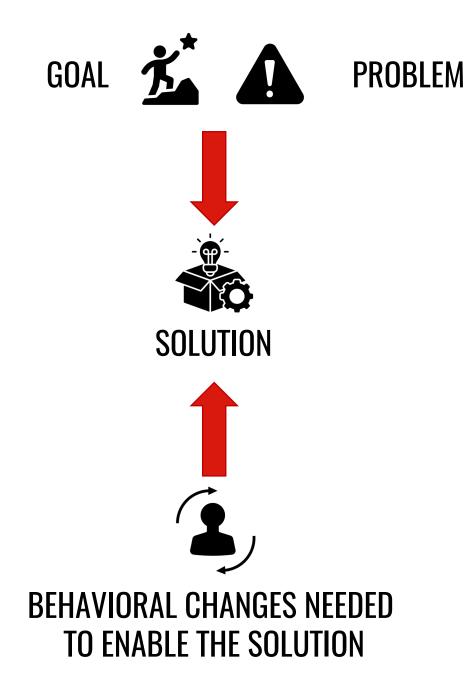
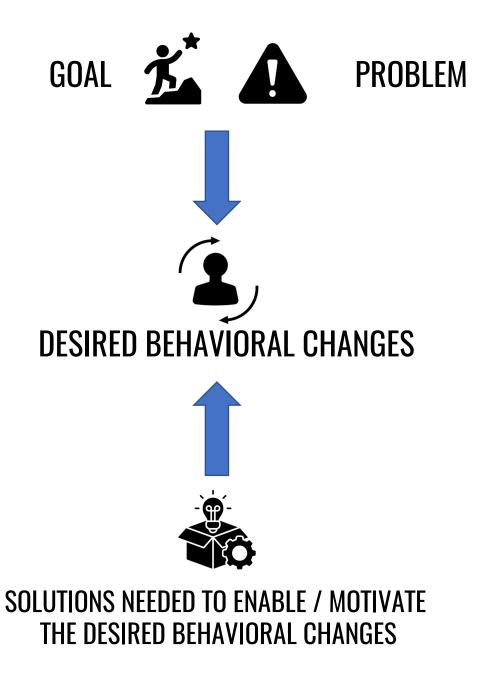
IT'S TIME TO CHANGE HOW WE CHANGE

AHMED SIDKY, PH.D. Head of Business Agility, Riot Games | Co-founder BAI | President ICAgile









WHO IS IN SERVICE OF WHO?

ASPIRATION | FOCUS DURING EXECUTION | MEASURE OF SUCCESS



DESIRED BEHAVIORAL CHANGES SOLUTIONS NEEDED TO ENABLE / MOTIVATE THE DESIRED BEHAVIORAL CHANGES

TRADITIONAL CHANGE MANAGEMENT MINDSET



HUMAN-CENTRIC CHANGE MANAGEMENT MINDSET



TRADITIONAL

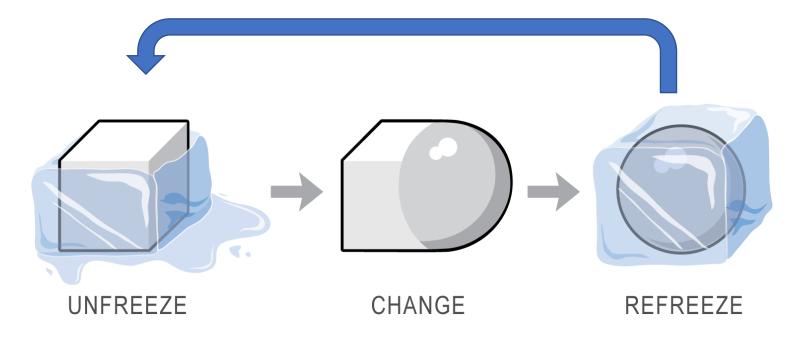


The Grandfather of Change Theory...



KURT LEWIN (1890-1947)

Kurt Lewin's Change Model



Refreeze?

