# The Ethical Developer's Guide for Workplace Politics

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#### Santosh Hari

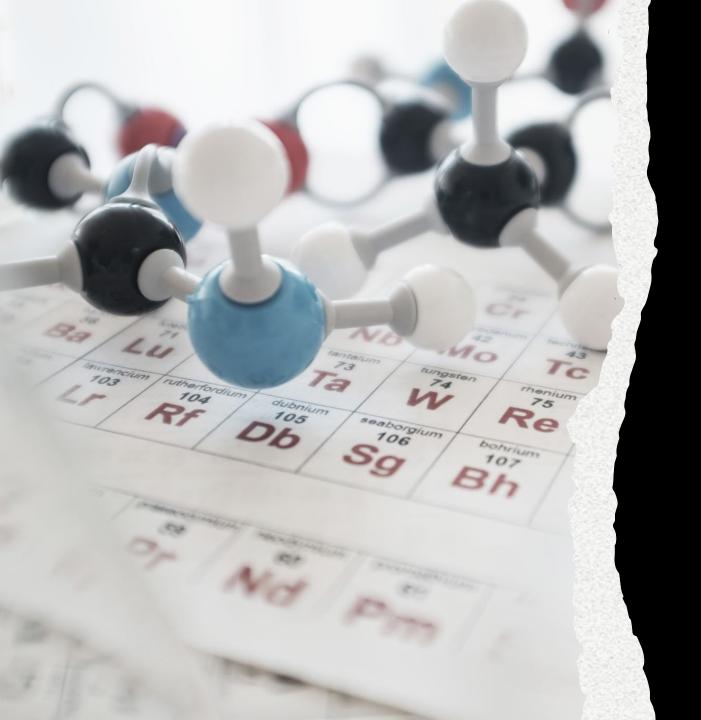
- Consulting at Microsoft
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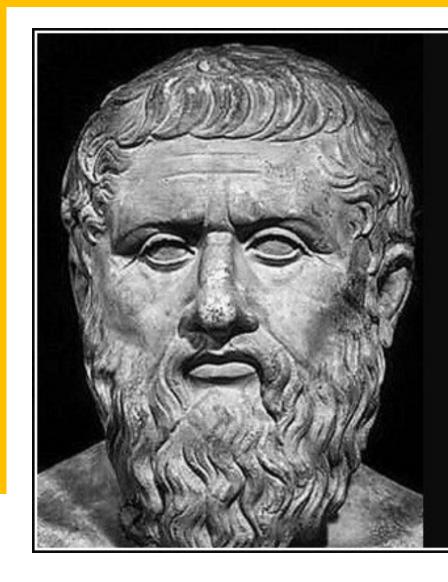






#### Disclaimer

- Not an exact science
- YMMV



Those who refuse to engage in politics will be led by their inferiors

— Plato —

AZ QUOTES

### Alternate quote

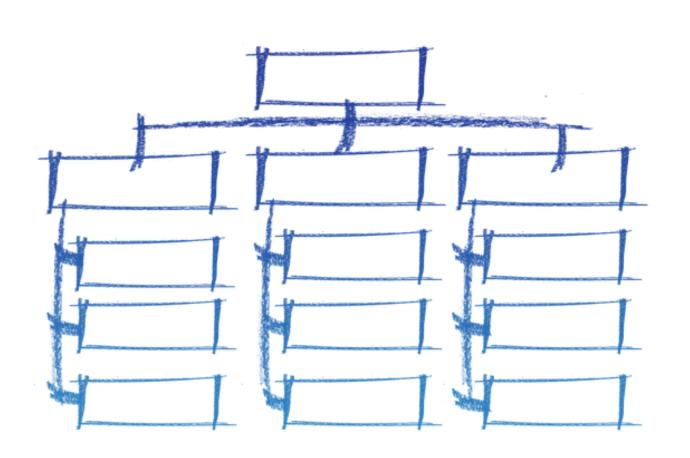
If you refuse to engage in politics, you will be represented by others, whose decisions and politics you will not like

