

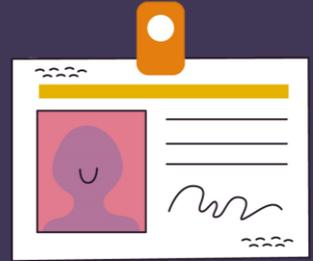
CULTURE

The Missing Piece in Change Management

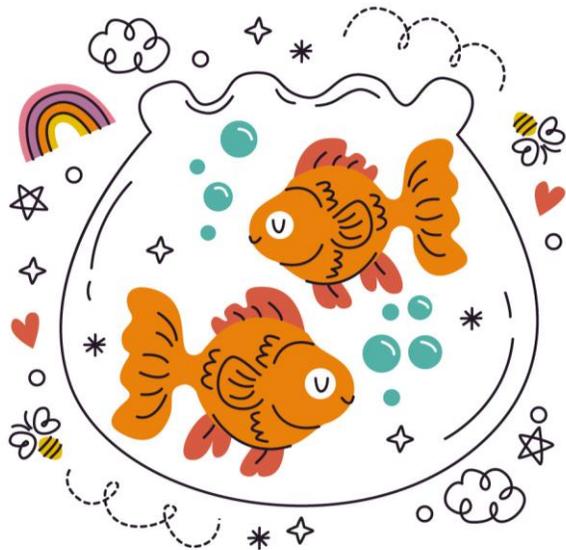


WHAT IS CULTURE?

CULTURE IS AN ORGANIZATION'S IDENTITY



Essentially, culture is
the water we swim in.



Culture Is what motivates and retains talented employees

Culture is the set of shared...

- Beliefs,
- Behaviors,
- Practices



...that create the environment of an organization.

CULTURE EATS STRATEGY FOR BREAKFAST

-Peter Drucker

Culture is found in:

- Norms
- Signs & Symbols
- Constraints & Controls
- Policies & Procedures
- Stories & Language
- Values



SOURCES OF CONTENT

Influencer – The Power to Change Anything

Authors: Joseph Grenny,
Kerry Patterson, David
Maxfield, Ron McMilan, &
Al Switzler



Change the Culture, Change the Game– The Breakthrough Strategy for Energizing Your Organization and Creating Accountability for Results

Author: Roger Connors and
Tome Smith

SIX SOURCES OF INFLUENCE

A Model for Change

MOTIVATION

PERSONAL/INDIVIDUAL



Do you
“want” to
do it?

1

SOCIAL/ORGANIZATIONAL



Do other people
encourage you
to do it?

2

STRUCTURAL/CULTURAL



Does the
environment
encourage the
right behaviors?

3

ABILITY



“Can” you do it?

4



Do other people
provide help,
information, or
services to enable
you to do it?

5



Does the
environment
support the right
behaviors?

6

Creating A Culture of Customer Service

MOTIVATION

INDIVIDUAL

- Defined customer service in 5 distinct components
- Director communicated the “why”

ORGANIZATIONAL

- Next level leaders communicated what excellent customer service meant to them.

