GOSEI

Teamwork magic

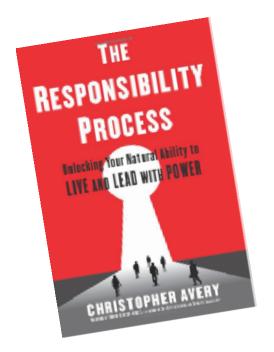
LeSS Meetup Berlin Oct 4th 2022 Ari Tikka Please remember a couple of different sentences that you hear at work when things don't go as desired.

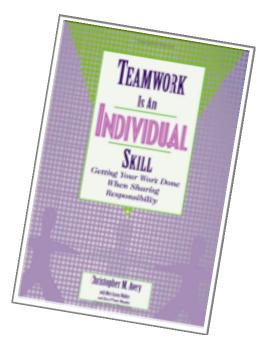
Something that you hear.
Something that you say to yourself.



Howto

- INTENTION Intend to respond from Responsibility when things go wrong
- AWARENESS Catch yourself in the coping states sooner and sooner
- CONFRONT Face yourself to see what is true that you can learn, correct, or improve





Gosei



Ran Nyman



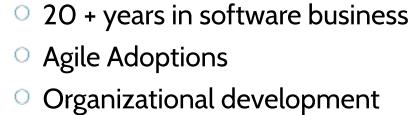
Ari Tikka





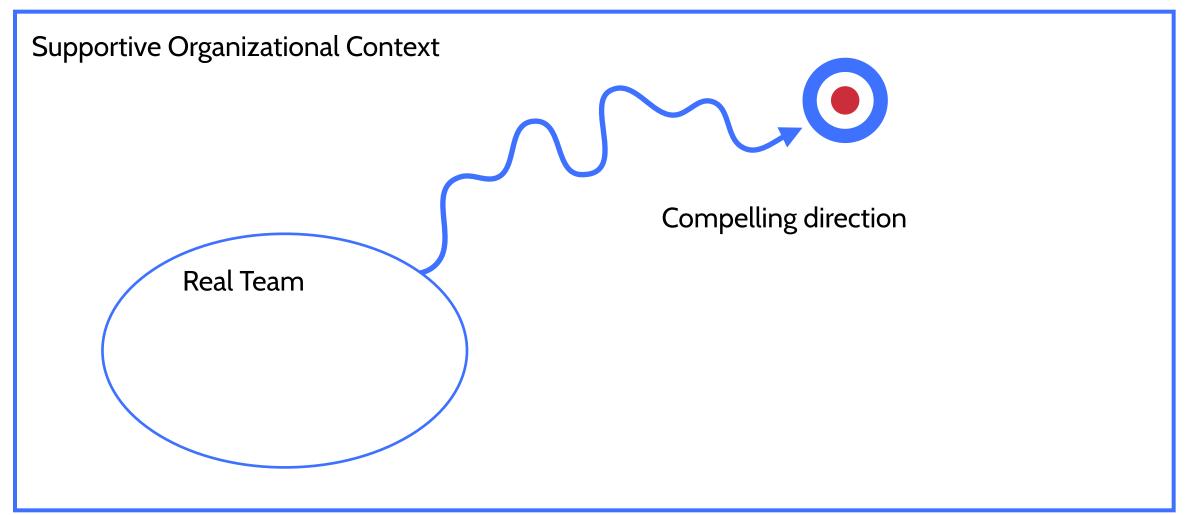






- **Executive coaching**
- Customers in Telecom, Medical, Game, Heavy metal, Financial, Sales&Marketing, Public sector
- LeSS coaching company
- www.gosei.fi

Teamwork in 30 seconds





When Teamwork matures

The work works

Leadership functions

Interaction functions

Team members' experience

- Trust and safety
- Creativity, openness and acceptance
- Freedom to choose between individuality and assimilation
- Ability to endure frustration and regulate feelings

The team - as a team - is able to

- Manage time
- Face the outer reality
- Make decisions
- Reflect itself
- Improve itself
- Operate from responsibility

When did I last time work in this kind of a team?

Where is our team?



0 % No Teamwork 100 %
Current potential of
Collaboration and
Performance

Hidden potential

Why good Teamwork is rare

Success is created

- 60% Prework (rarely done well)
- 30% Launch (difficult with bad prework)
- 10% Underway

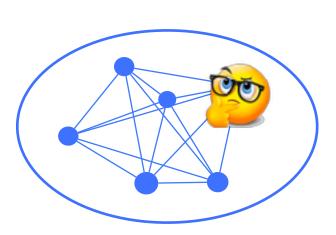
J Richard Hackman, based on 40 years of research in Harvard

Team development

- Minimum 6 months to build a mature team.
- 50% of people have never experienced good Teamwork.

Susan Wheelan, based on 30 years research of 600 teams:

