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Cats do what they want.





@davidpoteet #eduiconf

Everybody wants to feel smart.



Everybody wants to be heard.



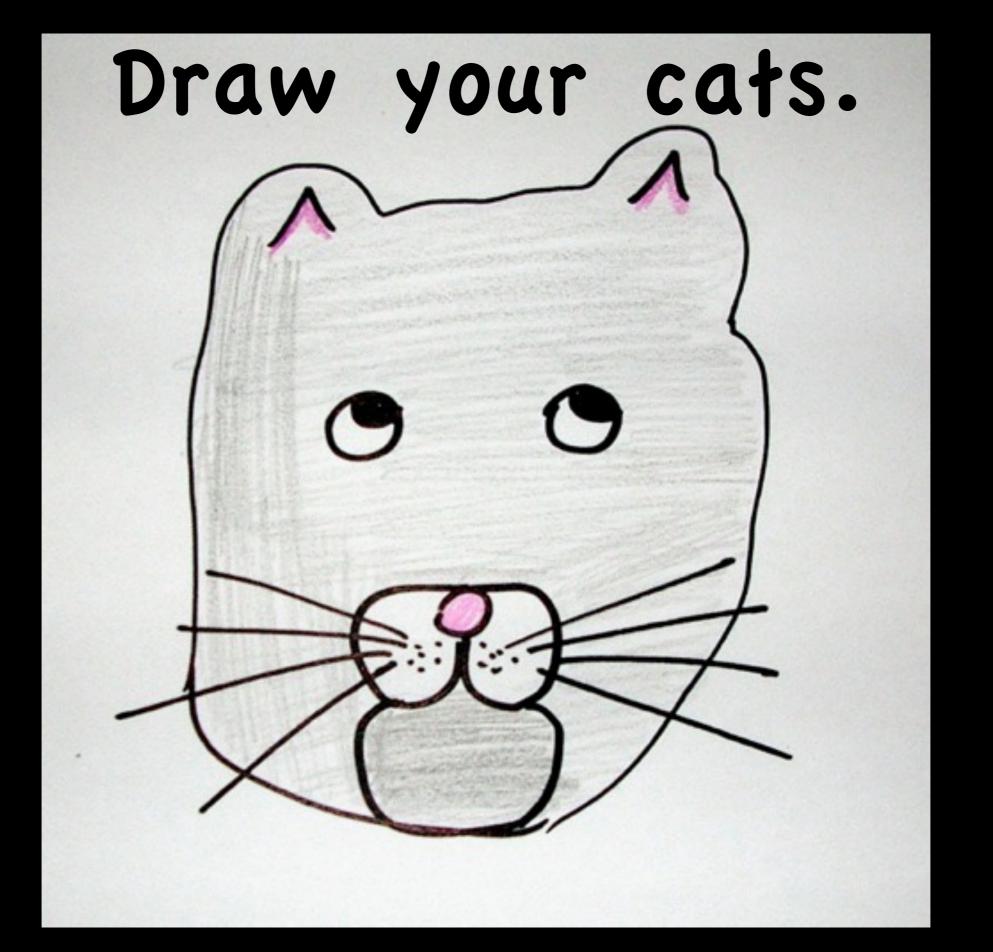
Everybody wants their work to matter.



Thank you Simon!

