CENTER FOR INNOVATIVE CULTURES



Welcome to the TOOLS & PRACTICES WORKSHOP

April 10, 2015

CENTER FOR INNOVATIVE CULTURES

Collaborative Tools for Distributed Teams:
Consciously Enabling High-Performing Organizational Cultures across
Geographical, Organizational, and Functional Boundaries

Benay Dara-Abrams, PhD BrainJolt

Introductions

- Name
- Organization
- Function/Role
- Do you collaborate across geographical, organizational, or functional boundaries?
- What collaborative tools does your organization currently use?

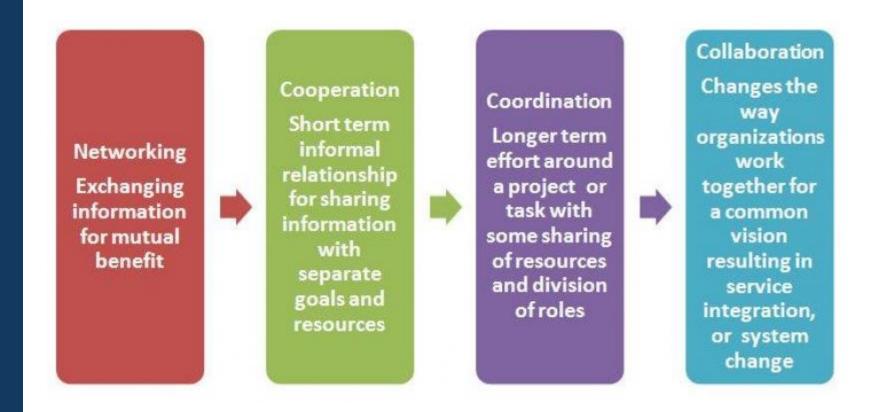
Culture Across Boundaries

- High-performing organizational culture
- Build resilience
- Geographical, organizational, functional boundary crossing
- Intentionally design collaborative processes
- Select collaborative tools
- Highly productive, engaged teams

Key Takeaways

- Recognize cultural discontinuities and challenges when crossing boundaries
- Foster high-performing collaborative culture with Design Thinking
- Build trust and culture through intentional design of collaborative processes and tools

Ways of Working Together



3 C's

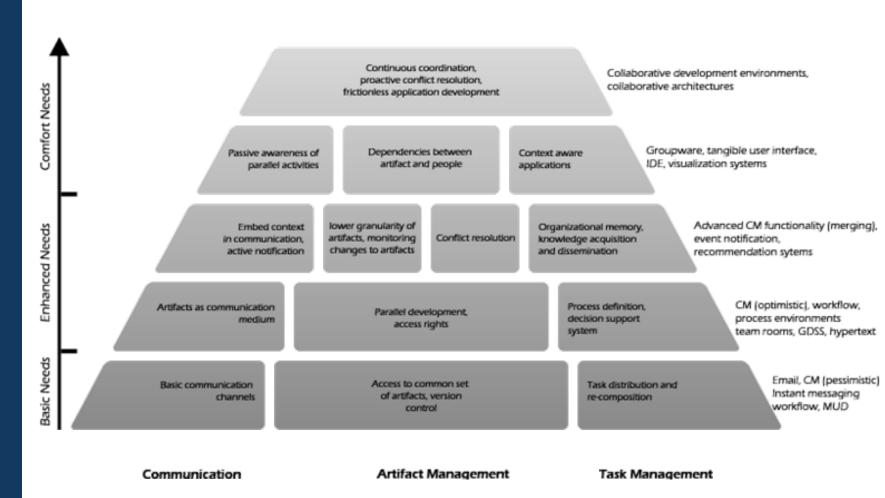
Essential Elements	Cooperation	Coordination	Collaboration
Vision and Relationships	Basis for cooperation between individuals, may be mandated. Organizational mission & goals not considered. Interaction as needed/no time limit.	Individual relationships supported by their organizations. Mission & goals of organizations reviewed for compatibility. Interaction usually around one specific project or task.	Commitment of organization fully behind the individual. Common, new mission & goals created. One or more projects undertaken for longer-term results.
Structure, Responsibilities, and Communication	Relationships informal, each organization functions separately. No joint planning required. Information conveyed as needed.	Organizations assume needed roles but still function separately. Some project specific planning required. Communication roles established, channels for interaction created.	New structure and/or formal division of labor created. Comprehensive planning required including measures of success. Many levels of communication & channels for interaction created.