Teamwork magic

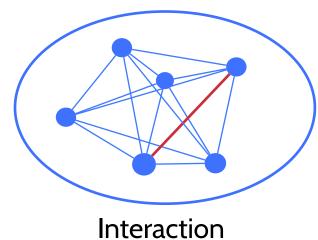


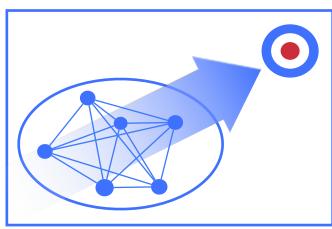


Group Dynamics

Process Coaching







Essential organizational conditions



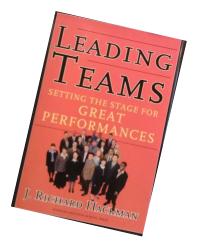
Essential Organizational Conditions

J Richard Hackman



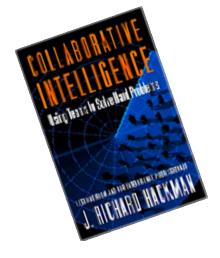


Work redesign 1980



Leading Teams: Setting Stage for Great Performances

2002

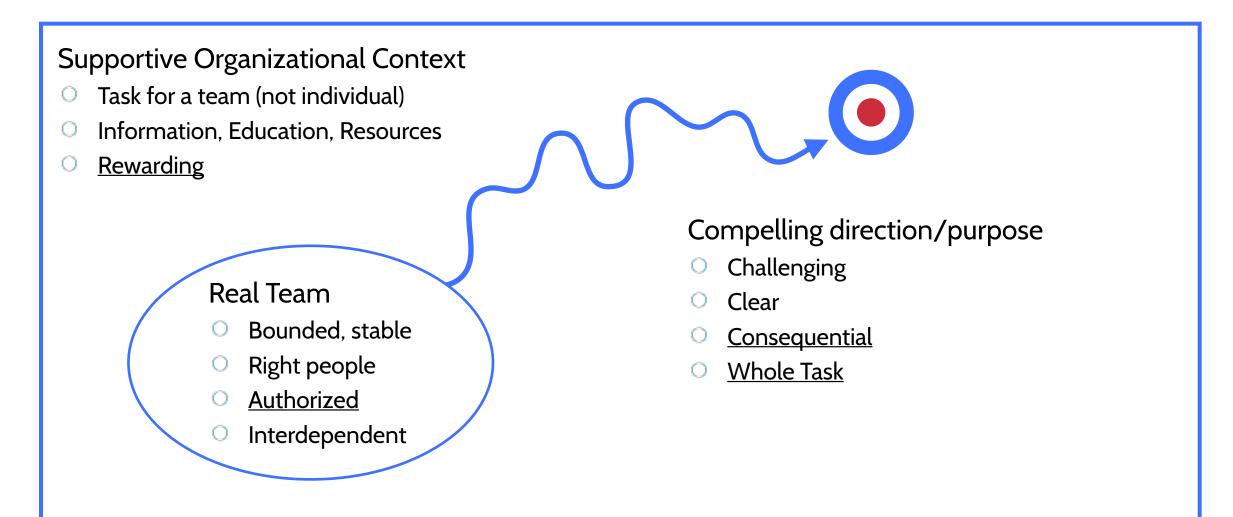


Collaborative
Intelligence: Using
Teams to Solve Hard
Problems, 2011

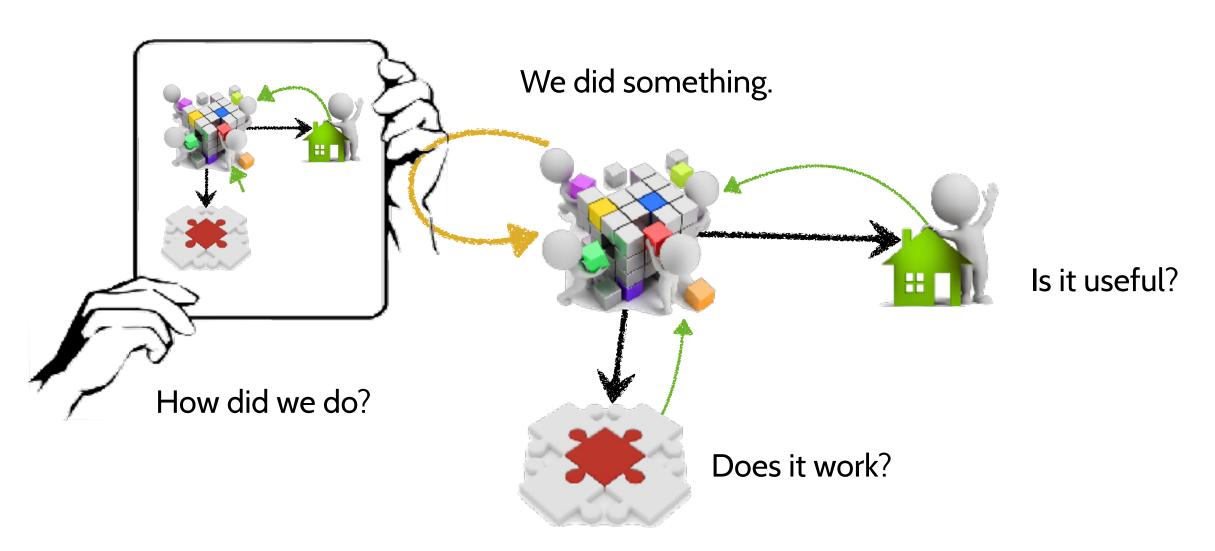
From causes to conditions in group research, 2011

https://onlinelibrary.wiley.com/doi/10.1002/job.1774

Some of Hackman's conditions for Teamwork (2011)



Consequential - Feedback mechanisms



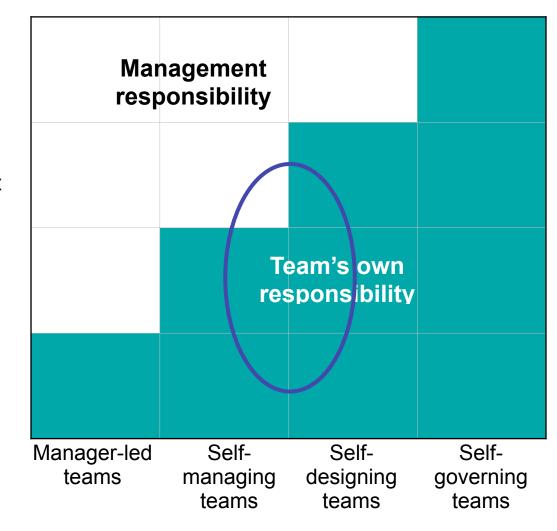
Levels of self-management

Setting overall direction

Designing the team and its organizational context

Monitoring and managing work process and progress

Executing the team task

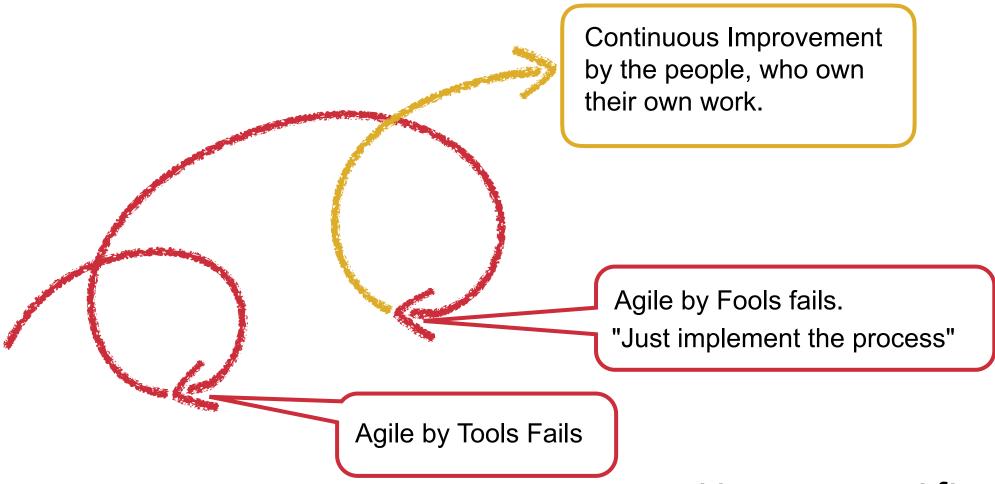


Deciding the goal takes a lot of effort

Designing the team, like hire&fire, rewarding requires a mature team

From efficiency perspective teams that manage their own work are optimal

How to change?



