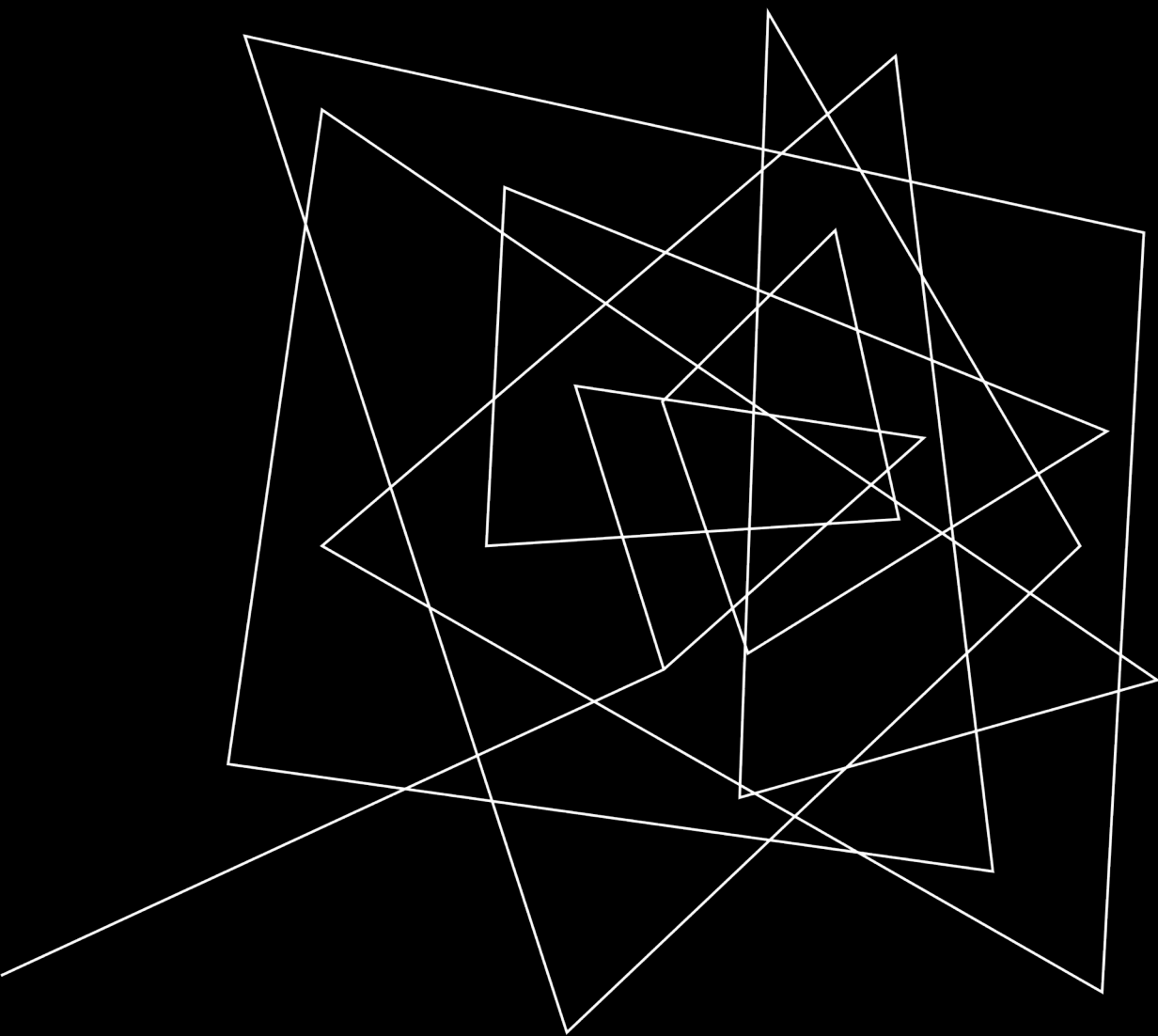


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OCM THE EASY WAY, OR ADKAR IS JUST OKR'S, NOT EXECUTION

AN OPINIONATED APPROACH BY JAMES K SMITH



1) INTRODUCTION

2) WHAT IS ADKAR?

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INTRODUCTION

ADKAR is a change management methodology offered by Prosci.

ADKAR is normally implemented as a series of prescribed steps by management with facilitation of those steps by OCM consultants.

What the author is proposing is that with a phased, systemic approach to OCM, ADKAR should be treated as a set of OKRs, and not an action plan.

What follows is a description of this phased approach.

WHAT IS ADKAR?