3 C's (cont.)

Essential Elements	Cooperation	Coordination	Collaboration
Authority and Accountability	Authority rests solely with individual organizations. Leadership is unilateral and control is central. All authority and accountability rests with each organization.	Authority rests on each organization but there is coordination. Some sharing of leadership and control. There is some shared risk, but most authority and accountability rests with each organization.	Authority is determined by the collaboration to balance ownership. Leadership is dispersed and control is shared and mutual. Equal risk is shared by all organizations.
Resources and Rewards	Resources are separate.	Resources acknowledged and can be made available for specific project. Rewards mutually acknowledged.	Resources pooled or jointly secured for long-term effort. Organizations share in the products: more is accomplished together than individually.

Collaboration: What Makes It Work, Mattessich et al.

Collaboration Need Hierarchy



Note: CM = Content Management, MUD = Multi-User Dungeon (multi-player real-time virtual world), GDSS = Group Decision Support System, IDE = Integrated Development Environment.

"A Need-Based Collaboration Classification Framework", Sarma et al.

Patterns of Collaboration

Generate	Move from having fewer to more concepts
Clarify	Move from less to more mutual understanding about a concept
Organize	Move from having less to more understanding of the relationships among concepts
Reduce	Move from having many concepts to a focus on a few deemed worthy of further attention
Evaluate	Move from less to more understanding of the benefit of concepts toward attaining a goal relative to one or more criteria.
Commit	Move from less to more commitment among stakeholders about an action toward the stated goal

Design Thinking Mindsets

- Show
- Human Values
- Clarity
- Experiment
- Mindful Process
- Action
- Collaboration

Beginner's Mind

- Observe, don't judge
- Question -- "why?"
- Be curious
- Look for patterns
- Listen and absorb

Empathize

- Human-Centered Design foundation
- To empathize ---
 - Observe
 - Engage
 - Immerse
- Personas
- Empathy Maps

Empathy Map

SAY:	DO:
THINK:	FEEL:

Scenario Mapping

As-Is:	To-Be:

Temporal/Spatial Taxonomy

Same Time - Synchronous

Different time - Asynchronous

Face-to-Face (F2F)
Interactions

Continuous Task

Whiteboard, projector, audiovisual meeting room support

Physical process monitoring, team rooms

Remote Interactions

Video conferencing, instant messaging, multiuser editors, shared screens, virtual worlds Communication +
Coordination

Email, group calendars, blogs, wikis, project management, workflow, version control

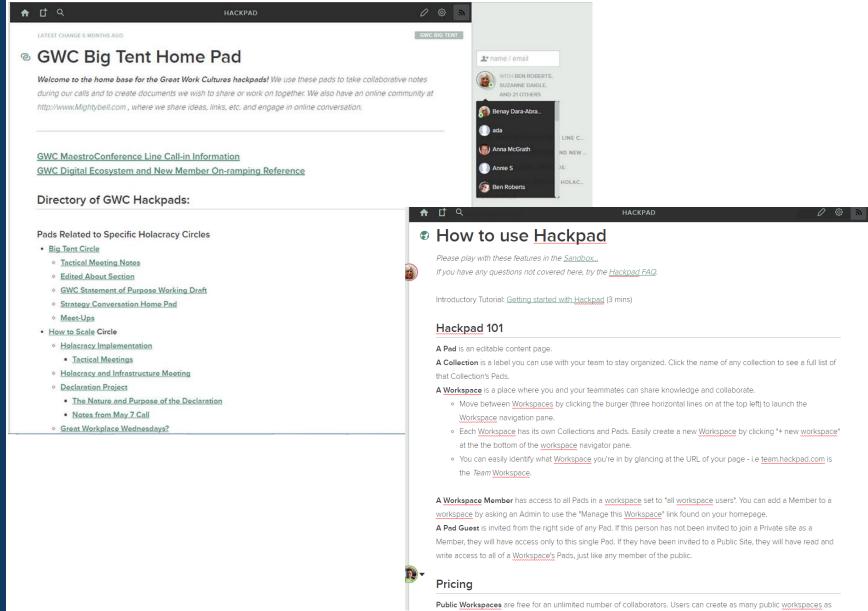
Modalities – Text, Voice, Graphics, Video

Different Place - Remote

Colocated

Same Place -

Collaborative Note-Taking



File Sharing

What's Dropbox?

"One place for all your stuff, wherever you are."