More at gosei.fi

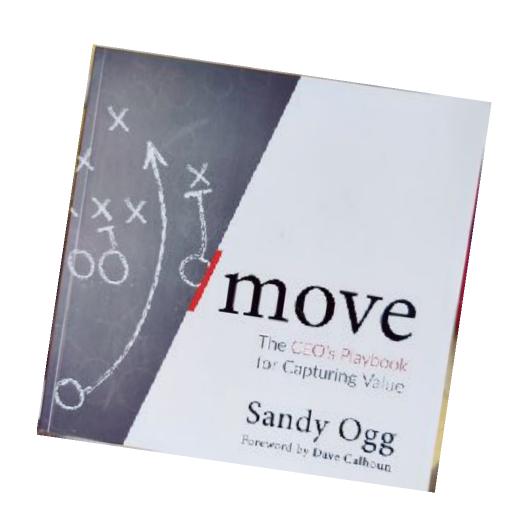


Interlude: Top Management Teamwork

Consistent transformations



- Buy a 1000 M\$ business
- O Double it's value in 5 years
- Consistently



Focusing on the few big priorities

| | Program X | Initiative Y | Improv. Z | Program W | Initiative B | Initiative K |
|-------|--------------|-----------------|--------------|--------------|-----------------|-----------------|
| Max | X | | X | | | |
| Anne | | X | X | | | |
| Olaf | | | | X | | X |
| Pete | | | | | x | |
| Viola | | | | X | | X |



Focusing on the few big priorities

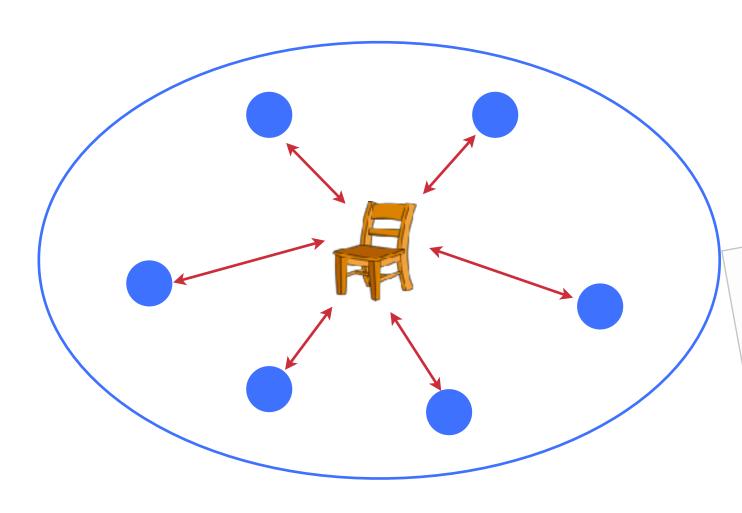
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| Olaf | X | X | X | | | |
| Pete | X | X | X | | | |
| Viola | X | X | X | | | |



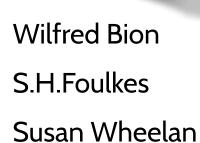
GOSFI

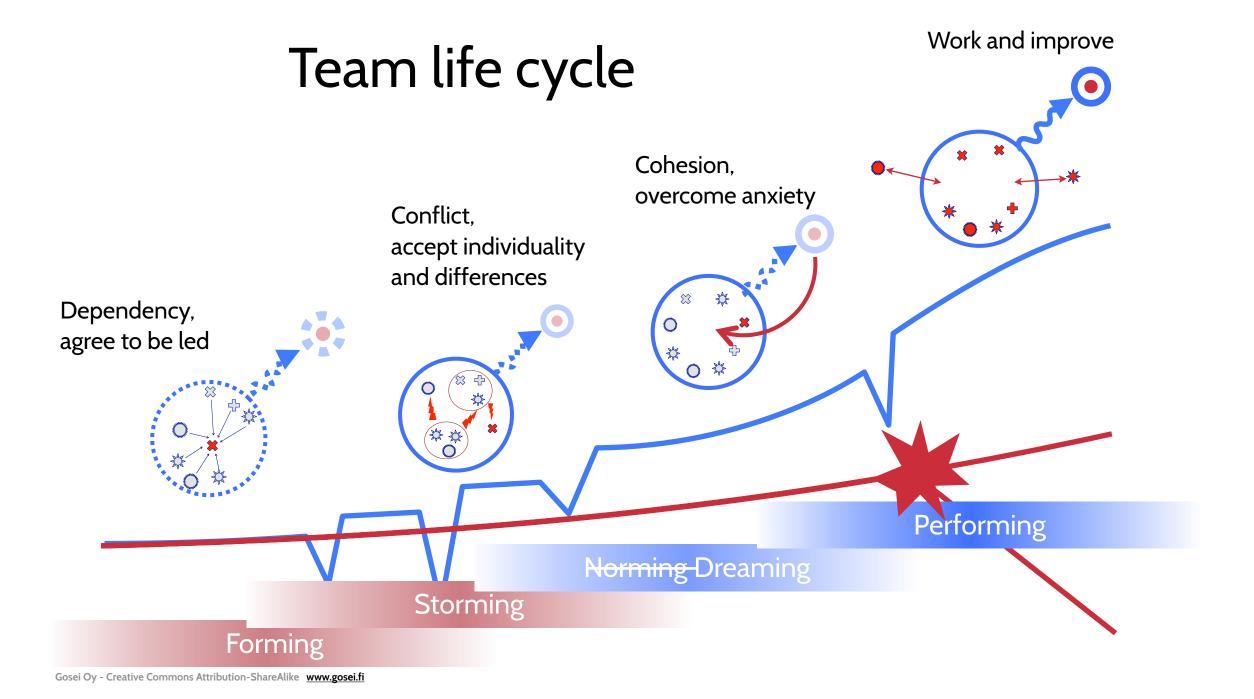
Group Dynamics

The yet another person

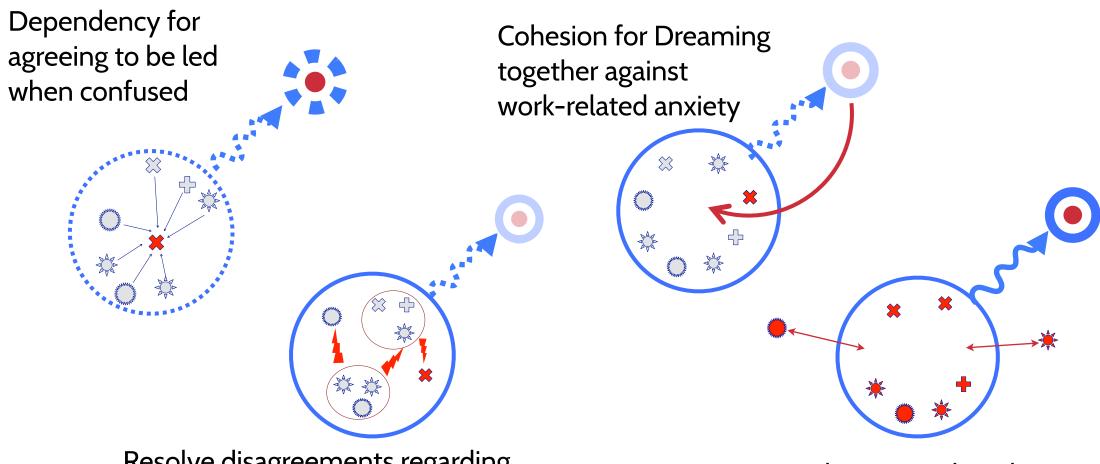








A question triggers a pattern



Resolve disagreements regarding individuality and differences

Productive work and continuous improvement

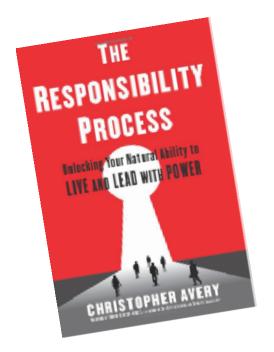


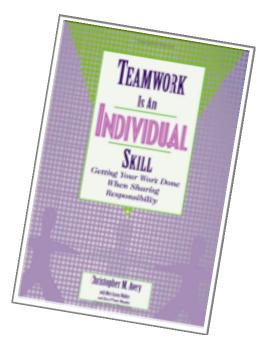
Take Responsibility at group and individual level