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

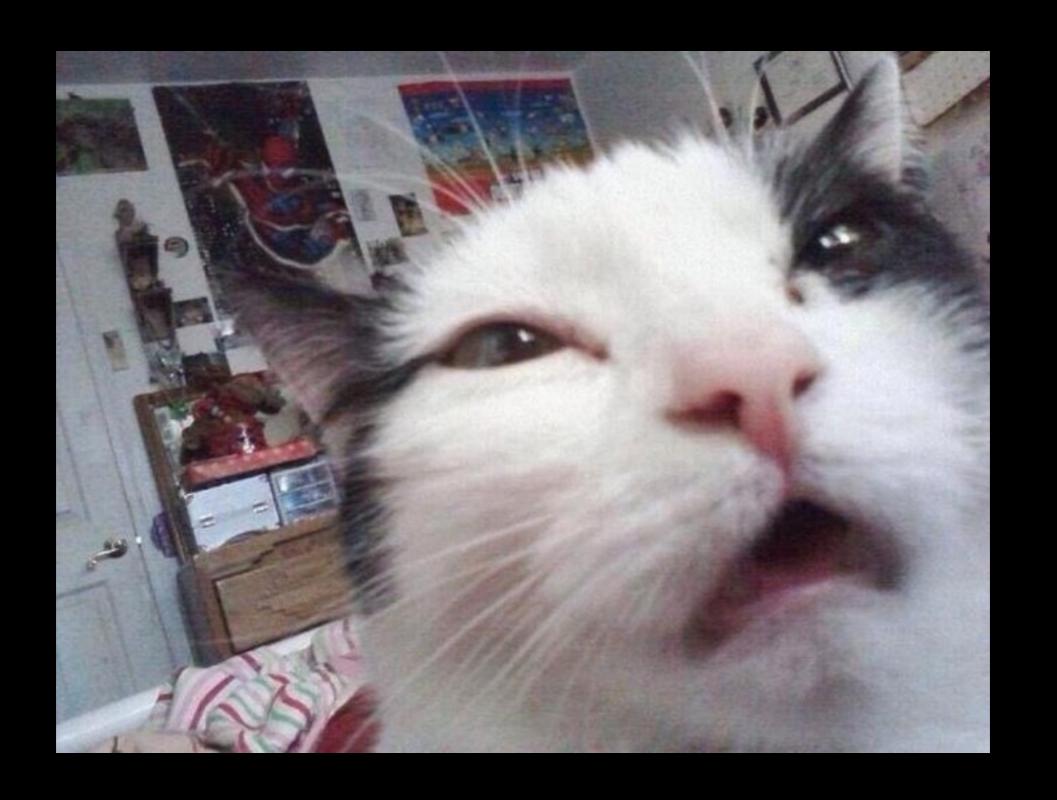




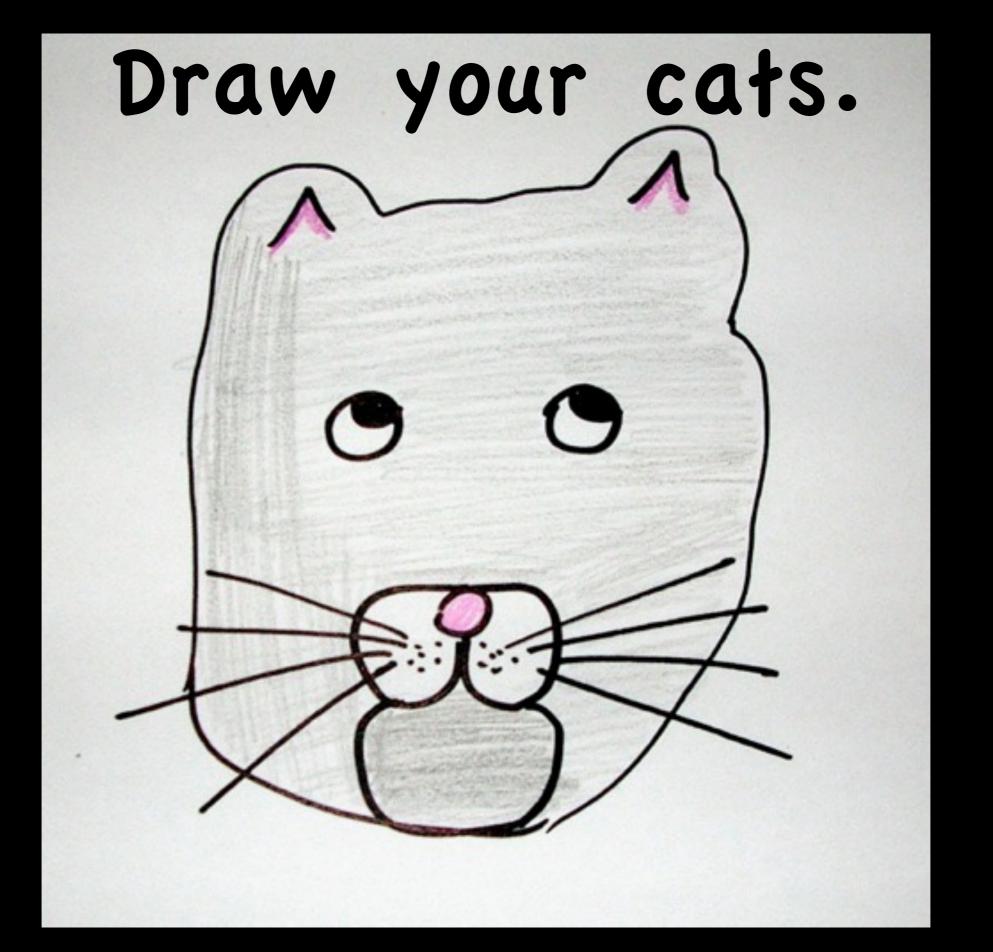
Grumpy Cat















Over the life of project or team



- Build trust, communication skills BEFORE moving to the harder tasks.
- Use a process that supports communication and sustains energy.
 - If you don't communicate...
- Agile does this well, but it's not the only way.
- Involve people in process of creation.
- Stakeholder communication plan



Learn about the participants



- Interviewstakeholders 1-1beforehand
- Get to real goals
- Use those to shape workshops



"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.

43)

Plan the Time

The Flow of a Good Workshop

- Warm up, build trust
- Scope the challenge for the day
- Explore the problem
- Break (give yourself time to think!)
- Generate possible solutions
- Filter
- Next steps

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.

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 to get there
- Be curious and learn
 - Come expecting your own "Aha" moments.
- Consider a partner to help with workshop logistics so you can focus on ideas.



Introduction



- 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.