1n

OWP

KOTTER MODEL

Eight Steps to Transforming Your Organization

Establishing a Sense of Urgency Examining market and competitive realities Identifying and discussing crises, potential crises, or major opportunities

Forming a Powerful Guiding Coalition Assembling a group with enough power to lead the change effort Encouraging the group to work together as a team

Creating a Vision Creating a vision to help direct the change effort Developing strategies for achieving that vision

Communicating the Vision Using every vehicle possible to communicate the new vision and strategies Teaching new behaviors by the example of the guiding coalition

Empowering Others to Act on the Vision Gatting rid of obstacles to change Changing systems or structures that seriously undermine the vision Encouraging risk taking and nontraditional ideas, activities, and actions

Planning for and Creating Short-Term Wins Planning for visible performance improvements Creating those improvements Recognizing and rewarding employees involved in the improvements

Consolidating Improvements and Producing Still More Change Using increased credibility to change systems, structures, and policies that don't fit the vision Hiring, promoting, and developing employees who can implement the vision Reinvigorating the process with new projects, themes, and change agents

Institutionalizing New Approaches

Articulating the connections between the new behaviors and corporate success Developing the means to ensure leadership development and succession

HUMAN-CENTRIC



"The most brilliant and lucid analysis of virtue and well-being in the entire literature of positive psychology. For the reader who seeks to understand happiness, my advice is: Begin with Haidt." —Martin E. P. Seligman, author of Authentic Happiness JONATHAN HAIDT The HAPPINESS HYPOTHESIS Finding Modern Truth in Ancient Wisdom

JONATHAN HAIDT Professor of Ethical Leadership NYU Stern School of Business

THE ELEPHANT

Emotional, visceral, immediate reactions, Intuition

Driven by what we want, seeks comfort.

Larger and more powerful

Similar to System 1 Thinking



THE RIDER

Rational, deliberate, logical thinking Acts based on reason

Can plan and formulate long-term goals

Holds the reins and seems to be in control – but only when elephant allows it.

Similar to System 2 thinking

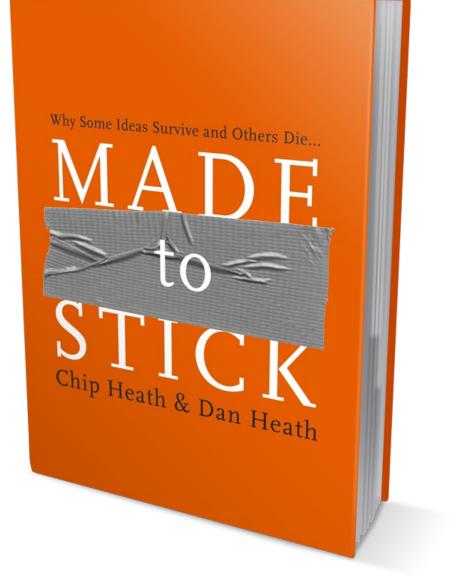
THE RIDER AND ELEPHANT NEED Specific Behaviors Not Generic Behaviors



THE RIDER AND ELEPHANT NEED Specific Behaviors not generic behaviors

Generic Behavior	Specific Behavior	
Practice empathy	Listen actively without interrupting when someone is speaking.	
Don't be toxic	Articulate observations, not assumptions.	
Exercise regularly	Go for a 30-minute walk every morning.	
Save money	Transfer 10% of your paycheck to a savings account each month.	
Communicate effectively	Use "I" statements to express feelings and needs.	
Be kind	Compliment one person each day.	
Reduce screen time	Limit social media use to 30 minutes per day.	
Foster teamwork	Encourage and recognize team members' contributions during meetings.	
Manage stress	Practice deep breathing exercises for 5 minutes twice a day.	

