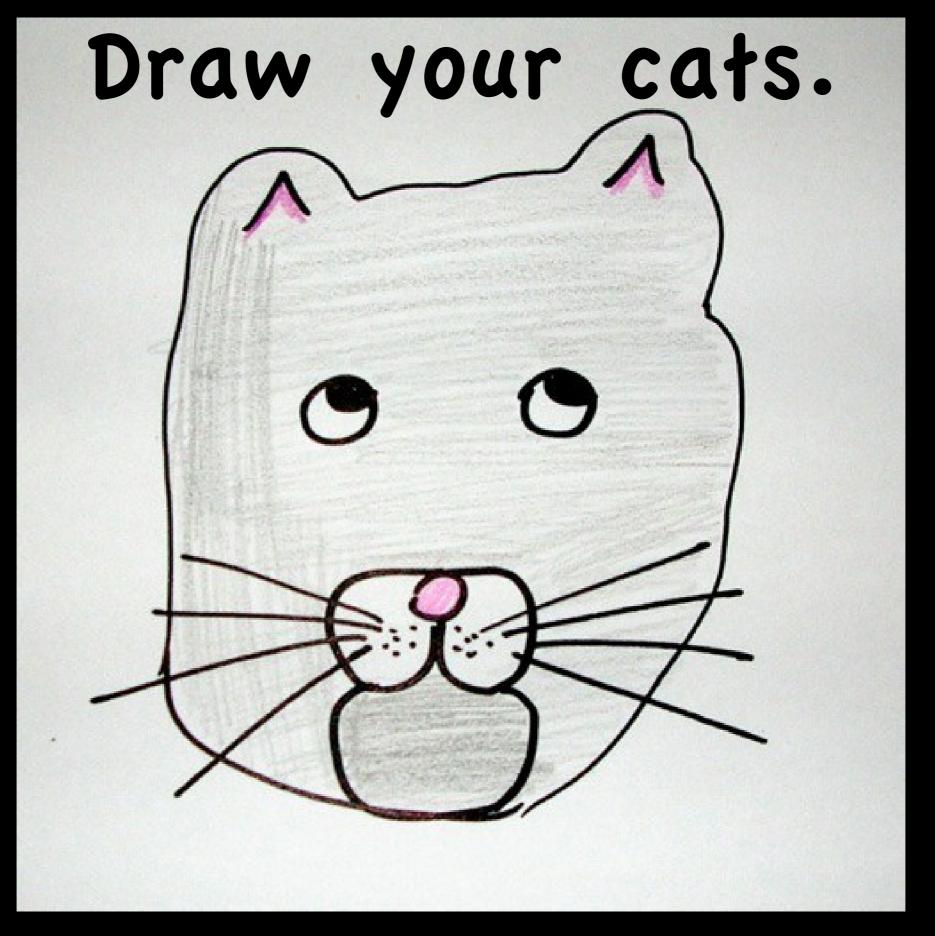




David Poteet



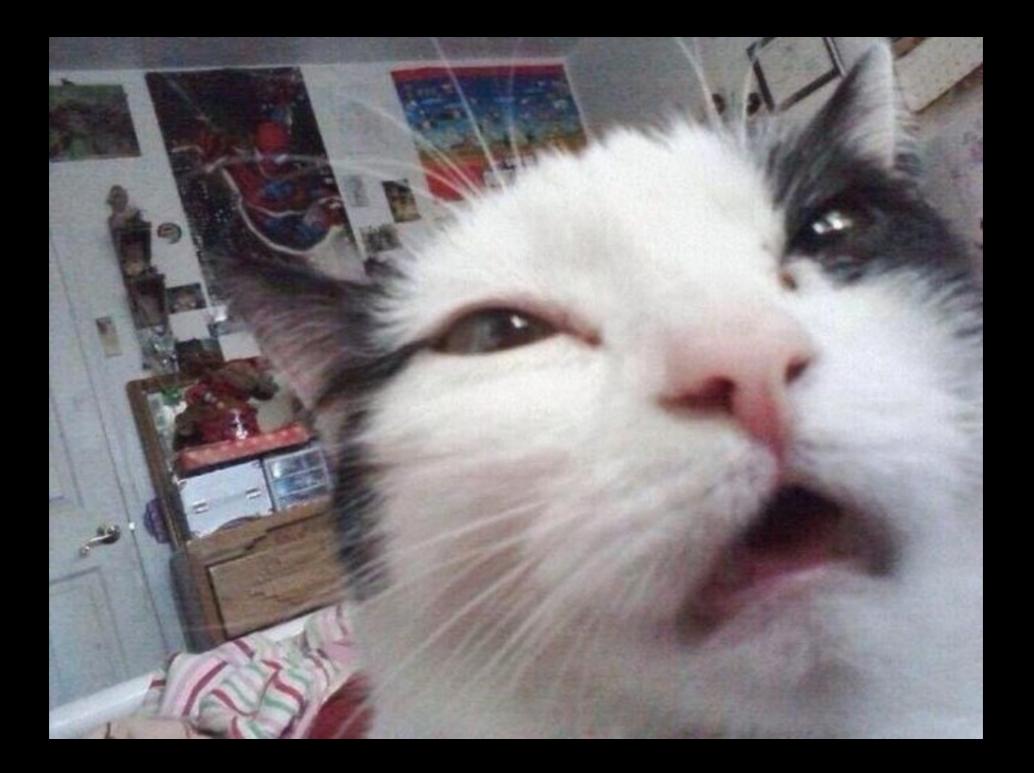
- President, NewCity
 UX Architect
 Board member of
 Friends of the Blue
 Ridge Parkway and
 APPL
- dpoteet@insidenewcity.com
- @davidpoteet