Howto

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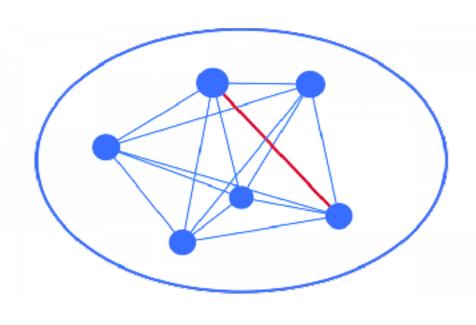




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Interaction

Improving interaction



Why?

- To get the work done
- Improve collaboration
- Explicitly establish constructive behavioral norms
- Culture is defined by worst behavior tolerated

Simple and lightweight Feedback process

Skilful Dialogue for co-solving problems

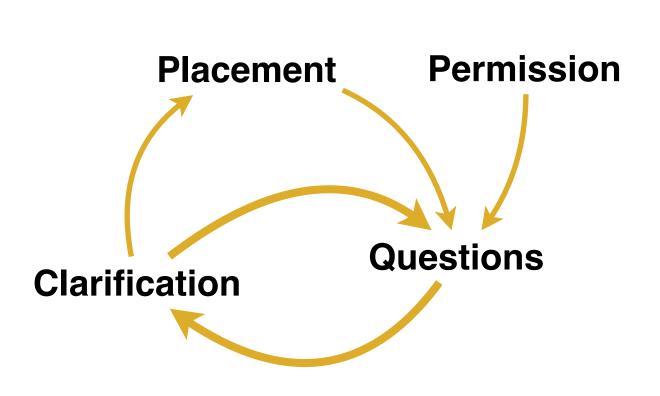
Nonviolent Communication for processing emotions

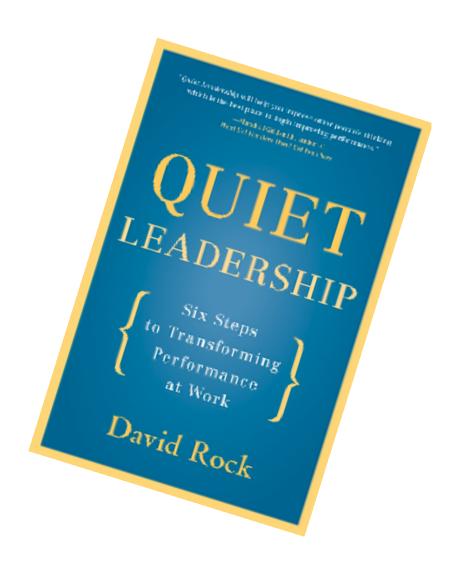
Educate everyone - makes coaching easier

Feedback technique

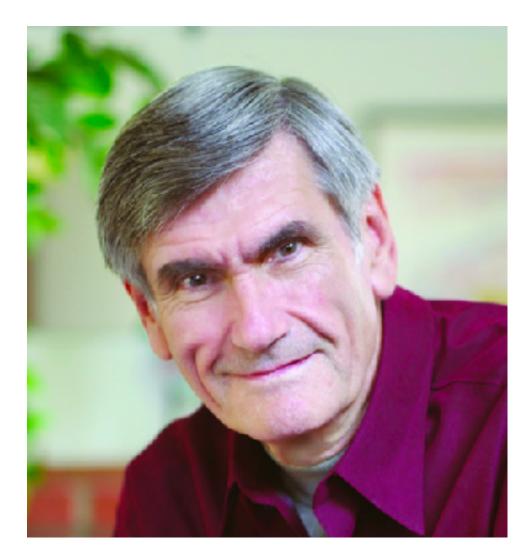
- O-Think
- 1 Create an opening
- 2 What happened
- 3 Consequence
- 4 Request

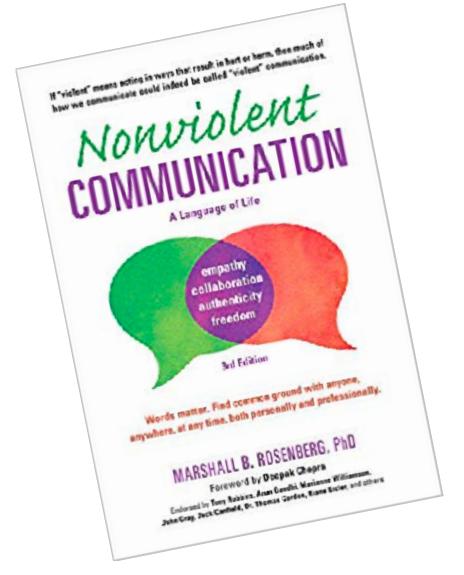
Dance towards insight - the Skilful Dialogue





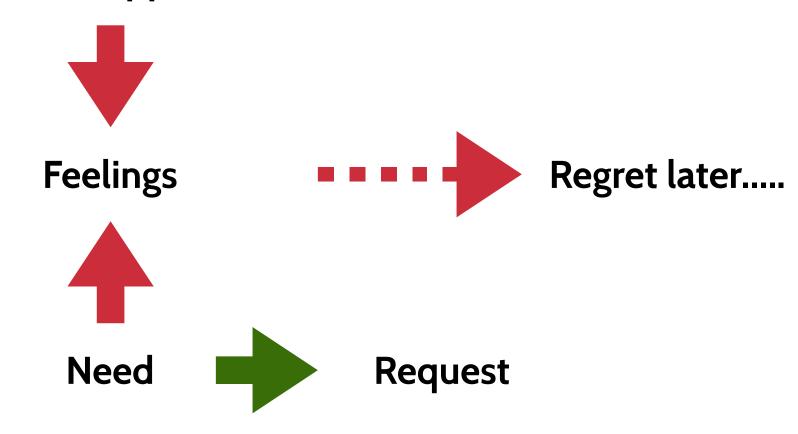
NVC - Marshall Rosenberg





Needs and feelings

Stuff happens



About NVC

Strategy and skill for human interaction - the language of life

Connection before communication

Autonomy and responsibility for one's own feelings and actions

Giving empathy to yourself and the other

Intention already has an impact

Very helpful in analyzing conflict

Quick list (NVC)