CHIP HEATH AND DAN HEATH Authors of Made to Stick + 3 other books NY Times Best Sellers



Made to Stick was named the Best Business Books

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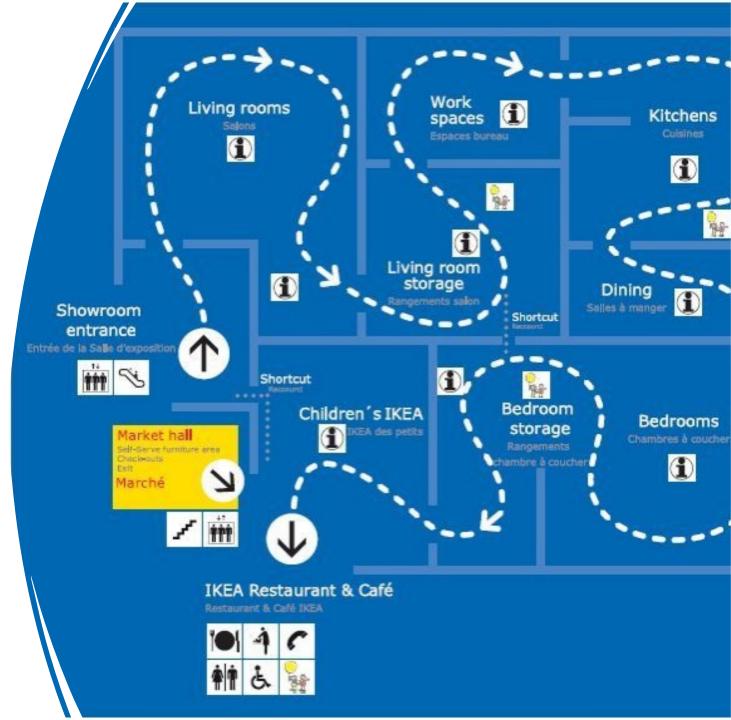
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Similar to System 2 thinking

THE PATH

Environment can serve or confound both the Rider and the Elephant





GUIDING & REDUCING FRICTION

When the Path is well-designed, it reduces friction and makes it easier for both the Rider and the Elephant to move in the desired direction.

UHE

PAT

This could involve streamlining processes, providing resources, or removing barriers that impede progress.

It offers cues and prompts that guide decision-making and action.

Path helps align the intentions of the Rider and the motivations of the Elephant towards a common objective.

RIDER, ELEPHANT, AND PATH

AS AN AGENT OF CHANGE :



DIRECTING THE RIDER

• Crystal clear direction – what is the critical change in behaviour you are looking for?



IOTIVATING THE ELEPHANT

• How will you get inside people's identities and passions to make them feel the change?



SHAPING THE PATH

• What can you tweak in the environment to make change natural and easier?



ONE MORE THING

BULD A BULD A

UHE HERD

GUIDING & REDUCING FRICTION

Provides a strong sense of community, reducing stress and making the emotional journey of change more manageable.

Generates collective momentum, helping to overcome resistance and inertia, encouraging progress

Safety and Learning: Offers a safer environment for taking risks and facilitates learning from peers (observed behaviors).

Emotional Resonance: The collective emotional engagement within the herd inspires and uplifts the Elephant, making the change process less daunting.

Informal Social Controls: In a herd, peer pressure and established norms guide behavior more effectively than external regulations.

	THE HERD	THE PATH
Focus	Social dynamics and emotional engagement.	Modifying the external environment and providing structured directions.
Method of Influence	Influences through social norms and peer interactions, making change a shared social endeavor.	Influences through strategic modifications to the environment and processes.
Sustainability	Changes may be more volatile, dependent on group dynamics and leadership.	Changes tend to be more stable and predictable, as they are built into systems and structures.
Adaptability	Offers flexibility, quickly adapting to new insights and circumstances within the group.	Requires more deliberate planning and resources to adapt to changes.
Impact on Behavior	Encourages behavior change through emotional resonance and peer support.	Guides behavior change by making desired actions the easiest or most natural choice.
Long-term Planning	Can be effective for rapid change but may need reinforcement to sustain long-term transformation.	Designed with long-term sustainability in mind, integrating changes into regular routines.

RIDER, ELEPHANT, AND PATH

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BUILD A HERD

• Human change happens through the activation of networks not change programs





It's about the connections or relationships between individuals, groups, or organizations.

The focus of social networks is on the pattern and the nature of ties (strong vs. weak). It's about the resources available within social networks, trust, reciprocity, and collective norms.