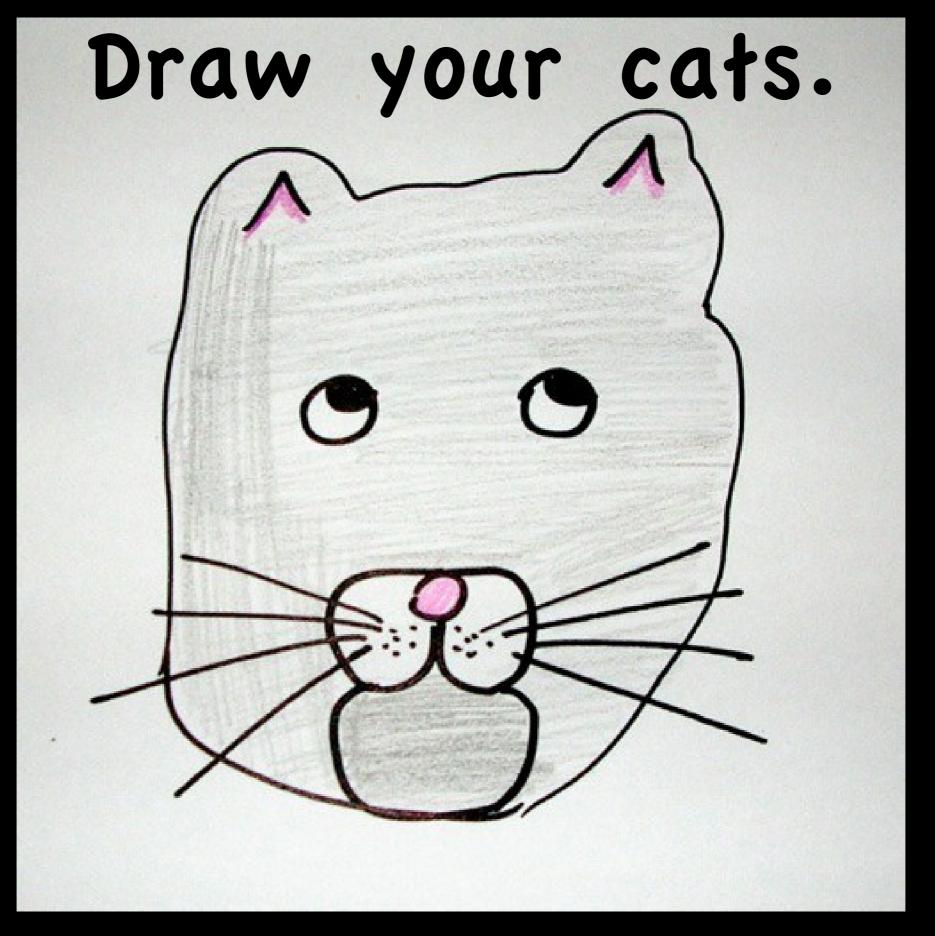
Grumpy Cat











Cats are awesome.