### Politics (context)

Workplace politics \*NOT\* national/local politics

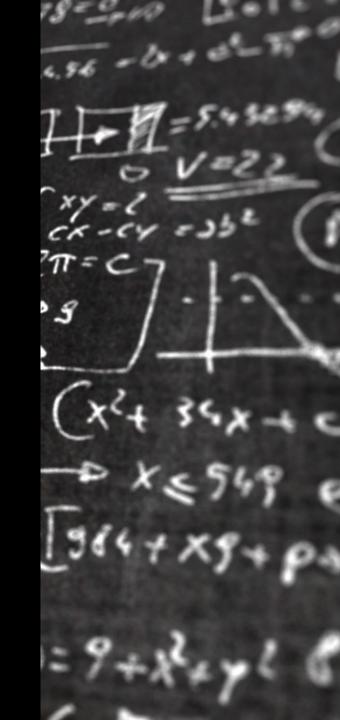


#### What is politics?



- Art of getting sh#t done
- Organizational map
- No organization free of politics

### Power Equations



#### Power Equations



Actual Power = Ability to effect real change



Perceived Power = Title or position



Desired Power =
Ambition (everyone has
this to various levels)



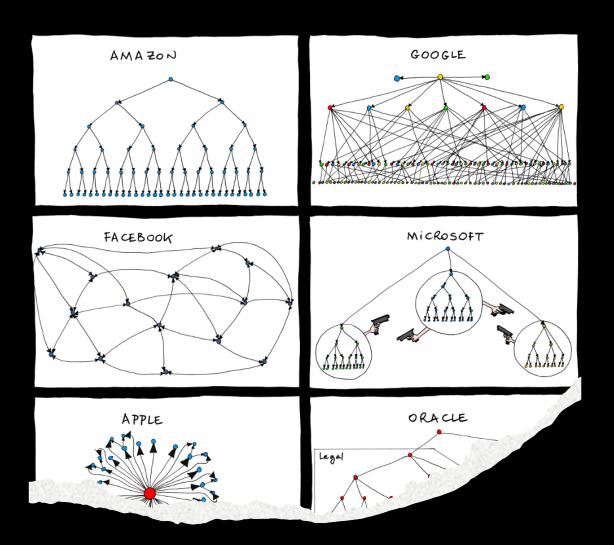
Perceived + Actual = Delusional



Perceived + Actual = Frustrated



Autonomy = Power



### Politics and Power in organizations

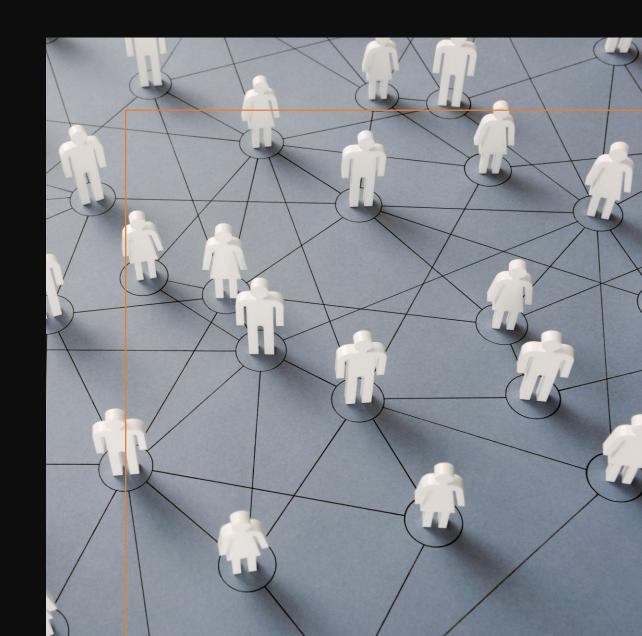
- Individual = Perceived Actual
   + Desired
- Power is relative
- Org/Team Politics = Individuals\* Relationships
- Alliances



Connectors, Mavens, and Salespeople

#### Connectors

- Connectors make the intro
- "To solve X problem you should probably talk to Y person"
- Connect and be connected to



