

Team Dynamics

Culture and decision making







The PNI Tool

POSITIVE

NEGATIVE

INTERESTING

THE 4 TYPES OF BAD LISTENER









LOST

INTERRUPTING

SHREWD

DRAMATIC



CULTURE

Creating a company we love.

We want people with **heart**.

HUMBLE EFFECTIVE ADAPTABLE REMARKABLE TRANSPARENT Those who will help us create a company we love.



- 1. Our business is change.
- 2. We're on offense. All the time.
- Perfect results count -- not a perfect process.Break the rules: fight the law.
- 4. This is as much about battle as about business.
- Assume nothing.
 Make sure people keep their promises.
 Push yourselves push others.
 Stretch the possible.
- 6. Live off the land.
- 7. Your job isn't done until the job is done.
- 8. <u>Dangers</u>
 Bureaucracy
 Personal ambition
 Energy takers vs. energy givers
 Knowing our weaknesses
 Don't get too many things on the platter
- 9. It won't be pretty.
- 10. If we do the right things we'll make money damn near automatic.



"Speak up at the back – we're all listening"

Google's Project Aristotle -Psychological safety the critical factor to team performance



5-MINUTE PSYCHOLOGICAL SAFETY AUDIT:

- If you make a mistake in this team, will it be held against you?
- Are the members of this team able to bring up problems and tough issues?
- Do people on this team sometimes reject others for being different?
- Is it safe to take a risk on this team?
- Is it difficult to ask other members of this team for help?
- Would anyone on the team deliberately act in a way that undermines efforts?
- Working with member of this team, are unique skills and talents valued and utilised?

Four Quadrants of Psychological Safety

Learner Safety

It's safe to:

- Discover
- Ask questions
- Experiment
- Learn from mistakes
- Look for new opportunities

Challenger Safety

It's safe to:

- · Challenge the status quo
- Speak up
- Express ideas
- Identify changes
- Expose problems



Collaborator Safety

It's safe to:

- Engage in an unconstrained way
- Interact with colleagues
- Have mutual access
- · Maintain open dialogue
- Foster constructive debate

Inclusion Safety

It's safe to:

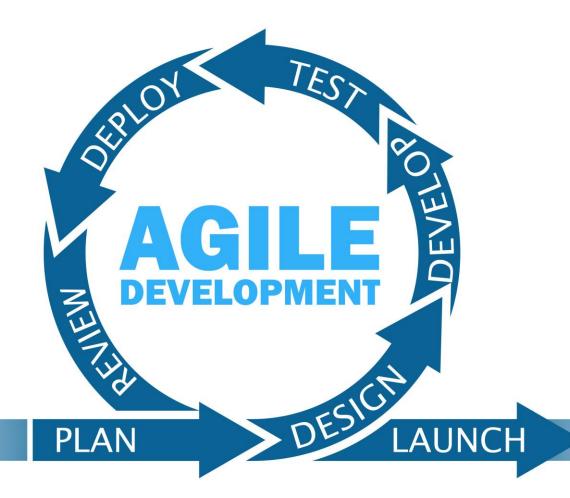
- · Know that you are valued
- Treat all people fairly
- Feel your experience, and ideas matter
- Include others regardless of title/position
- · Openly contribute



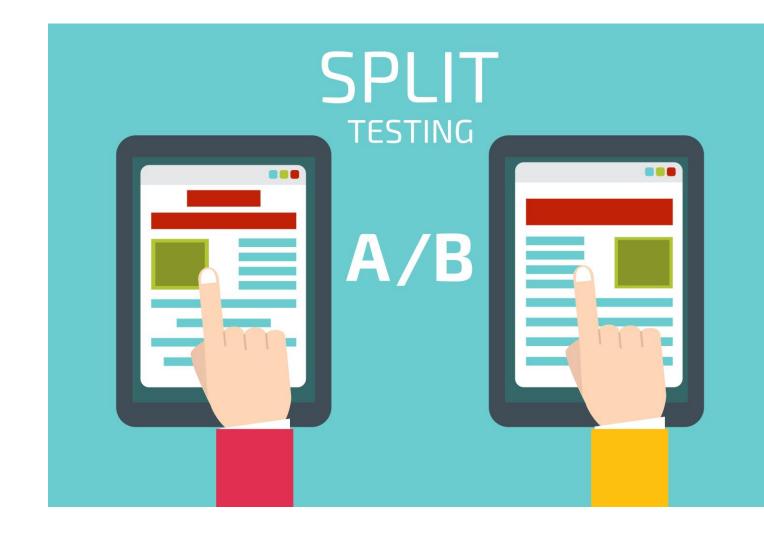
Aikido Masters

It's not about never being off balance, it's the speed at which you can recover it