Cats do what they want.





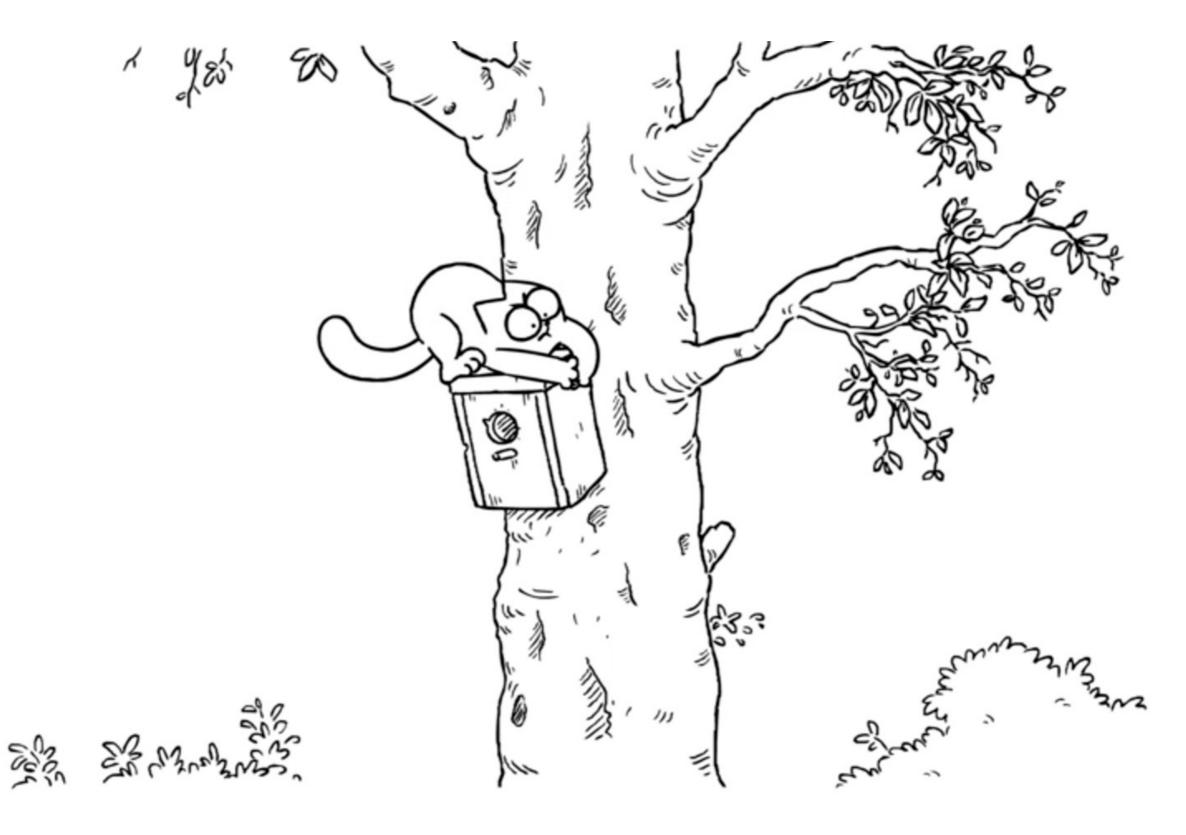
Everybody wants to feel smart.