CULTURAL

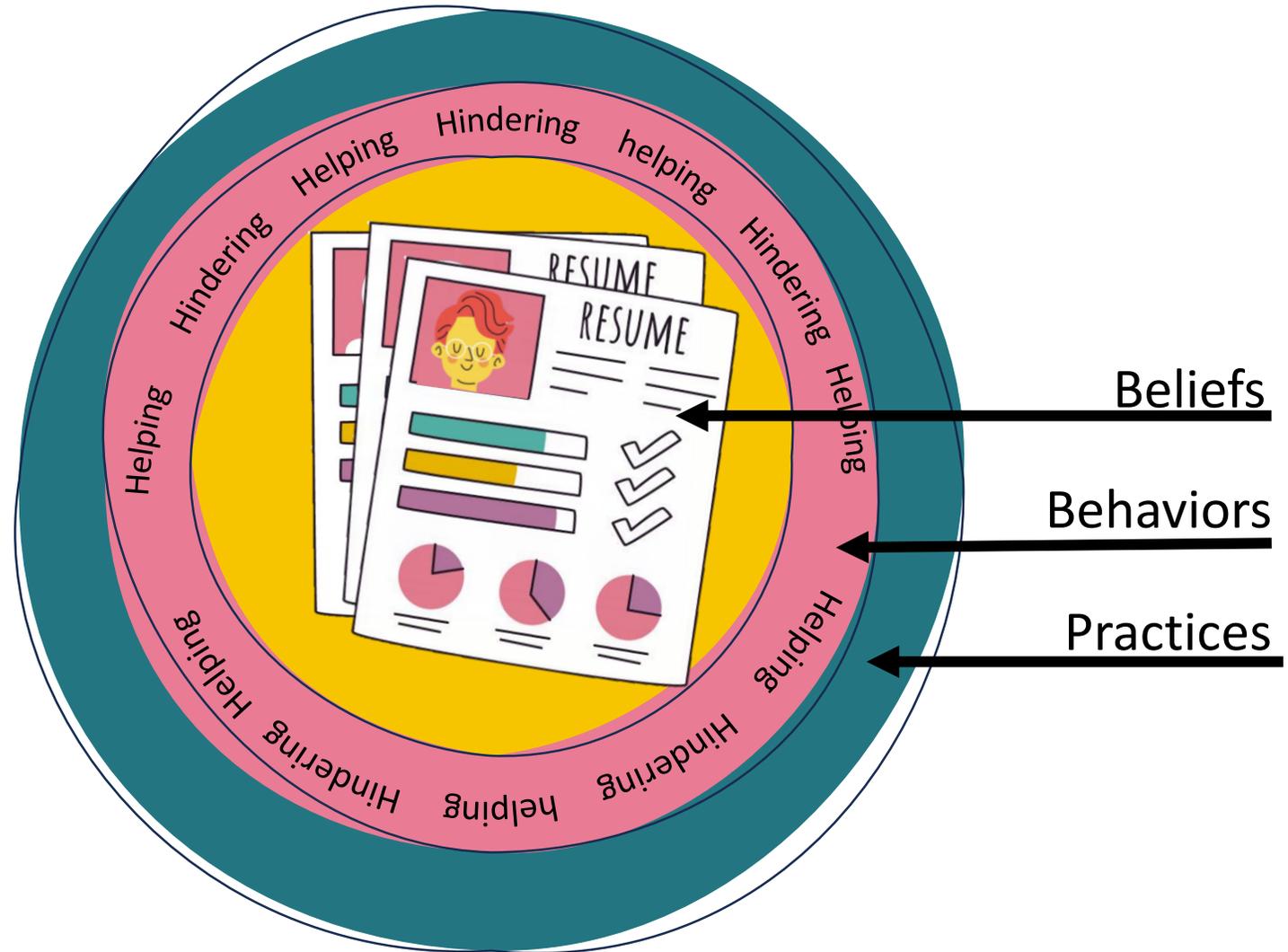
ABILITY

- Created an action plan to start behaviors that would help, stop behaviors that hindered, and reinforce behaviors we wanted continued.

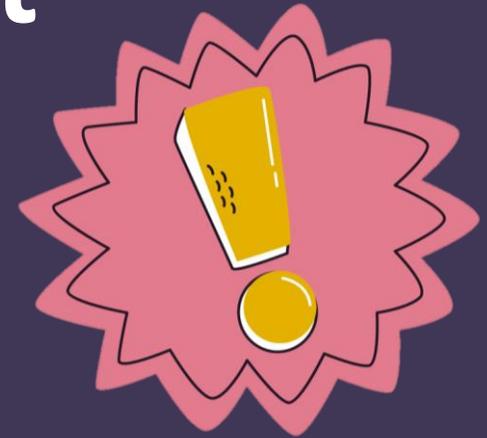
- Created a supervisor/manager roadmap with specific tools and resources for them to use in this culture change



” TRUE [ORG] CHANGE IS IDENTITY CHANGE James Clear



Culture is often a product of good intentions that were implemented to meet a need at the time.



CULTURE CHANGE MODEL

Beliefs



HELPFUL
Behaviors



HINDERING
Behaviors

Continue
Actions

Start
Actions

Stop
Actions



FRAMEWORK

Culture Change Model

BELIEF SYSTEM:

2 Second: Identify what belief system(s) these behaviors support

Helping Behaviors	Helping Behaviors	Hindering Behaviors	Hindering Behaviors
1 First: List out the helping and hindering behaviors			
Actions to Continue	Actions to Continue	Actions to Stop	Actions to Stop
3 Third: Define what actions you need to take to reinforce helping behaviors, stop hindering behaviors, and what actions to start to replace the hindering behaviors.			
Actions to Start	Actions to Start	Actions to Start	Actions to Start

EXAMPLE Creating a Culture of Customer Service

BELIEF SYSTEM:

Staff believe they are more efficient if they control how a customer contacts them

Helping Behavior

Staff genuinely care about customers

Hindering Behavior

Don't give out our direct phone number or email to customers

Actions to Reinforce

Above and beyond award or other recognition for excellent customer service

Actions to Stop

Limiting avenues for customers to contact us

Actions to Start Cultural Motivation

Show staff what work their colleagues could do to benefit customers instead of routing calls/emails

Actions to Start Cultural Ability

Provide a script and process to transfer calls/emails that are not yours

Creating A Culture of Customer Service

MOTIVATION

INDIVIDUAL

- Defined customer service in 5 distinct components
- Director communicated the “why”

ORGANIZATIONAL

- Next level leaders communicated what excellent customer service meant to them.