Some decisions have right answers





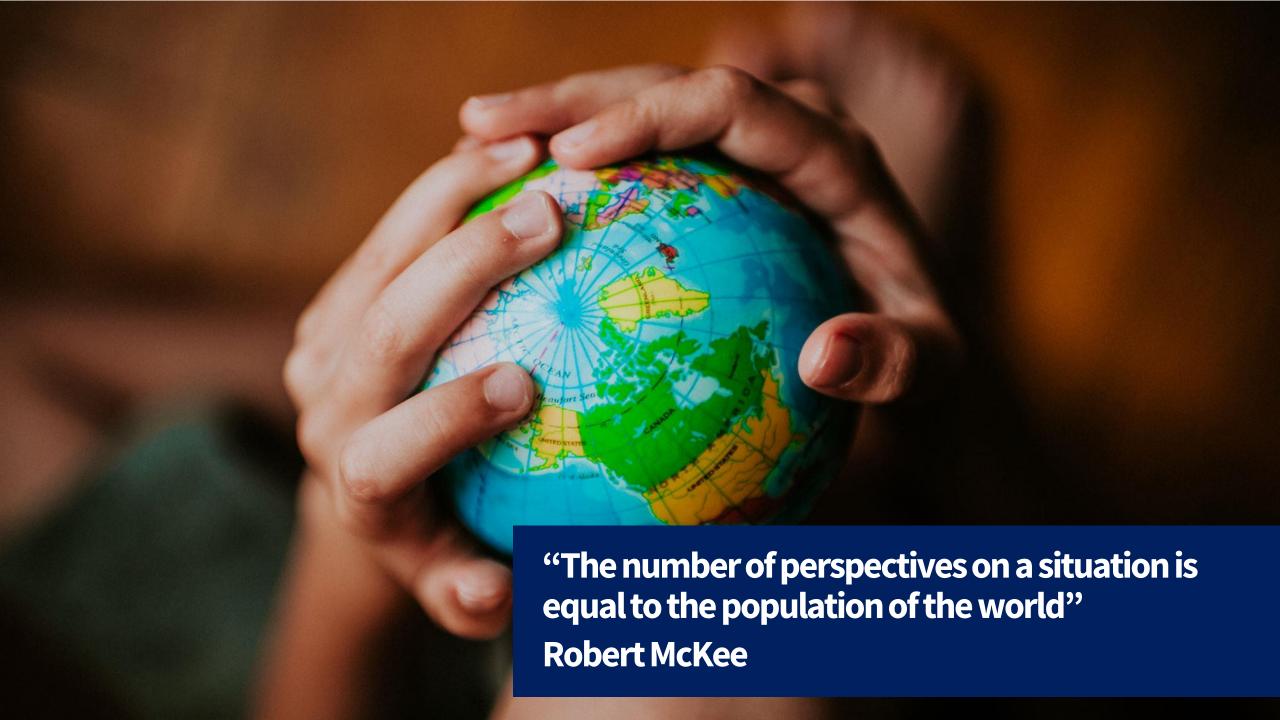
Most don't

- How should we execute on this project?
- Which language should we use?
- What should the front end look like?
- What is the best way to structure the architecture?
- How will we work together?

Do it, try it, scrap it, build it

You are going to have to decide what to do

Team based decisions



Dot Voting



Dot Voting

2 minutes

- You get 6 'points'
- 3 to your top choice
- 2 to your second choice
- 1 to your third choice

- Everybody marks their top three ideas in order of preference
- Add up the totals
- Highest score wins

Dot Voting

No poverty •••



Quality Education •••



Affordable and green energy



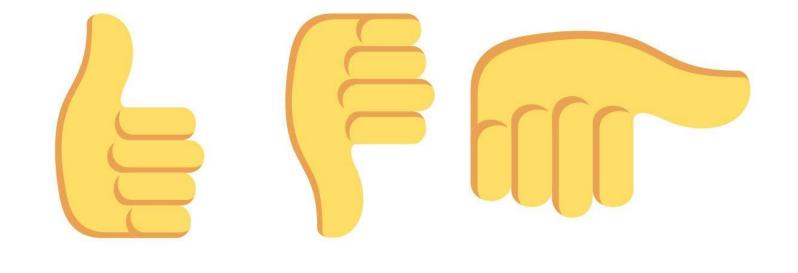
Decent work and economic growth



Team Manifesto



Roman voting



- To make the decision
- To keep discussing it

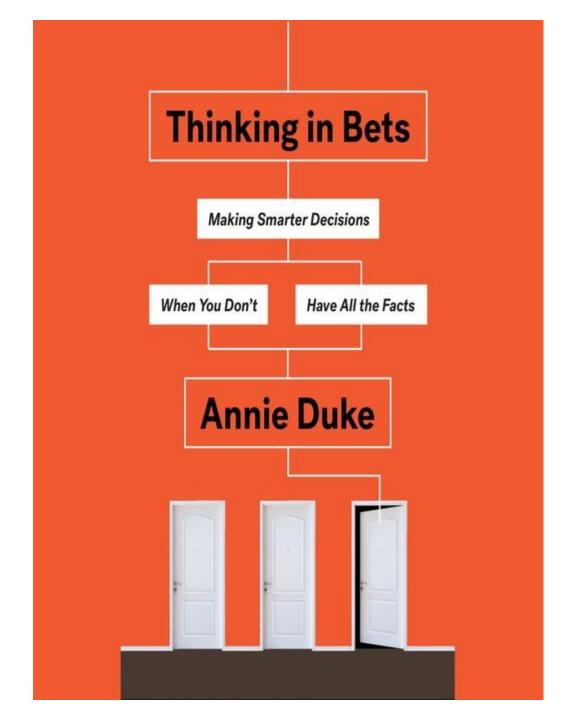
First workable option



THE









- The best teams have great cultures
- Every high performance team will go off balance agree a recovery plan
- Refer back to your manifesto are you being true to what the group want?
- Group decisions are not about the right answer it's what the group want to do
- By the way, there is no right answer....
- Projects is a Hero's Journey make active choices on who you want to become

SUMMARY