Everybody wants to be heard.



Everybody wants their work to matter.



Thank you Simon!

https://www.youtube.com/user/simonscat





Cat Herding Over the life of a project or team

Build trust, communication before moving to the harder stuff



Involve people in creation



Learn to fight well



unnamed

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unnamed

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11

Use a process that supports ongoing communication, sustains energy



How to do it wrong



- Solve a problem before you really understand it.
- Do all of the planning up front, tell people to execute.
- Write a detailed strategy document that everyone is expected to read, understand and follow.
- Go dark for several weeks while you do clever stuff.

How to do it wrong



- Deliver important outcomes by email.
- Ask people to email you their feedback.
- Ask for feedback without showing the sort of feedback you need.
- Present your work to stakeholders without giving them some sense of the thinking or steps that led to this solution.



Know Your Job Description

- Master of Ceremonies
- Manage the clock
- Manage the energy of the room
- Make sure listening is happening
- Keep end goal in view, adapt if needed
- Be curious and learn
- Consider a partner to help with logistics

@davidpoteet #applcon2016

Learn about the participants

- Interview stakeholders 1-1 beforehand
- Get to real goals
- Use those to shape workshops



@davidpoteet #applcon2016

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Example Questions for a Project



- Describe your role, and how it relates to this project.
- Why does this project matter?
- Who are our audiences, and what does successful engagement look like for each of them?
- How does this project fit into your overall mission?
- What's the one thing we must get right to make this project worthwhile?
- What puts this project at risk of failure?
- How will your life be different if it's a success?
- How will the organization know if it's a success?

"My favorite thing is pain. I try to get my stakeholders to selfish as quickly as possible. I'm going to try to ease stakeholders' pain with design solutions. I'm going to try to overlap my solution with easing their pain as much as I can."

Dan Willis @uxcrank

Not everyone may agree yet on the real problem you're trying to solve.



Know how you want to end.



Choose the tools most likely to get you there.

Plan the Time

- 1. Set the stage
- 2. Warm up, build trust
- 3. Scope the challenge for the day
- 4. Explore the problem
- 5. Break (Either here or after generating solutions)
- 6. Generate possible solutions
- 7. Run solutions through a filter
- 8. Assign next steps



Can you participate and facilitate?

Planning for Large Groups



- I like sub-groups of 3-4.
 - May want to assign ahead of time.
- Break up the problem into subsets for each group, OR
- Have each group tackle the same problem and present solutions to each other.
- You'll probably want co-facilitators.

Help Participants Prepare



Purpose

- High level agenda
- Need to attend ENTIRE TIME or don't bother coming?
- Anything to read or review beforehand?
- One or two questions to think about.

Facilitating a Workshop

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Set the Stage



- Lay out the process, but don't give away too much.
- Connect today's workshop with big picture strategic goals – WHY we're here.
- Frame the problem we've got to solve.
- Describe the end goal for today's workshop. What will we leave with?
- Ground rules?

Warm Up



- Introduce everyone.
- Some sort of icebreaker can be helpful, even if you work together every day.
- Example from my toolbox:
 - Pair up and share a story related to the purpose of the workshop.
 - Share something from your partner's story with the larger group.