CULTURAL

Could have:

- Recognition for excellent customer service
- Show how it increases organizational success

ABILITY

- Created an action plan to start behaviors that would help, stop behaviors that hindered, and reinforce behaviors we wanted continued.

- Created a supervisor/manager roadmap with specific tools and resources for them to use in this culture change

Could have:

- Created templates and desk aids for staff to use



EXAMPLE 2 Embed Organizational Development in Our Culture

BELIEF SYSTEM Organizational development work is not the “real work”			
Helping Behavior Staff are mission driven		Hindering Behavior Staff are not engaged in improvement projects	
Actions to Continue Staff go above and beyond to help customers	Actions to Continue Recognize soft skills in working with customers	Actions to Stop Lean and OCM are not valued and deprioritized	Actions to Stop Staff are not engaged in improvement projects
Actions to Start Motivation Recognize the effort and skills staff use to serve customers in the same way you recognize performance		Actions to Start Ability Ensure work is covered while staff are participating	

RE-CAP

- 1 We can use the 6 Sources of Influence as a gap analysis tool to identify gaps in our change management plan
- 2 Culture is what our organization believes about itself
- 3 You must change or leverage beliefs to change culture
- 4 We can use the Culture Change Model as a framework for identifying specific actions to take to change or leverage belief systems



BUT WAIT... THERE'S MORE



Tools you can use to help uncover behaviors that are helping and hindering your change:

- Culture Change Canvas
- AS-IS and TO-BE personas
- Appreciative Interviews + TRIZ

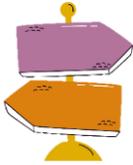


Behaviors Cheat Sheet



TEMPLATE

The Culture Canvas

 <ul style="list-style-type: none"> • Expectations • Attitudes • Unwritten rules <p>ROUTINES & NORMS</p>	 <ul style="list-style-type: none"> • Website • SharePoint • Posters • Signs <p>SIGNS, SYMBOLS, ARTIFACTS</p>	 <ul style="list-style-type: none"> • Policies • Procedures • Standard work <p>Policies & Procedures</p>
 <ul style="list-style-type: none"> • Money • People • Time • Rewards <p>CONSTRAINTS & CONTROL SYSTEMS</p>	 <ul style="list-style-type: none"> • Org values • How we interact • Our goals • How we do or don't share power <p>VALUES, STRUCTURE, & POWER</p>	 <ul style="list-style-type: none"> • Stories we tell • Language we use? • Jargon/lingo <p>STORIES & LANGUAGE</p>

WHAT IS HELPING US?

WHAT IS HINDERING US?

- Note themes in each category
- Add to helping behaviors and hindering behaviors on the Culture Change Model

AS-IS PERSONA

Naysayer Nevil



Why fix it if it's not broken?



I trust my current way of doing things



I like to use what I already know



TO-BE PERSONA

Balanced Barry



I balance risks with opportunities



I seek efficiencies with new ways of doing things



I am open to innovation

CREATE THE AS-IS PERSONA

1 Have everyone create the current organization in the form of a persona. Some inspirational questions could be:

What is the organization/ persona's looking forward to?

What does the organization/persona do?

Who is the organization/persona in contact with?

What is the organization or persona's personality?

What does the organization or persona think about?

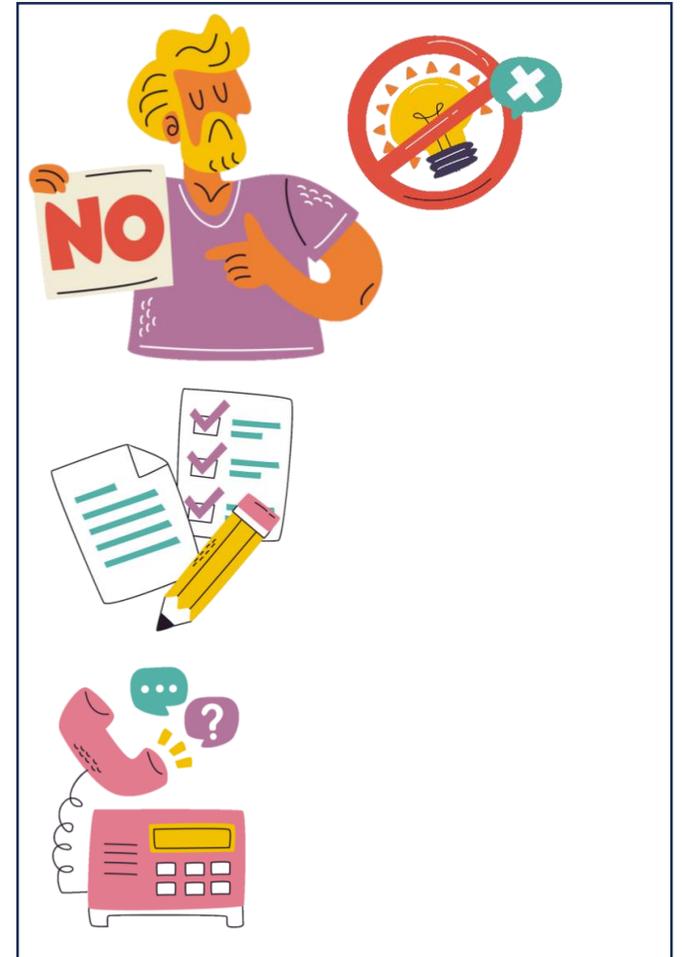
2 Identify the similarities.