Dropbox is a home for all your photos, docs, videos, and files. Anything you add to Dropbox will automatically show up on all your computers, phones and even the Dropbox website — so you can access your stuff from anywhere.

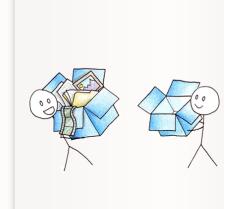
Dropbox also makes it super easy to share with others, whether you're a student or professional, parent or grandparent. Even if you accidentally spill a latte on your laptop, have no fear! Relax knowing that your stuff is safe in Dropbox and will never be lost.

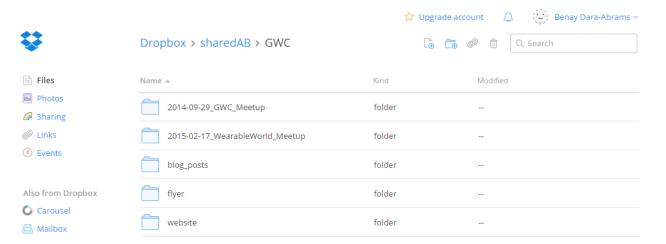


Simple sharing

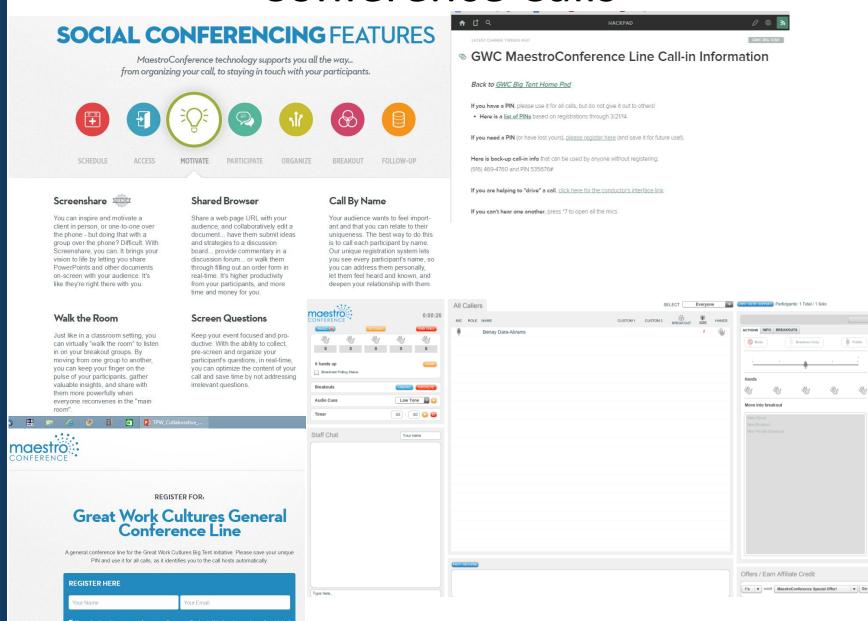
Dropbox makes sharing easy. Invite your friends, family, and teammates to any folder in your Dropbox, and it'll be as if you saved that folder straight to their computer.

You can send people links to specific files, photos, and folders in your Dropbox, too. This makes Dropbox perfect for team projects, sharing party photos with friends, or recording your band's debut album.





Conference Calls

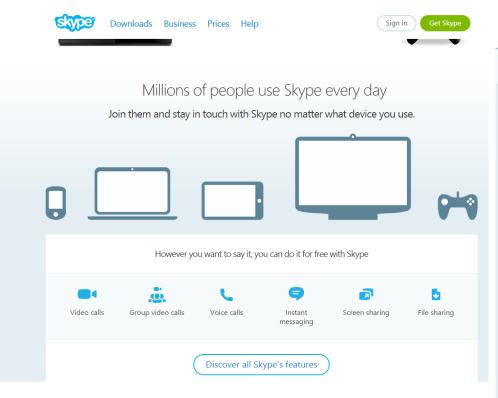


MaestroConference, plus tips for maximizing attendance and impact of your events.