The focus of social capital is on the collective benefits that accrue from leveraging the network

SOCIAL NETWORK

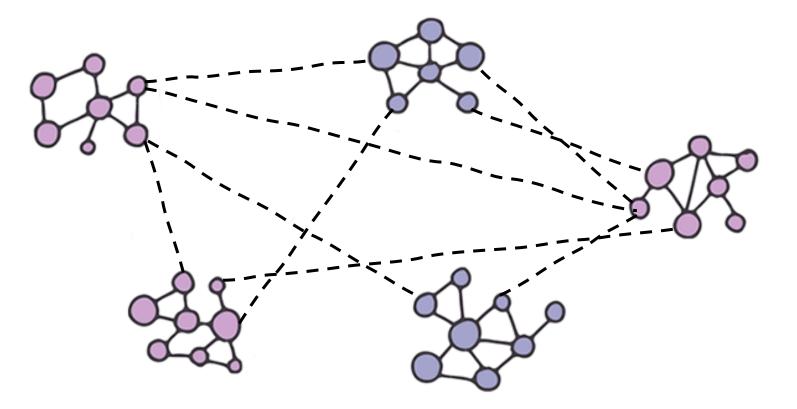
SOCIAL CAPITAL

STRONG TIES

Strong ties are relationships between people who work, live or play together. They are utilized frequently and need a lot of management to stay healthy. Over time people with strong ties tend to think alike, as they share their ideas all the time

WEAK TIES

Weak ties are relationships between members of different groups. They are utilized infrequently and therefore do not need a lot of management to stay healthy. They lead to diversity of ideas as they tie together disparate modes of thought





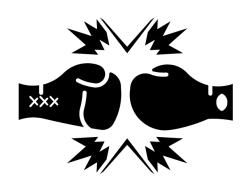
THE STRENGTH OF WEAK TIES

Mark Granovetter's 1973 article is one of the most influential and cited papers in the history of sociology

- If you know lots of people, you will be more successful
- Weak ties...
 - connect you to other 'worlds'
 - spread ideas more effectively and quickly
 - avoid 'intellectual inbreeding'
 - Provide 'bridges' to resources/clients
- Weak ties will rarely evolve naturally, because you have little common context they require explicit effort and planning