Explore the Problem





Mix Individual and Group Work

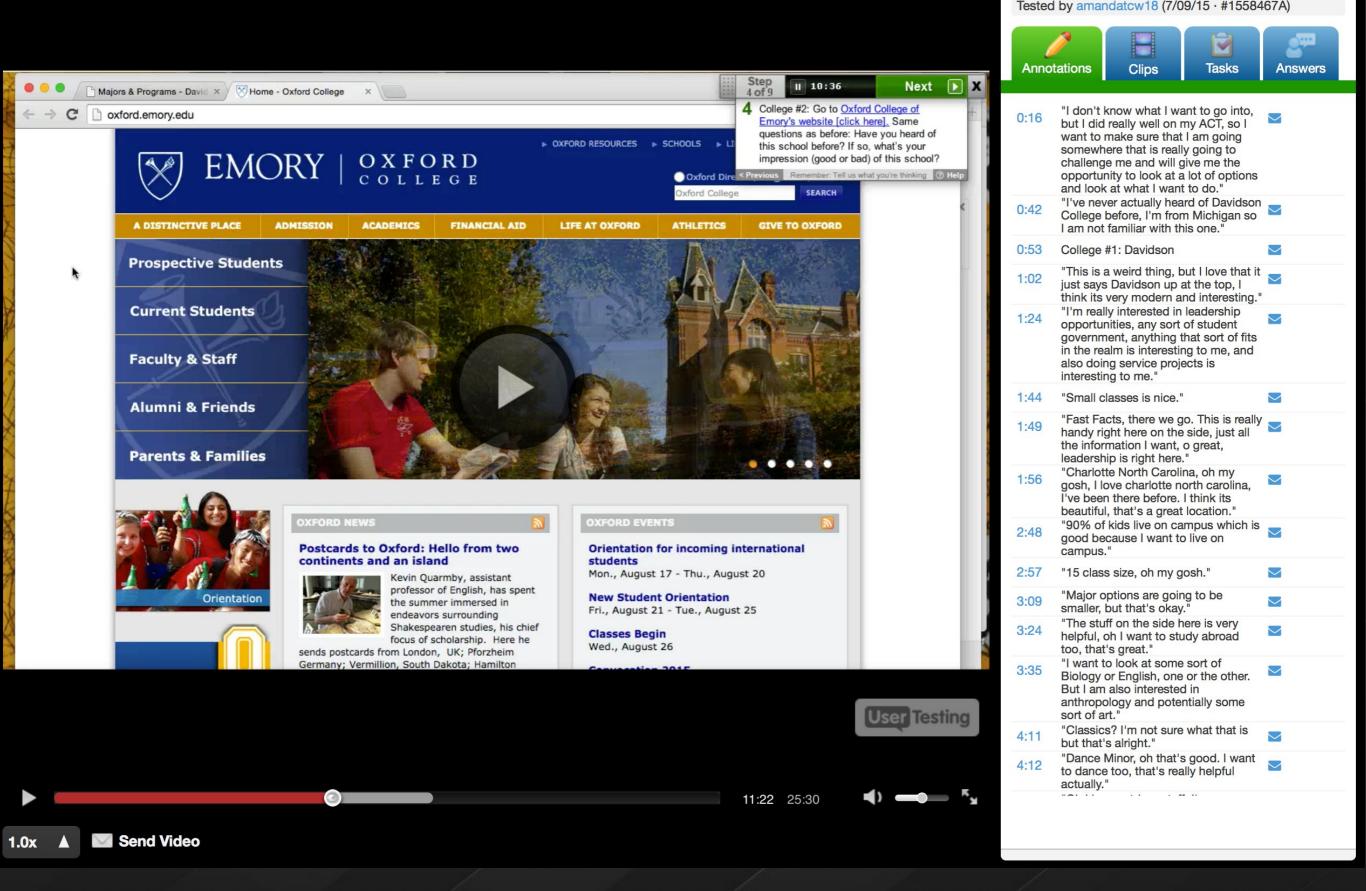


"KJ" Method



- 1. Gather 6-10 people
- 2. Ask a focus question
- 3. Put answers on Post-it[®] notes
- Put Post-it[®] notes on the wall
- 5. Group similar items
- 6. Discuss & Name the groups
- 7. Vote on priorities