#### Mavens

- Mavens are the librarians of your organization
- Subject matter experts
- Freely share information and connections



#### Salespeople

- Salespeople use Jedi mind tricks to get everyone to agree to their proposals
- Bolster your proposal with their help
- Share information and connections



### Become political

- Build default behaviors
- Sparingly used "tactics"
- Jerk behaviors to avoid

#### Default Behaviors – Be Non-Transactional

- Care and connect with colleagues, customers and community
- Do things without expecting anything in return



### Default Behavior – Influence Not Authority

- Individual contributor
- Lead by influencing not commanding
- Know who to influence





#### Default Behaviors – Go beyond your immediate circle

- Connect within, across and outside
- Provide unconditional value freely
- Relationships >>>>



### Default Behaviors – Know Thy Boss

- Immediate boss = biggest ally or detractor
- Do you know who your boss looks up to/trusts?
- Will they back you up?

#### Default Behaviors – Follow Internal Comms

- Know company "news"
- Read content and between lines
- Areas of growth or otherwise
- Executive priorities



#### T.P.S REPORT

COVER SHEET

Prepared By:		Date:
System:	Program Language:	Platform: OS:
Unit Code:	Customer:	
Unit Code Tested:		
Test Date:	Tested By:	
Total Run Time:	Total Error Count:	
Error Reference:		
Errors Logged:	Log Location:	
Passed:	Moved to Production:	
Comments:		

CONFIDENTIAL

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# Default Behaviors - 50% done > 0% done

- Compromise sucks but 50% done > 0% done
- Incorporating others' feedback puts skin in the game



#### Sparingly used "tactics" - Campaigning



- "Real politics" minus the backstabbing
- Uncomfortable

# Sparingly used "tactics" – Set the stage for a decision

- Understand Where & Who
- Orgs are not a democracy
- Optimize decision settings for increasing success





## Sparingly used "tactics" — Highlight strengths

- More attention to strengths
- Weakness should be recognized, and effects mitigated
- Occasionally, it is ok to let others win

## Sparingly used "tactics" – Poll your audience

- Who is with you and against you
- Not all votes are equal
- No "yes" = "no"



### Sparingly used "tactics" – Solicit feedback to put skin in the game



- Be flexible
- Incorporate others' feedback



# Sparingly used "tactics" – switch to winning side

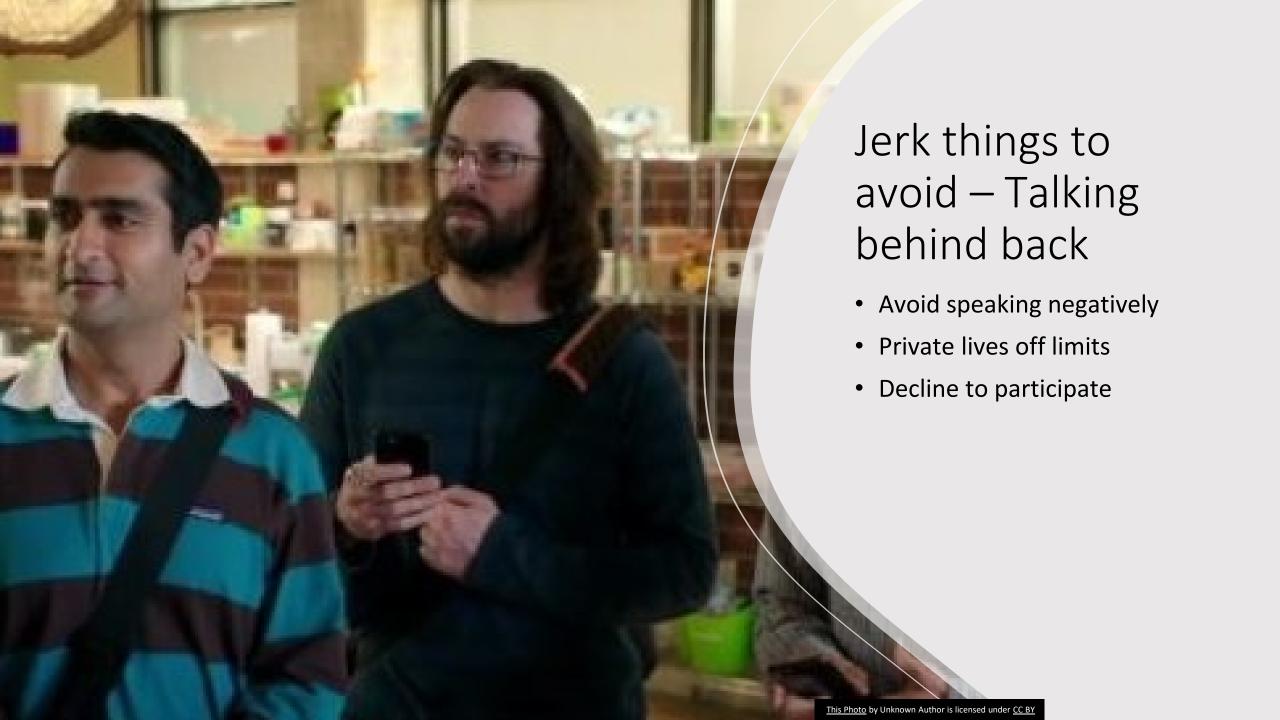
- Recognize when to quit
- Remain relevant by switching to winning team