Explore the Problem





Mix Individual and Group Work

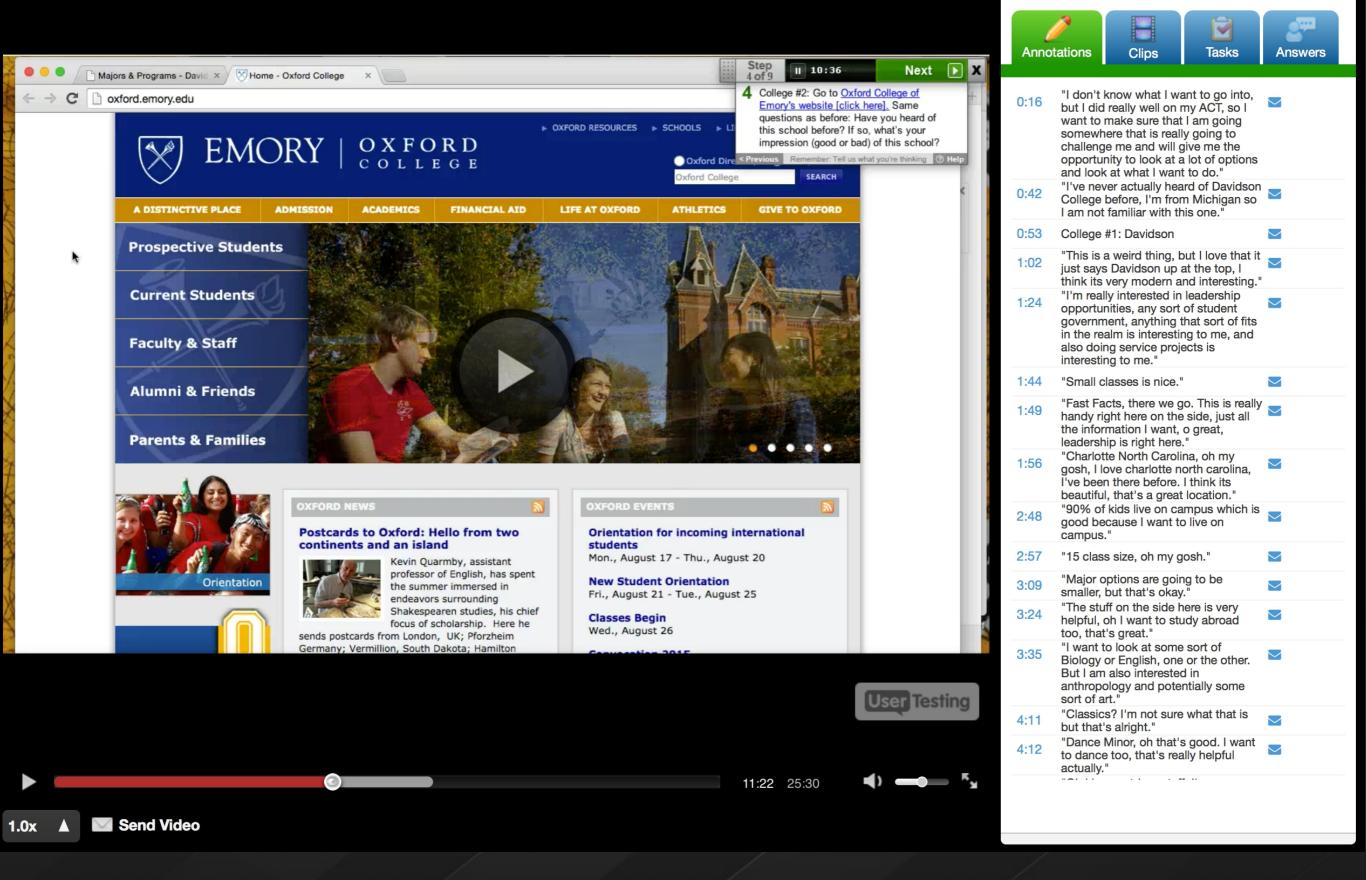


"KJ" Method

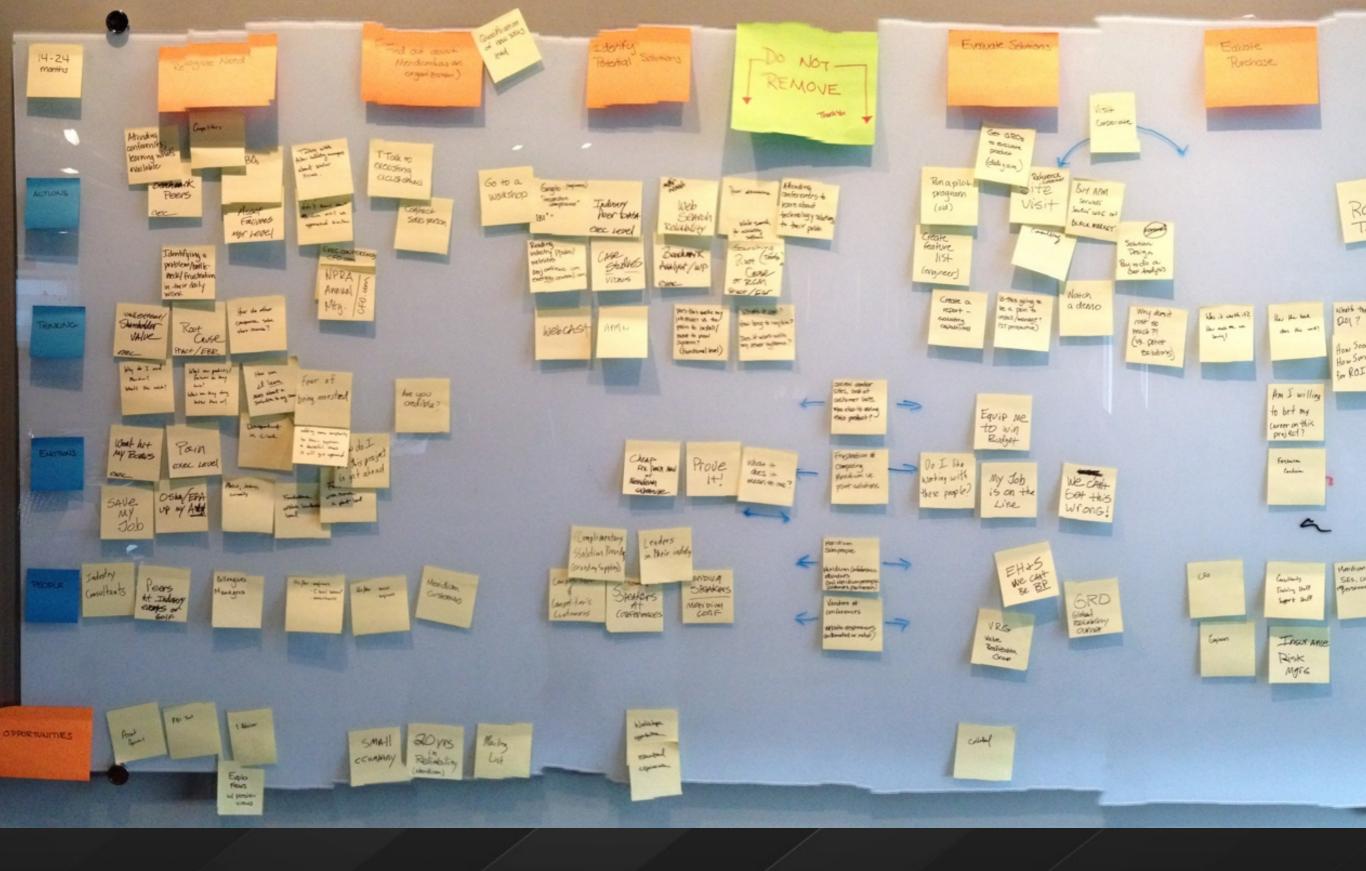