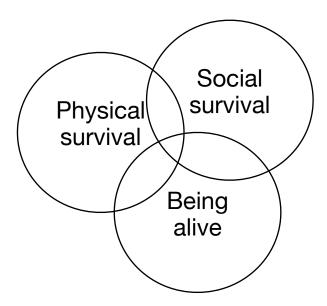
- Being heard
- Autonomy
- Recognition (Anerkennung)

Manfred Max-Neef:

9 needs for economy, "Human Development Theory"

- Protection/safety/security
- Recreation/play/rest
- Community, gelangenheit
- Love
- Meaning
- Sustenance
- Empathy
- Honesty
- Autonomy

NEEDS



SCARF (David Rock)

- Status
- Certainty
- Autonomy
- Relatedness (zugehörigkeit)
- Fairness

Maslow's needs - not hierarchy

Transcendence

Self-actualization

Aesthetics

Knowing and understanding

Esteem

Affiliation

Safety

Biological requirements

Human needs according to Marshall Rosenberg / Lucy Leu "Non-violent Communication"

- Autonomy and authenticity
- Clarity and awareness
- Purpose and effectiveness
- Rest and play
- Interdependent needs
- Safety and health
- Harmony and balance

GOSEL

Process coaching

Practice - intention from day one

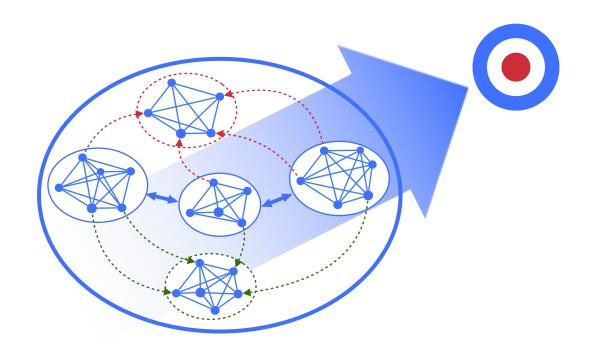
Learn to share workload, competence, and leadership.

Time spent working together

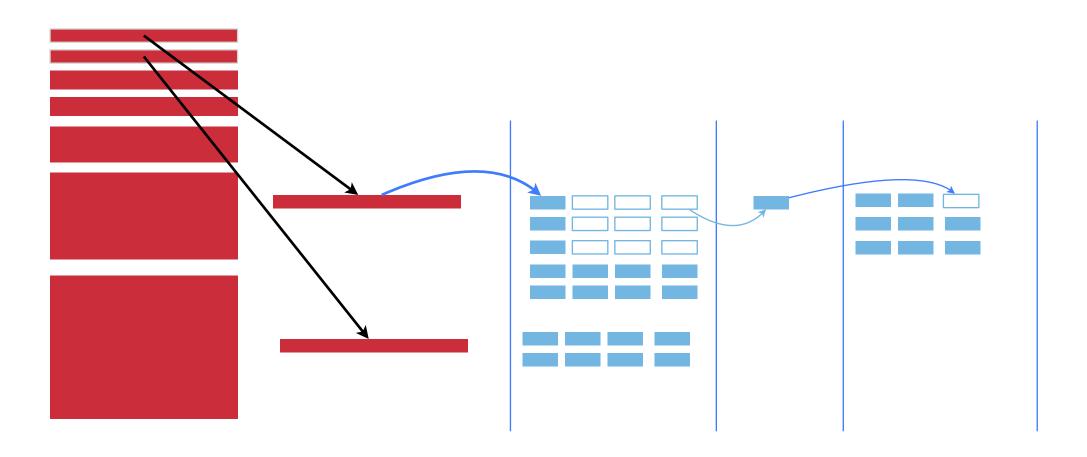


Inter-team collaboration

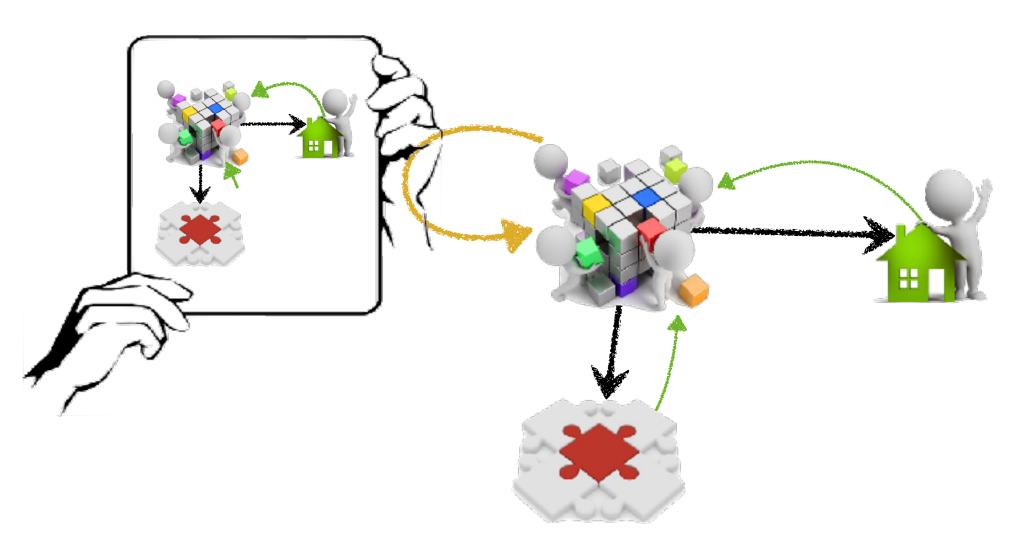
Work with reciprocal dependencies at the same time and collaborate.



Scrum sprint planning



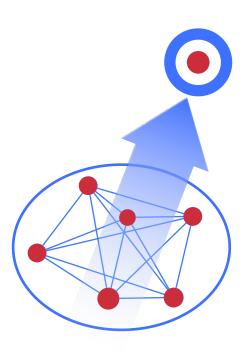
Retrospectives





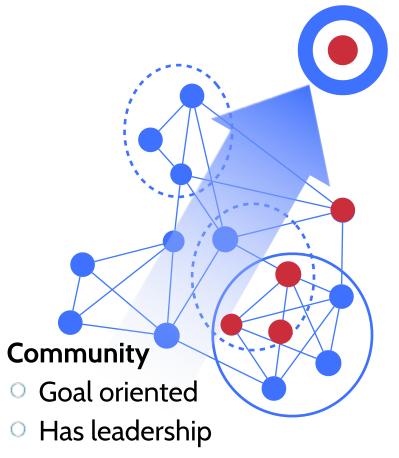
Applicability to Communities, Projects, Workshops, Departments, ...