SOCIAL NETWORK

3 MODES OF ENGAGEMENT







COMBAT MODE

To **persuade** someone or **advocate**

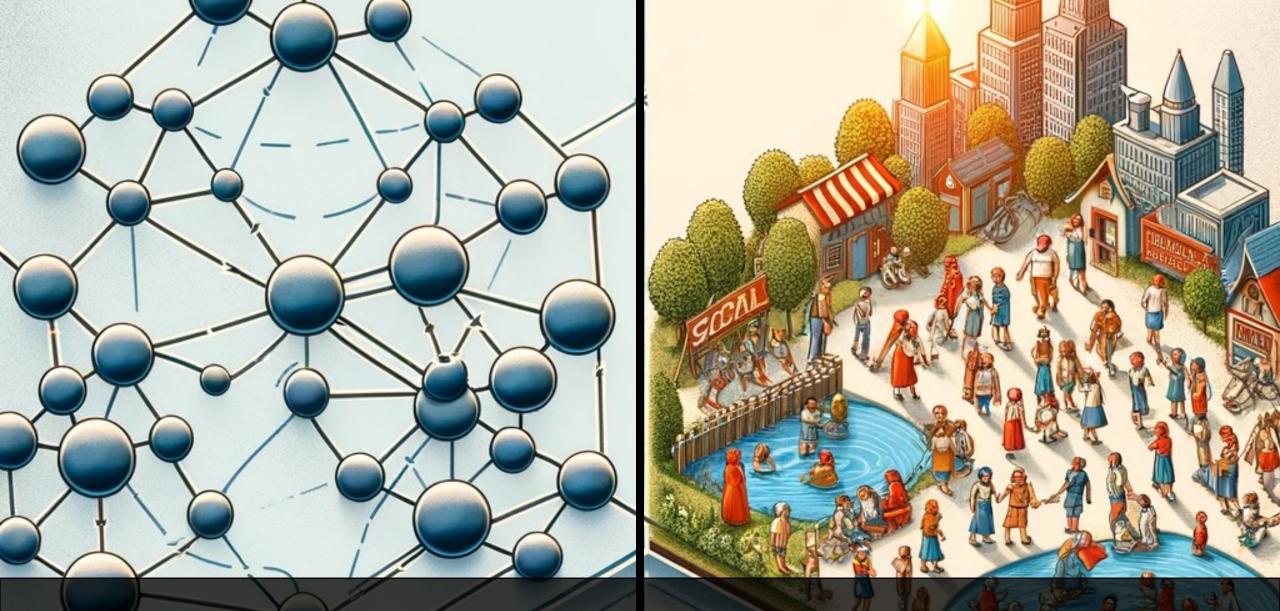
DISCOVER MODE

To learn about something or someone

RELATIONSHIP MODE

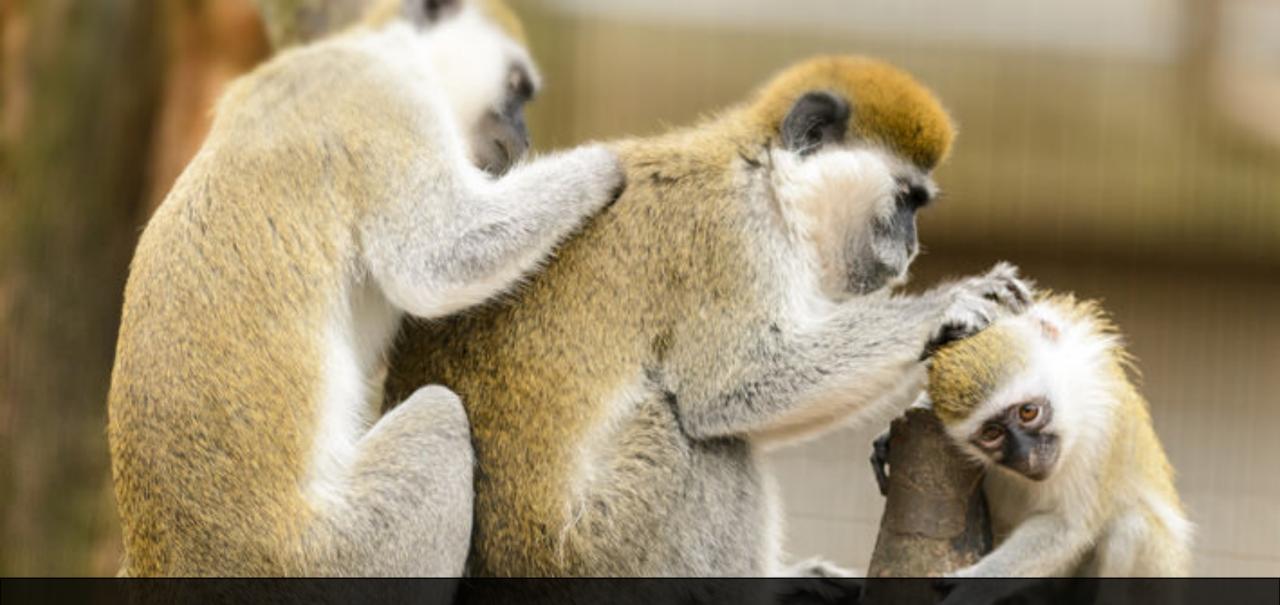
To get **closer** to someone





SOCIAL NETWORK

SOCIAL CAPITAL

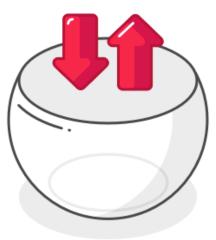


RECIPROCITY IS THE CURRENCY OF SOCIAL CAPITAL

NEGATIVE RECIPROCITY



BALANCED RECIPROCITY



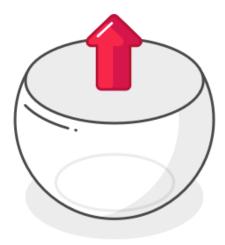
Takers

Do something for another person while attempting to receive more in return than what is given, often through bargaining, negotiation, or entitlement.

