mistake of own:	Mistake is of other always, Don't look the mistakes of own. Question was tuff for that result is poor
Can be controlled by own self	Can not be controlled by own
Developmental as can check	Detrimental as can not be checked

According to Daniel Goleman, there are five main elements of emotional intelligence:

- Self-awareness
- Self-regulation
- Motivation
- Empathy
- Social skills

- ✓ **Self-awareness**: The ability to recognize & understand own moods, emotions and drives.
- ✓ Self Regulation: The ability to manage one's own emotions and impulses

Leaders who regulate themselves effectively rarely verbally attack others, make rushed or emotional decisions, stereotype people, or compromise their values. Self-regulation is all about staying in control.

- ✓ Motivation: Self-motivated leaders work consistently toward their goals, and they have extremely high standards for the quality of their work. They also have the ability to persist in the time of failure. They have the strong desired to achieve and also have organizational commitment.
- ✓ **Empathy:** The ability to understand the emotions, feelings & need of others. Skill in treating people according to their emotional need

✓ **Social skills:** Proficiency in managing the relationship & building network. An ability to find common ground & build rapport.

Hallmark of social skills:

- Effective Communication,
- Listening ability,
- Persuasiveness & conflict management,
- Expertise in team building

HIGH EIQ	LOW EIQ
Assertive	Aggressive
Ambitious	Demanding
Driving	Egotistical
Strong-Willed	Bossy
Decisive	Confrontational
Warm	Easily Distracted
Enthusiastic	Glib
Sociable	Selfish
Charming	Poor Listener
Persuasive	Impulsive
Patient	Resistant to Change
Stable	Passive
Predictable	Un-Responsive
Consistent	Slow
Good Listener	Stubborn
Detailed Careful Meticulous Systematic Neat	Critical Picky Fussy Hard to Please Perfectionist

Thankyou