@davidpoteet #heweb15



Watch Audiences in the Wild

Ad-Hoc Personas

and the case

W.C

as good

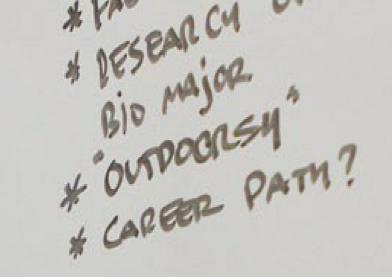
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"COLEEN 35 4.00 MOTHER OF 2 INTERNSTO IN EDP 7 ALDEADY ATTENDED Y COLLEGES OPTIONS * FINANCIAL STRAIN \$55) *TIME CONSTRAINT. MAY NOT MANE "Life EXPL.: @davidpoteet #applcon2016



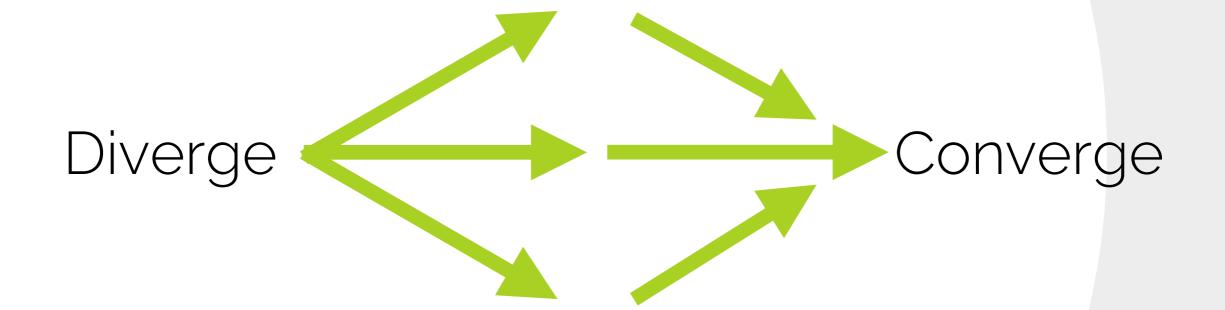
Build an Experience Map

Generate Solutions

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Generate Solutions





It can be anything, but at the end of the day **it has to be something.**

Better Brainstorming



- I'm sorry but there are bad ideas.I have them all the time.
- Create comfortable distance.
- Person ≠ Idea.
- You have to get through the less good ideas to get to the better ideas.