Applicability of Teamwork

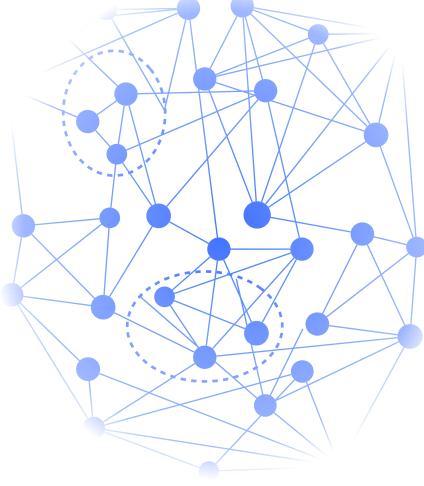


Real Team

- Goal oriented
- Has leadership
- Has context



- Has context
- Project, Community of Practice,PO community, ...



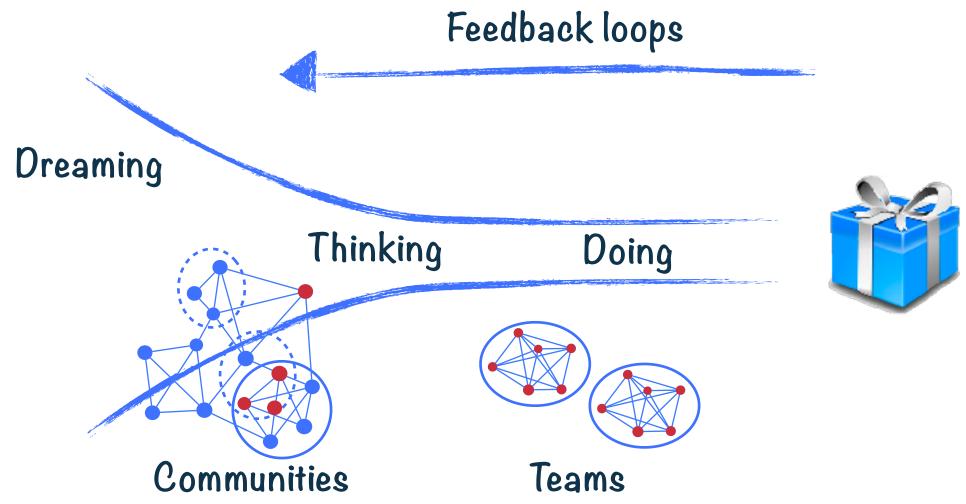
Network

For various individual reasons

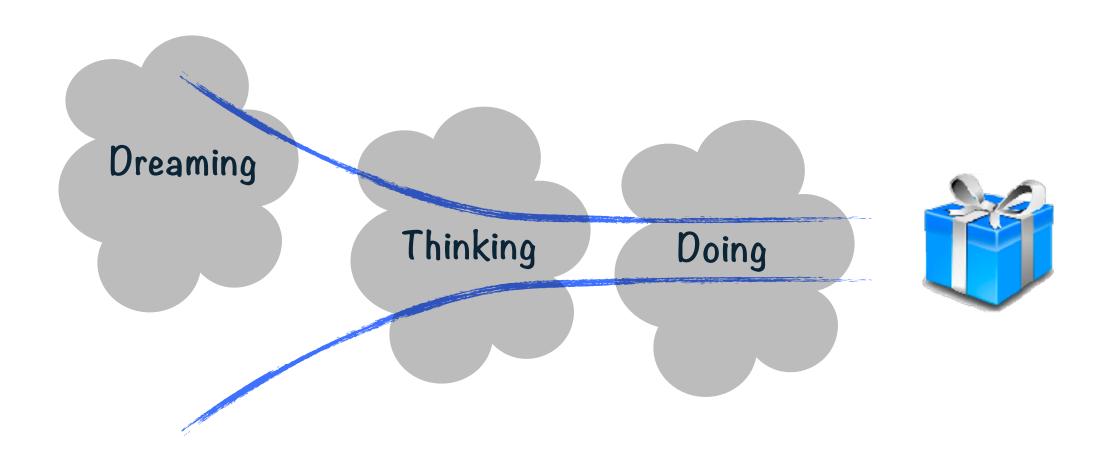


Organizational perspective

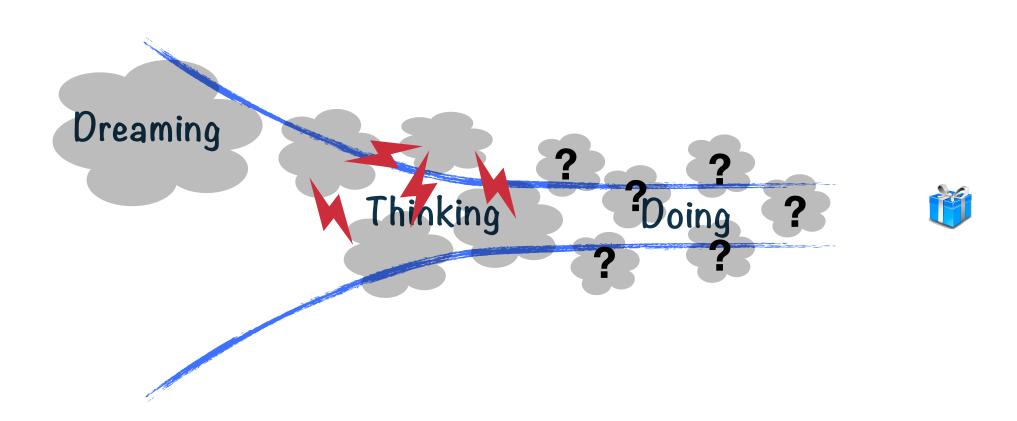
Fundamental development process

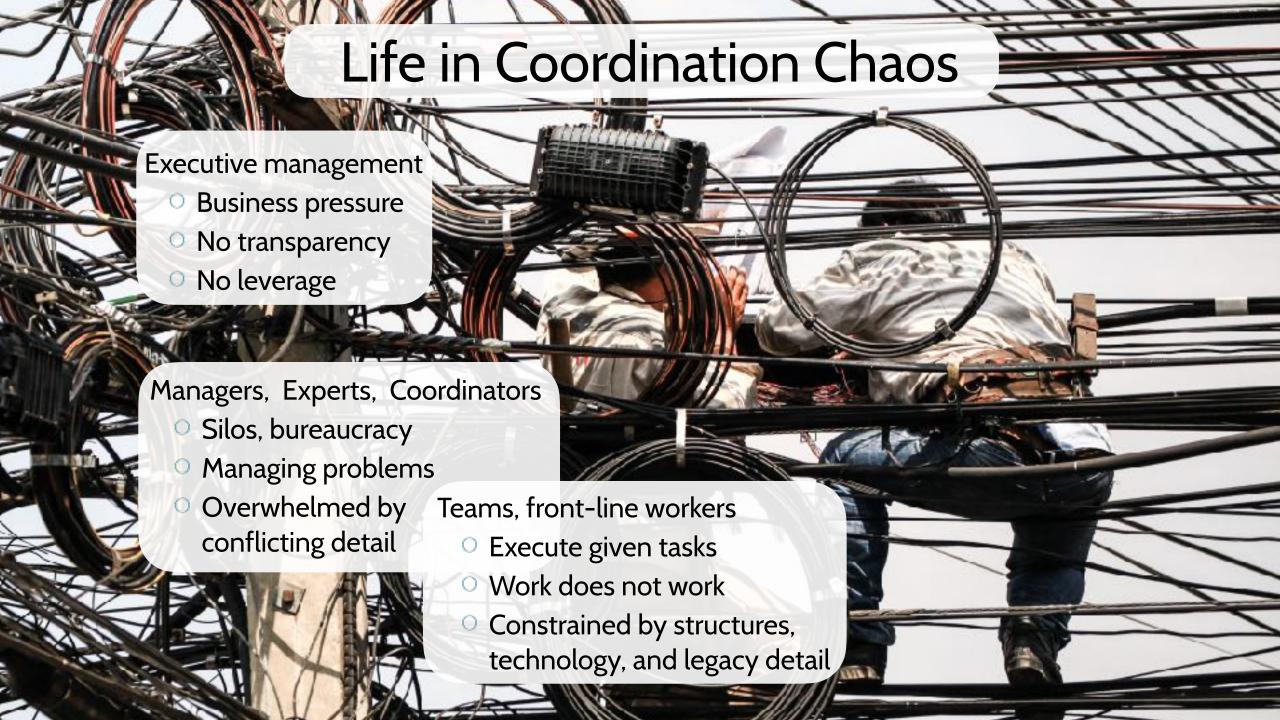


Others dream, others think, others do...