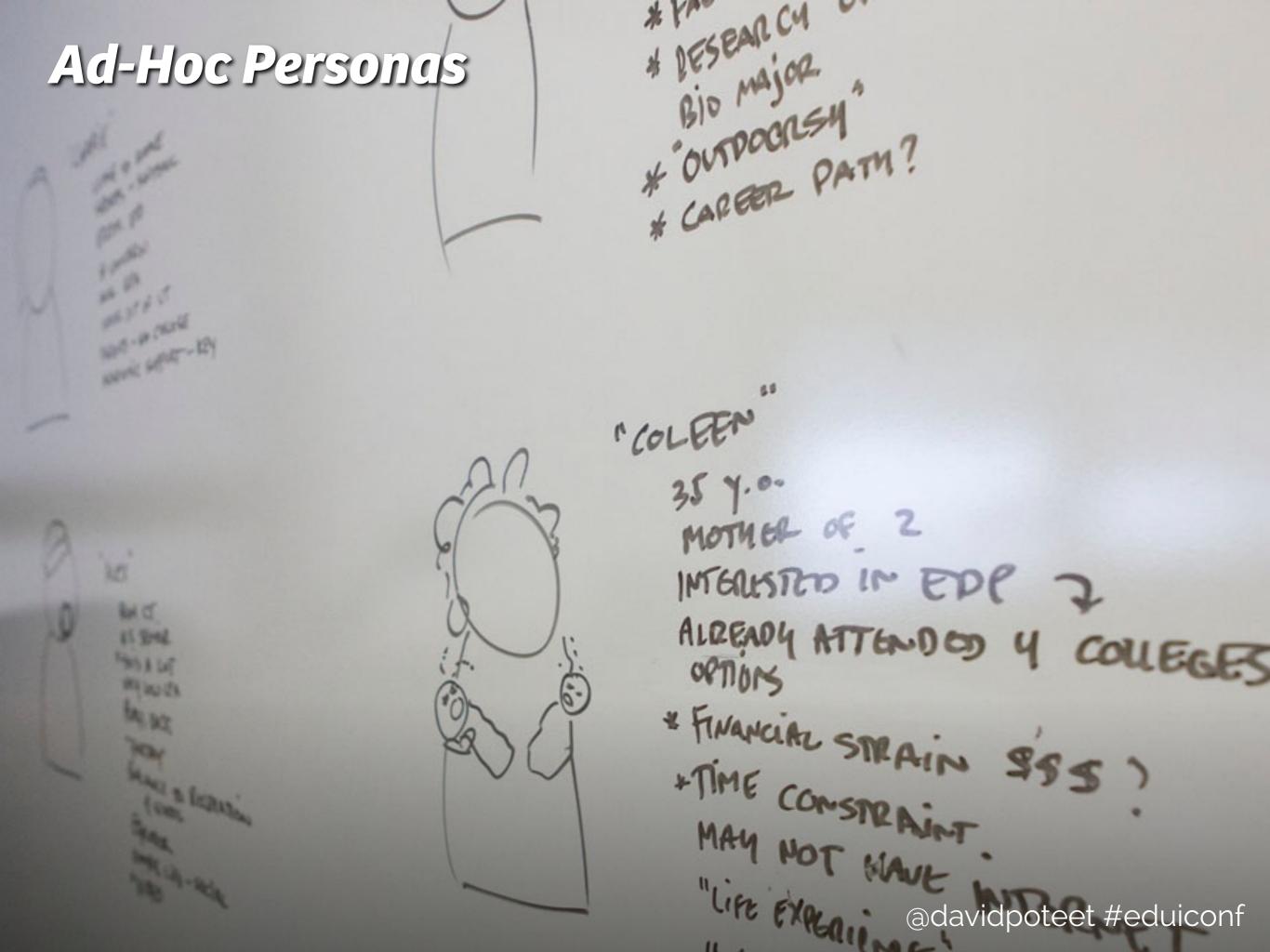
- 1. Gather 6-10 people
- 2. Ask a focus question
- 3. Put answers on Post-it® notes
- 4. Put Post-it® notes on the wall
- 5. Group similar items
- 6. Discuss & Name the groups
- 7. Vote on priorities

@davidpoteet #heweb15



Tested by amandatcw18 (7/09/15 · #1558467A)