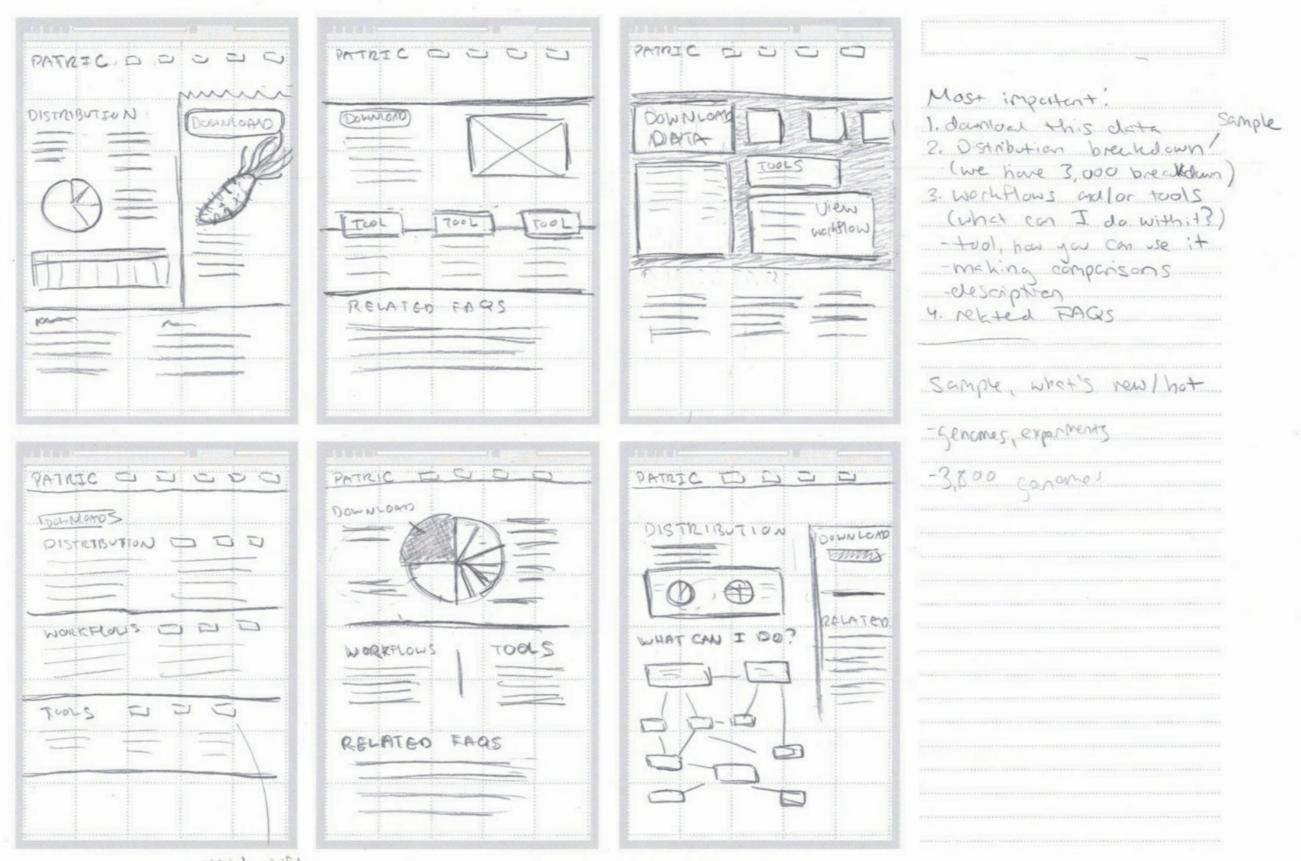
Better Brainstorming

- Brainstorm individually first.
 - Write answers on sticky notes.
 - Sketch or storyboard.
 - Generate several ideas quickly.
 - Short timeframe (3-7 minutes)
- Create distance
 - Put them on the wall
 - Explain to a partner, have partner describe
 - Partner builds on what you sketched, creating next step



Don't stop at the first good idea.

Connecting biology to the data



would shift homentally like

Biola

Filter first, then discuss.



- Give the group some way to prioritize, like
- Voting in KJ sessions
- Sub-group selects
 one idea to present
 to rest of the group
- Whole group selects ideas to move
 forward to next stage





NOT you in front of a flipchart writing down everything people blurt out.

Facilitating Discussion

EEE BEE

Facilitating Discussion



- Remember your job as listener #1
- Use artifacts to focus discussion
- Don't let the HIPPO or extroverts control the discussion
- Help your team argue well
- Time is your commodity
- Parking lot for things you need to dig into at another time

Next Steps



- Reconnect today's work to strategic goals.
- Describe how you'll use today's results, and when they'll see something next.
- Describe next actions clearly, with a time when you will regroup.
- Assign an individual owner to every action.

Not all cats are like you.



The Four Temperaments



Guardian (SJ)	Idealist (NF)
[M 43%, F 50%]	[M 14%, F 17%]
Artisan (SP)	Rational (NT)
[M 21%, F 22%]	[M 22%, F 11%]

The Four Temperaments





The Four Temperaments



Scotty(SJ)	Bones (NF)	
Outline the game	Help them get	
plan. Remind where	comfortable with	
you are in the	disagreement.	
process.	Enlist their help.	
Kirk (SP) Keep it moving, bias to action – let's make something!	Spock (NT) Connect what you're doing to the big picture.	