REGISTER

MaestroConference -- http://www.maestrocconference.com

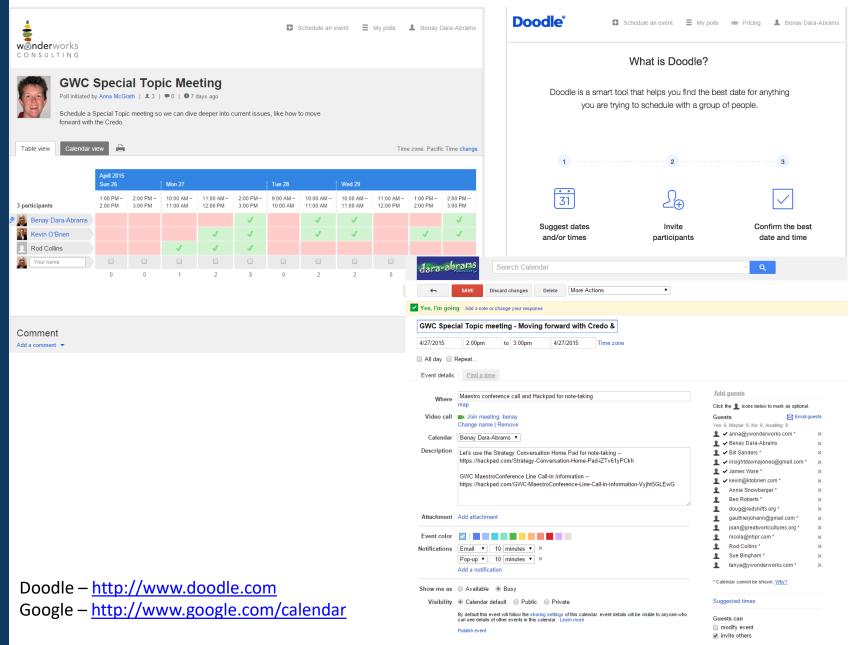
Videoconferencing







Scheduling Meetings



Interactive Group Activity

- Personas
- Empathy Maps
- What are needs of individual members?
- What are needs of teams and organizations?
- Identify challenges
- Identify opportunities
- As-Is and To-Be Scenarios
- Collaborative tools

Personas



Joseph Ruiz Marketing Manager Crossbar HealthCare Marketing



Valerie Johansen Project Manager HyperMedCo

Crossbar HealthCare Marketing establishes relationships between product development companies and distributors in the healthcare market. Joseph and his team focus on the consumer market, so they have a lot of knowledge that Valerie and her team at HyperMedCo would like to tap. Joseph makes deals with distributors who will be essential to the success of HyperMedCo's new consumer product. The Crossbar CEO and HyperMedCo CEO came to an agreement to collaborate on this venture, but Joseph, Valerie, and their teams have not met.

HyperMedCo is a healthcare product development company that has been doing clinical research and developing biomedical devices. Valerie's team has been developing a non-invasive clinical-grade blood glucose monitor and HyperMedCo saw the potential to reach a large consumer market with this product. Since HyperMedCo doesn't have any experience in the consumer healthcare market and doesn't have established relationships with distributors, the CEO decided to establish a relationship with a marketing company that specializes in the consumer healthcare market.

Discussion

- Share Empathy Maps and Scenarios
- Challenges and Opportunities
- Collaborative Practices
- Collaborative Tools
- How do these practices and tools promote high-performing organizational culture?

Key Takeaways

- Recognize cultural discontinuities and challenges when crossing boundaries
- Foster high-performing collaborative culture with Design Thinking
- Build trust and culture through intentional design of collaborative processes and tools

What can we try on Monday?

- Surface current challenge in collaboration
- What would facilitate collaboration?
- Try new process with current tool
- Try new tool to enhance collaboration

References

- "A Need-Based Collaboration Classification Framework", Sarma, A., van der Hoek, A., Cheng, L-T, http://www.ics.uci.edu/~andre/papers/C44.pdf.
- A Six-Layer Model of Collaboration, Briggs, R.O., Kolfschoten, G., Vreede G.J., de, Albrecht, C., Lukosch, S., & Dean, D.L. (2014), in J. F. Nunamaker Jr, N. C. Romano Jr, & R. O. Briggs (Eds.) Collaboration Systems: Concept, Value, and Use.
- Collaboration: What Makes It Work, Mattessich, P., Murray-Close, M., Monsey, B. (2001).
- Johansen, R., User Approaches to Computer-Supported Teams, (1989), in Olson, M. (Ed.), *Technological Support for Work Group Collaboration*.
- Kansas Early Learning Collaborative (KELC) -http://www.kansaslearning.org/index/history.
- The Bootcamp Bootleg, Institute of Design at Stanford, <u>http://dschool.stanford.edu/use-our-methods/the-bootcamp-bootleg/</u>.