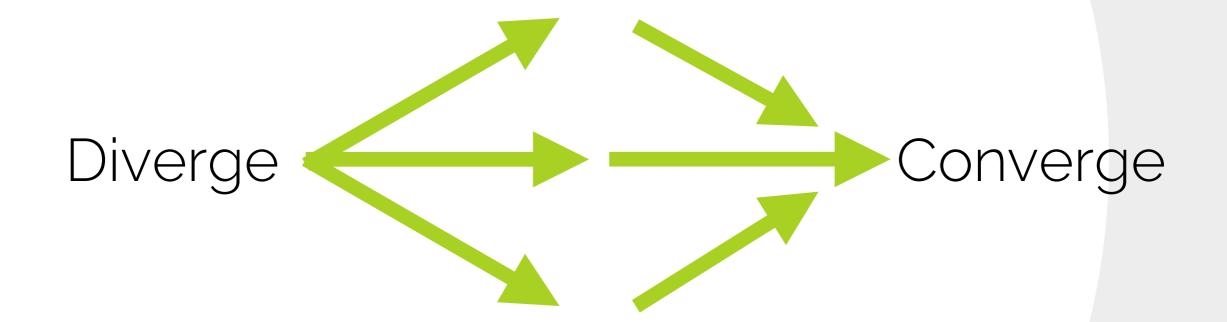


Generate Solutions



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

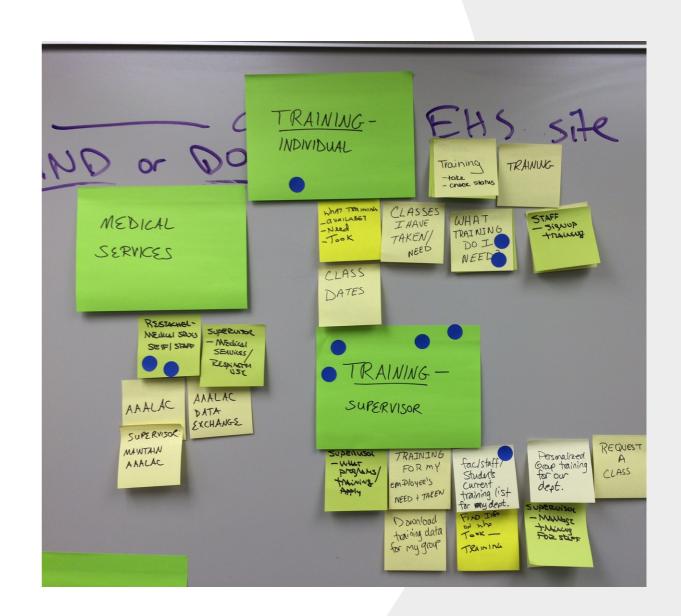
Don't stop at the first good idea.

Filter first, then discuss.



Give the group some way to prioritize, like

- Voting in KJ sessions
- Sub-group selectsone idea to presentto 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



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



Not all cats are like you.



The Four Temperaments



Guardian (SJ)

[M 43%, F 50%]

Idealist (NF)

[M 14%, F 17%]

Artisan (SP)

[M 21%, F 22%]

Rational (NT)

[M 22%, F 11%]

The Four Temperaments





The Four Temperaments



Scotty(SJ)

Outline the game plan. Remind where you are in the process.

Bones (NF)

Help them get comfortable with disagreement. 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	ı	s	N
Need a good verbal presentation	Need a good written proposal to review		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	Need time to reflect about detail or implications of a project Do not usually decide quickly unless they have thought it through beforehand Should not be bothered too much with phone calls, literature, updates; tell him/her in advance about	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
much detail 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	next planned contact Even in crisis or urgent needs, I's will take time to do the right thing after 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	

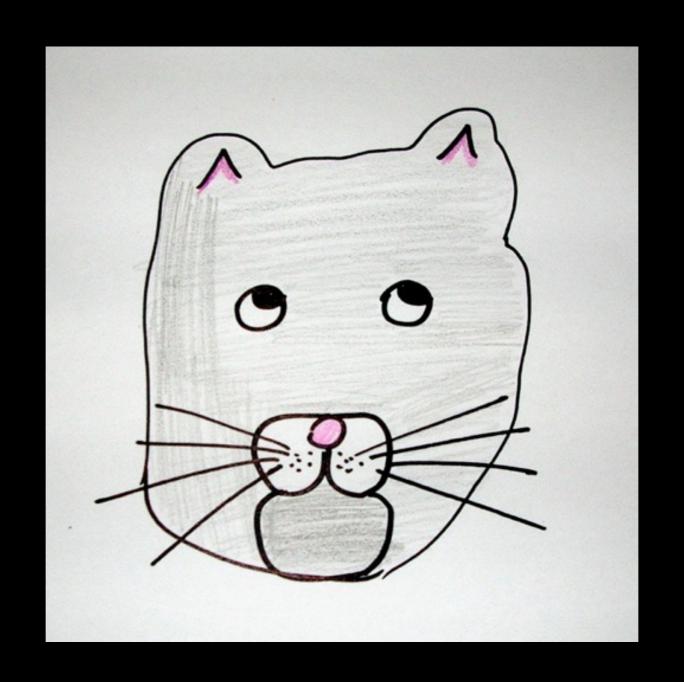
Next Steps



- 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.

Practice with friends.





What about your cats?



Thanks!



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