Extroverts & Introverts



- Quiet cats (Introverts)
 - Send some "think about these ahead of time" questions beforehand.
 - Individual brainstorming during workshop.
- Noisy cats (Extroverts)
 - Let them talk out their ideas with a partner or subgroup.
 - Structure who gets to talk when.

Communication Skills

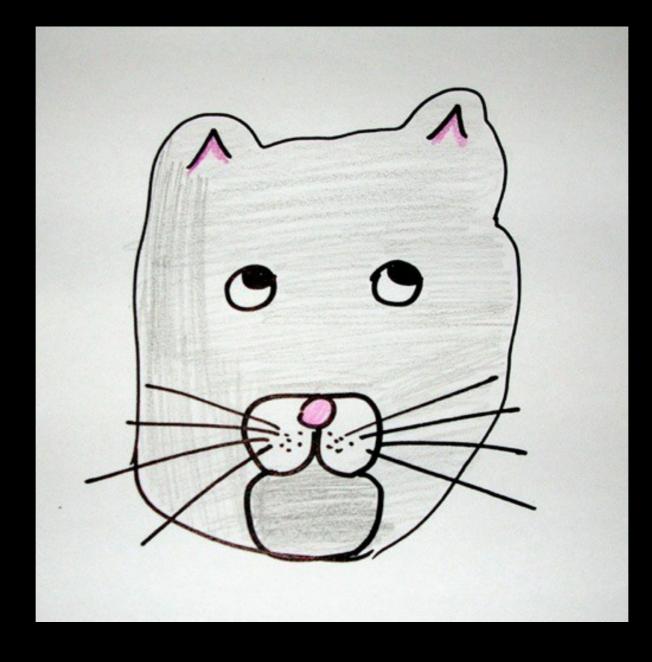
E	I	S	Ν
Need a good verbal presentation	Need a good written proposal to review	Begin with facts, build to "big picture"	Begin with "big picture", fill in facts
Want to engage you to learn about the project; allow for questions, interruptions, dialogue May decide quickly and verbally; watch for this and do not "oversell" Cover the major points at a at a fast pace; do not go into too much detail	Should not be bothered too much with phone calls,	Use simple, practical examples Emphasize implementation, the next step See systems as a number of facts, projects Stay in here-and-now	Make connections between facts and ideas Comment on unseen implications, future projections Discuss project as part of system
Do not presume that an E will remember you next week; use reminders like phone calls, mailings, updates; this feeds the E need for variety, contact, action E's want to do something now about an external need or a crisis; be ready to deliver	deliberating; do not rush		Show interest in creative ideas or enthusiasms
т	F	J	Р
What you say counts more than how you say it	How you say it counts more than what you say	Justify project through precedent	Allow for last-minute adjustments

E's want to do something now about an external need or a crisis; be ready to deliver			
Т	F	J	Р
What you say counts more than how you say it	How you say it counts more than what you say	Justify project through precedent	Allow for last-minute adjustments
Be logical, researched	Emphasize human benefits	No surprises	Concentrate on keeping P's present adaptability, options
Be low-key, conservative, businesslike	Use eye contact, smile, be warm and personal	Find out the schedules, priorities, criteria, goals of the client and stick to them	Diplomaticcally remind P that a decision must be made
Emphasize soundness, reliability, statistics	Support service or project with first-hand testimonials, personal feedback	Stay organized	within certain time constraints Allow time for enjoyment
Avoid generalizations, repetition, incoherence	Show genuine interest in the client as a person	Give feedback so the J "stays on track" towards goals	

Practice with friends.



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What about your cats?



Thanks!



David Poteet

- dpoteet@insidenewcity.com
- adavidpoteet
- Bring the half-day Cat Herding workshop to your team or conference!