3 Create a shared persona.

4 Give the persona a name.

What is the organization/persona's values?

Naysayer Nevil



CREATE THE **TO-BE** PERSONA

1

Define your persona by identifying the goals, images, and behaviors of your TO-BE persona. Use the following prompts to brainstorm:

What successes do we want to realize?

What do we want people to say about us?

How should we behave as an organization?

2

Put everyone's answers into a big template and affinity group by key answers and pull-out themes

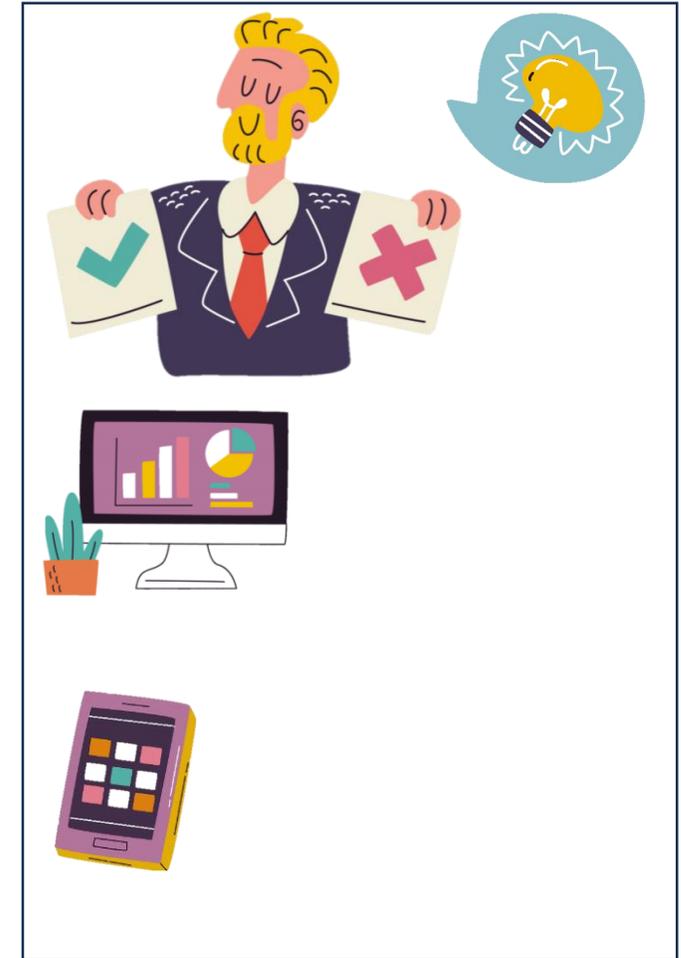
3

Create a collective TO-BE persona by combining the themes.

4

Name your persona.

Balanced Barry



Discover and Build on the Root Causes of Success

LIBERATING STRUCTURES – APPRECIATIVE INTERVIEWS

1 Have participant sit in pairs

2 Interviewer asks the Interviewee: Please tell a story about a time when a change was successful.

3 Interviewer takes notes about behaviors they can identify in the story. Then, the participants swap places, and the same question is asked.

4 The participants review their notes together and ask if any of the behaviors they noted in each other's stories are relevant for this change as well.



WHERE TO LOOK FOR BELIEF SYSTEMS



Looking at your helping and hindering behaviors, identify and list what belief systems or organizational identity they create. Below are some possible areas to consider:

➤ Decision making: process, framework, autonomy	➤ Recognition: celebration, acknowledgment
➤ Authority: held by a few, shared power	➤ Health & Safety: physical, psychological
➤ Conflict: avoidance, rules of engagement	➤ Team approach: collaboration, care, concern
➤ Structure: hierarchy, fluidity, feedback	➤ Communication style: clarity, preference, patterns
➤ Values: written, un-written, what's important	➤ Atmosphere: Context, professionalism
➤ Risk: acceptance, avoidance, tolerance	➤ DEIB: diversity, equality, inclusion, belonging
➤ Learning: onboarding, professional development	➤ Performance: focus, engagement, fidelity