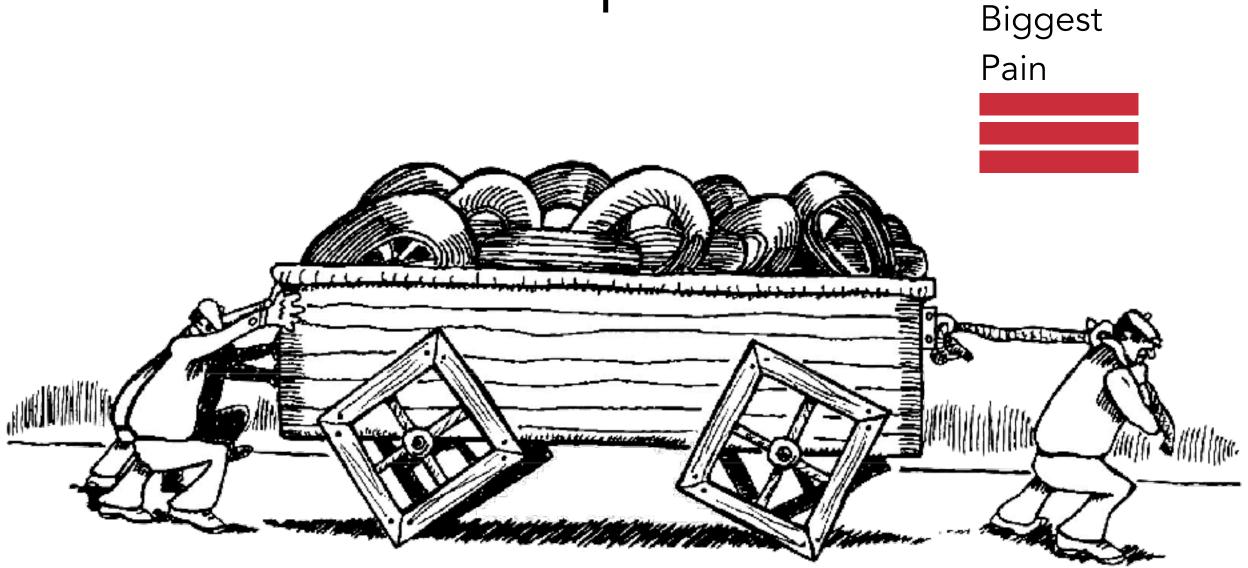


...leads to scatter and fragmentation

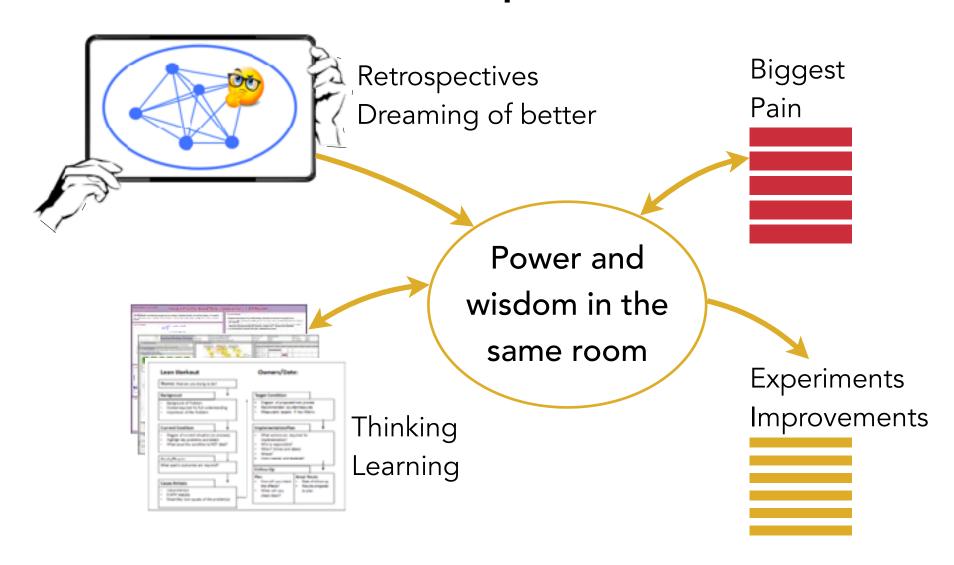




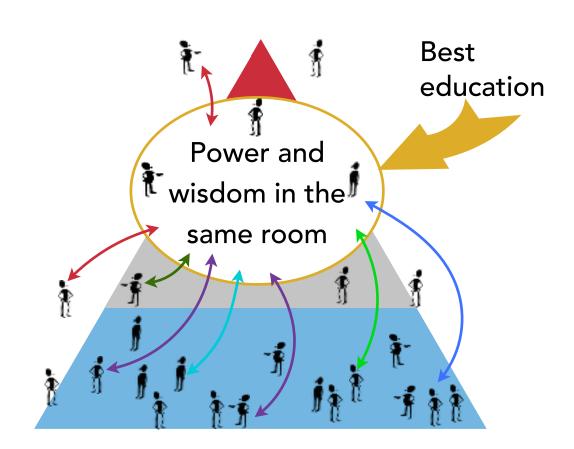
Retrospectives



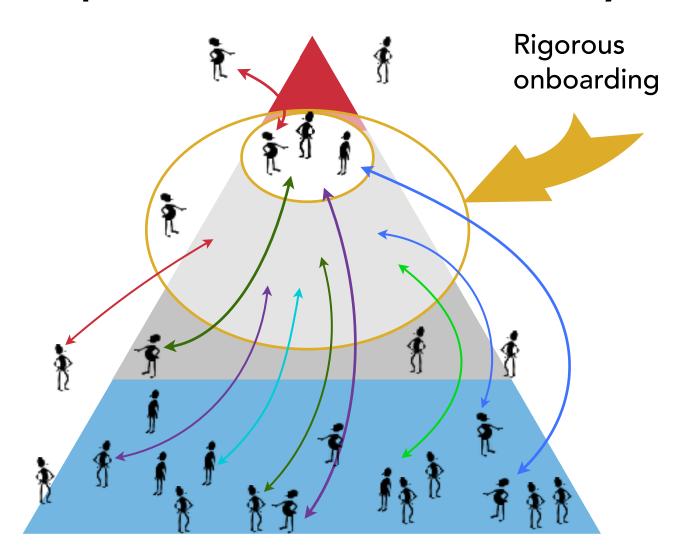
Continuous Improvement



Who



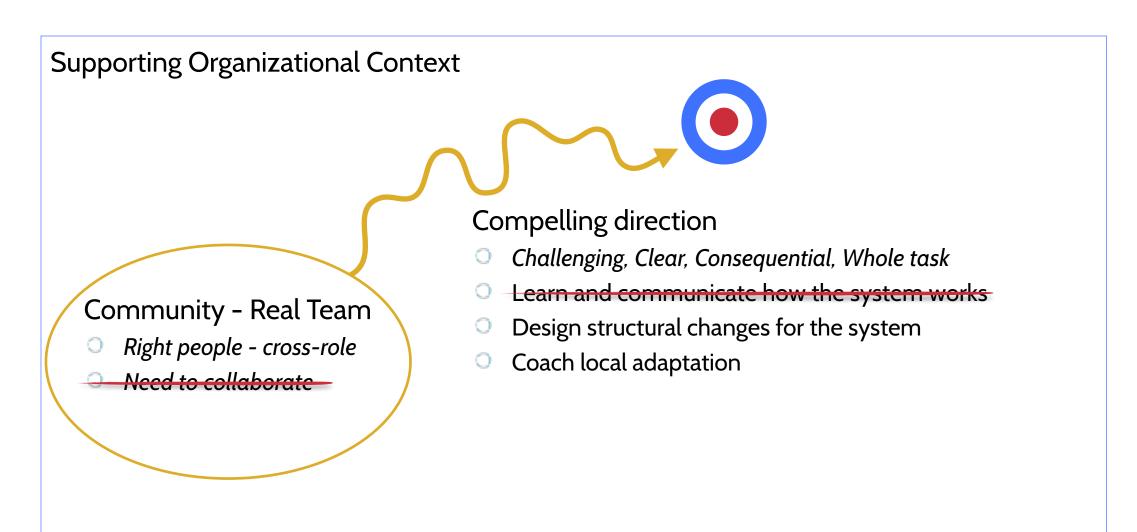
Improvement community



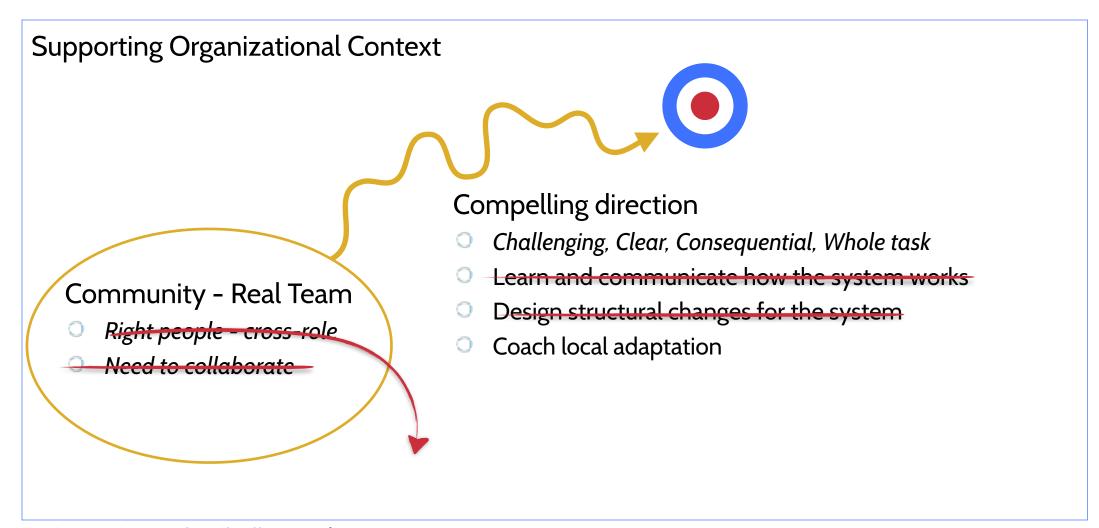


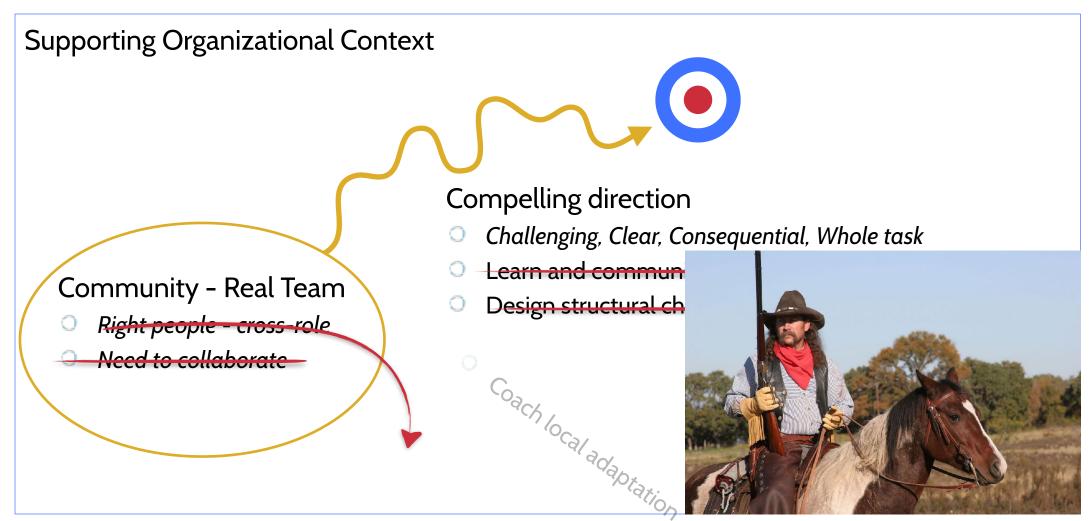
Supporting Organizational Context Compelling direction Challenging, Clear, Consequential, Whole task Learn and communicate how the system works Community - Real Team Design structural changes for the system Right people - cross-role Coach local adaptation Need to collaborate

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Supporting Organizational Context

Community - Real Team

- Right people cross-role
- Need to collaborate

Compelling direction

- Challenging, Clear, Consequential
- Learn and communicate how the system works
- Design structural changes for the system
- Coach local adaptation