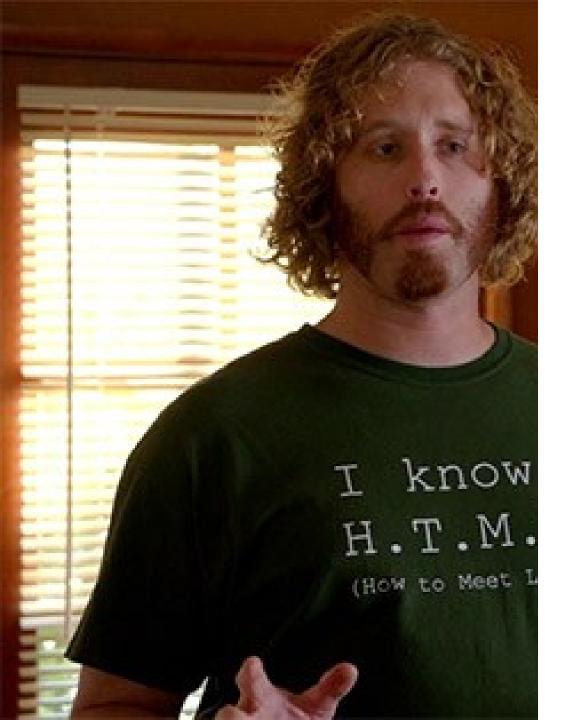
#### Jerk things to avoid – Lack of transparency

- Holding back information
- Temporary advantage
- Irreparable damage



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# Jerk things to avoid – Muzzling People

- Never pays off
- Builds resentment
- Causes rivalry



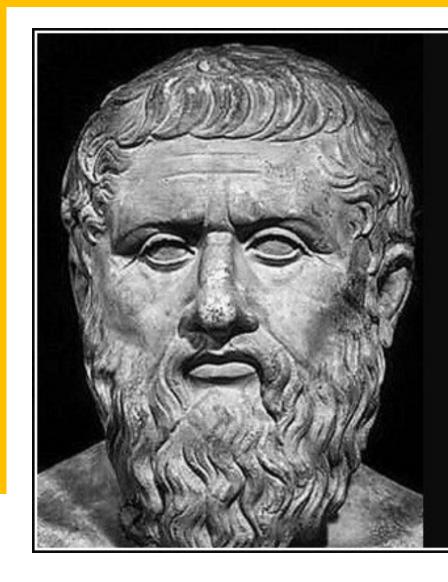
# Jerk things to avoid – Taking Undue Credit

- Taking credit is good
- Avoid claiming credit for marginal work
- Credit build allies



## Jerk things to avoid – Sore Winner

- Hoarding information
- Speaking negatively or gossipping behind someone's back
- Muzzling others
- Taking undue credit
- Sore winner



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