Matchers

Do something for another person based on the expectation that a favor of equal value will be returned within a specified time frame.

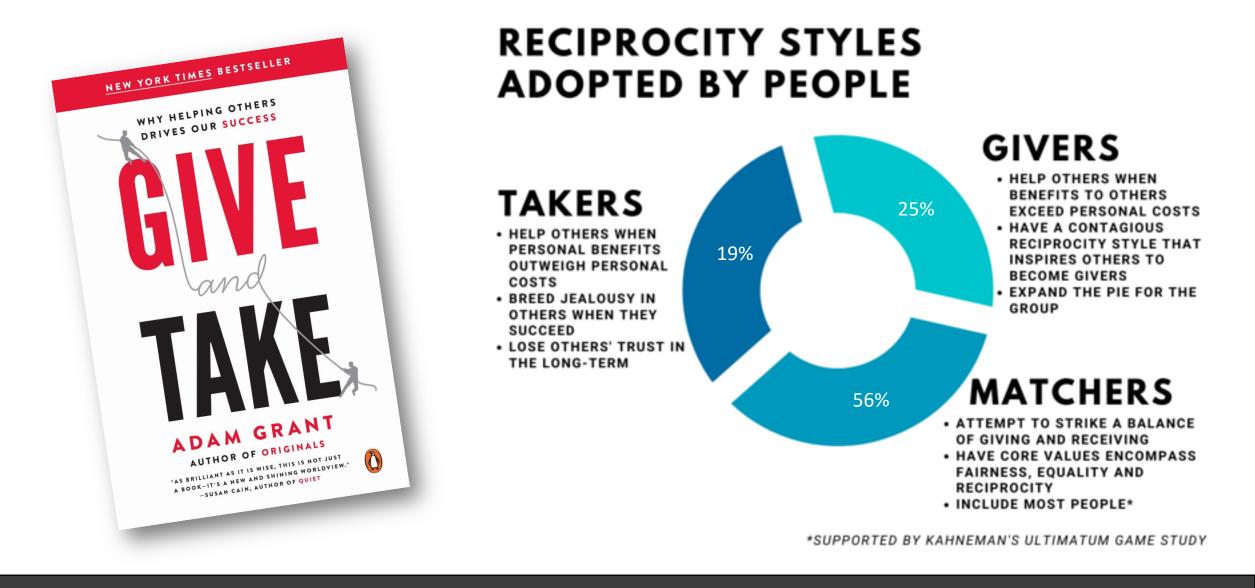
GENERALIZED RECIPROCITY



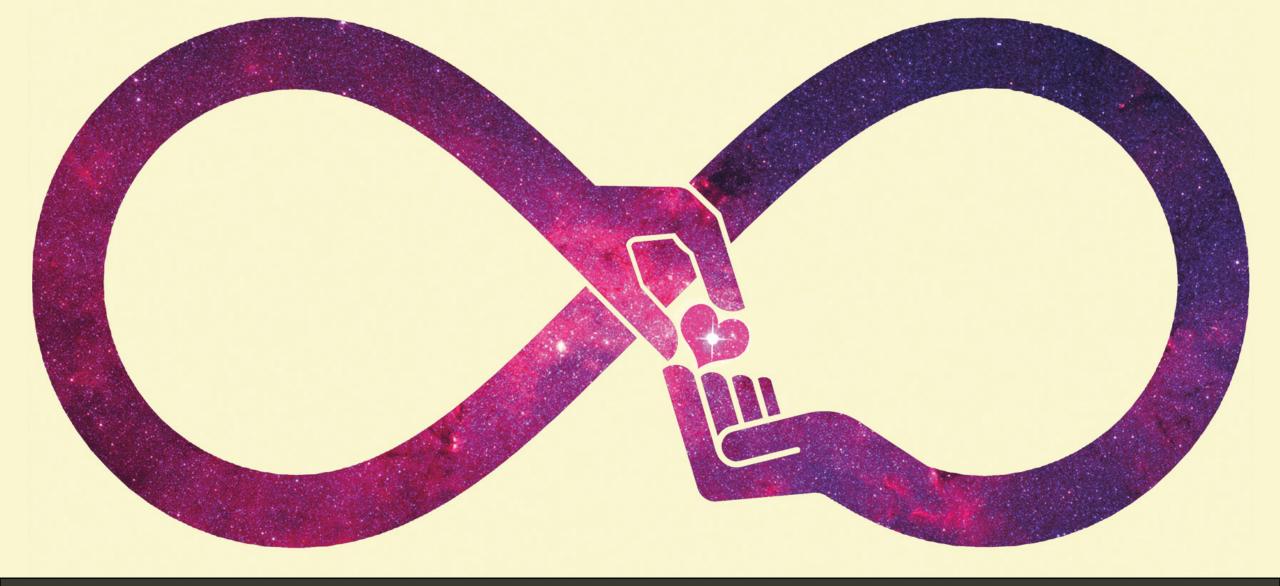
Givers

Do something for another person without expecting a specific favor in return, trusting that help will be available when needed in the future.

RECIPROCITY IS THE CURRENCY OF SOCIAL CAPITAL



RECIPROCITY IS THE CURRENCY OF SOCIAL CAPITAL



USING AND BUILDING SOCIAL CAPITAL ARE THE SAME THING

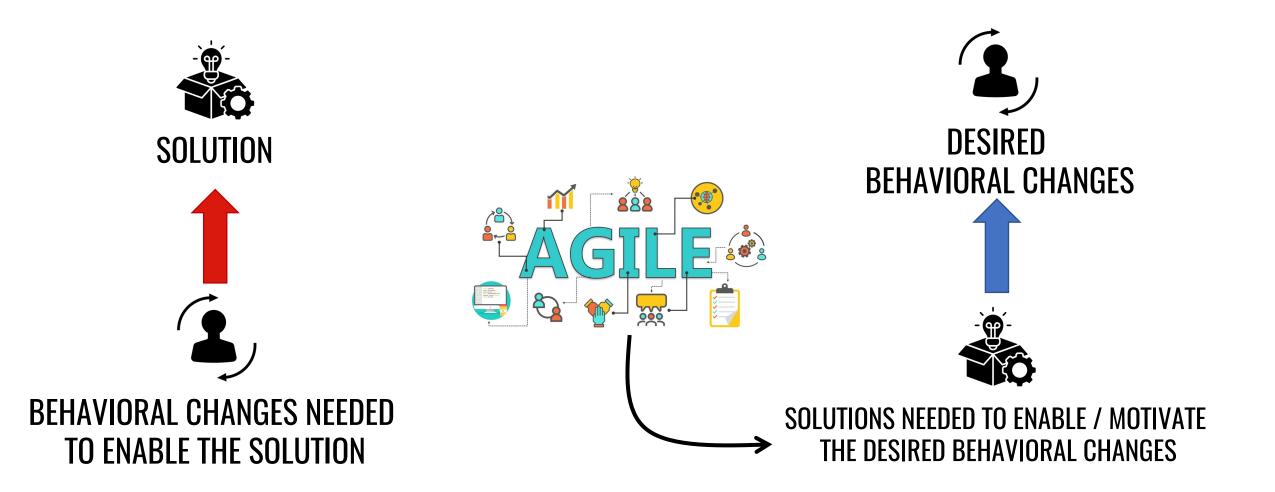
BUILDING TRUST BEFORE CHANGE NOT DURING CHANGE

DIG YOUR WELL BEFORE YOU'RE THIRSTY

NETWORK-BUILDING EXERCISE

- What is an issue you are struggling with the most? Personal or Professional.
- Is there anything/anyone I know that might be helpful to you?





- Welcome Change
- Fail early and Learn quickly
- Seek feedback early and often
- Regularly communicate with customers
- Take ownership of tasks
- Provide Visibility
- Choose collaboration
- Inspect and Adapt

BEHAVIORAL CHANGES NEEDED TO ENABLE THE SOLUTION DESIRED BEHAVIORAL CHANGES



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