ADKAR is an acronym representing a sequence of steps used to implement organizational change management:

- **Awareness:** Understanding why the change is necessary and the risks of not changing
- **Desire:** Personal motivation and willingness to support and participate in the change
- **Knowledge:** Information, training, and education on how to change
- **Ability:** Demonstrated capability to implement the change and achieve the expected performance levels
- **Reinforcement:** Factors that sustain the change, including recognition, rewards, and measuring adoption

See notes slide for additional comments.

FACILITATION SCOPE OF ORGANIZATION (PHASE 1)

Steering Group:

- Sets mandate for organizational change.
- Identifies objectives and key results (OKRs).
 - Use ADKAR for objectives.
 - Identify assessed behaviors and outcomes as evidence that those objectives have been met.
- Approves/schedules/prioritizes training for project/product delivery teams.
- Acts as top level in the issue/escalation chain and risk management system.
- Identifies a “reference” value stream as test driven harness delivering new operational MVP

Coaching team (full line of sight to Steering Group):

- Provides training material to steering group for approval.
- Delivers training classes to delivery teams.
- Designs/operates training/coaching kanban board for delivery teams.
- Proposes/designs value streams to feed delivery teams.
- Proposes the “value stream team,” comprised of roles and sub-teams (including the delivery teams currently under training).

FACILITATION SCOPE OF ORGANIZATION (PHASE 2)

Coaching Team:

- Provides training material for value stream teams upstream from delivery teams for approval.
- Delivers training classes to upstream teams.
- Designs/operates training/coaching kanban board for upstream teams.
- Operationalizes reference value stream.
- Delivers quarterly value stream assessment. Presents findings to steering group.

Steering Group:

- Analyzes assessment findings. Compares to proposed OKRs.
- Platform adjustment kaizens (improvements) proposed.
- Kaizens facilitated by both steering group and coaching team.

FACILITATION SCOPE OF ORGANIZATION (PHASE 3)

Steering Group:

- Approves portfolio separation into two separate groups, a) Investment and b) Operational
- Identifies objectives and key results (OKRs) for investment level.
- Approves/schedules/prioritizes training for investment teams.

Coaching Team:

- Provides lean portfolio management training material to steering group for approval. Heavy emphasis on techniques for tracking cycle and lead times to forecast project completion and budgets.
- Delivers training classes to investment teams.
- Designs/operates training/coaching kanban board for investment teams.
- Development of key dashboard tracking and forecasting project completion times and costs.

FACILITATION SCOPE OF ORGANIZATION (PHASE 4)

Emphasis on both sustainability and continuous improvement.

Steering Group:

- Executes iteration schedule for a long-lived version of Phase 2.
- Works with coaching team to determine sustainability OKRs.
 - These OKR's will inform steering group regarding leaning out or deprecation of coaching team.
- New Initiative:
 - AI discovery:
 - Constraints/cost of different AI engines (competitive analysis).
 - Contractual compliance with vendor.
 - Organizational governance.
 - AI integration:
 - Tools for investment and operational portfolio levels.
 - Efficacy study.
 - Rollout and communications plan.

NOTES

- 1) ADKAR encapsulates desired behaviors and best practices.
- 2) Push the planning of work as close as possible to the teams actually doing the work.
- 3) High performing teams scale higher quality solutions, while individuals do not.
- 4) Don't make high performing teams wait for individuals to make decisions; That's a classic system waste.
- 5) Autonomy and high performance go hand-in-hand.
- 6) Treat ADKAR as key results while teams and coaches work together to discover their own ways to become high performing.
- 7) Coaches should have substantial exposure to practices and habits of high performing teams, since they can pay that experience forward to make discovery more efficient.
- 8) Once teams achieve this level, treat them as a source of "healthy backpressure" on upstream teams. Acting as the "canary in the coal mine" they serve a critical role in risk management and continuous improvement.
- 9) OCM is not an "event." It is continuous for the high performing, learning organization.
- 10) Increasing profit is a function of taking risks. High performing teams are great at risk analysis.

HOW TO “GAMIFY” ORGANIZATIONAL VALUE DELIVERY

- Game objective: Use less energy to create more revenue. The game is played as long as the organization exists.
- Value streams are like game boards. They frame the flow of the game.
- The teams are the players. They help each other deliver value.
- The game mechanics are the rules to play the game.
- The primary game mechanics are the Definition of Ready, the Definition of Done, and Working Agreements.
- Each team can have their own set of game mechanics.
- Game play involves flow of value and teams collaborating to maintain flow of value via the game mechanics.
- Behaviors and best practices become codified into the rules.
- Teams focus on individuals, managers focus on game mechanics, stakeholders focus on objectives.
- “Don’t hate the player, hate the game.” Finger pointing not allowed. If something is wrong, focus on changing the rules.
- Love the game, love the players.