

Leading Change in Projects

Jennifer Kikkert, Symplicity Designs

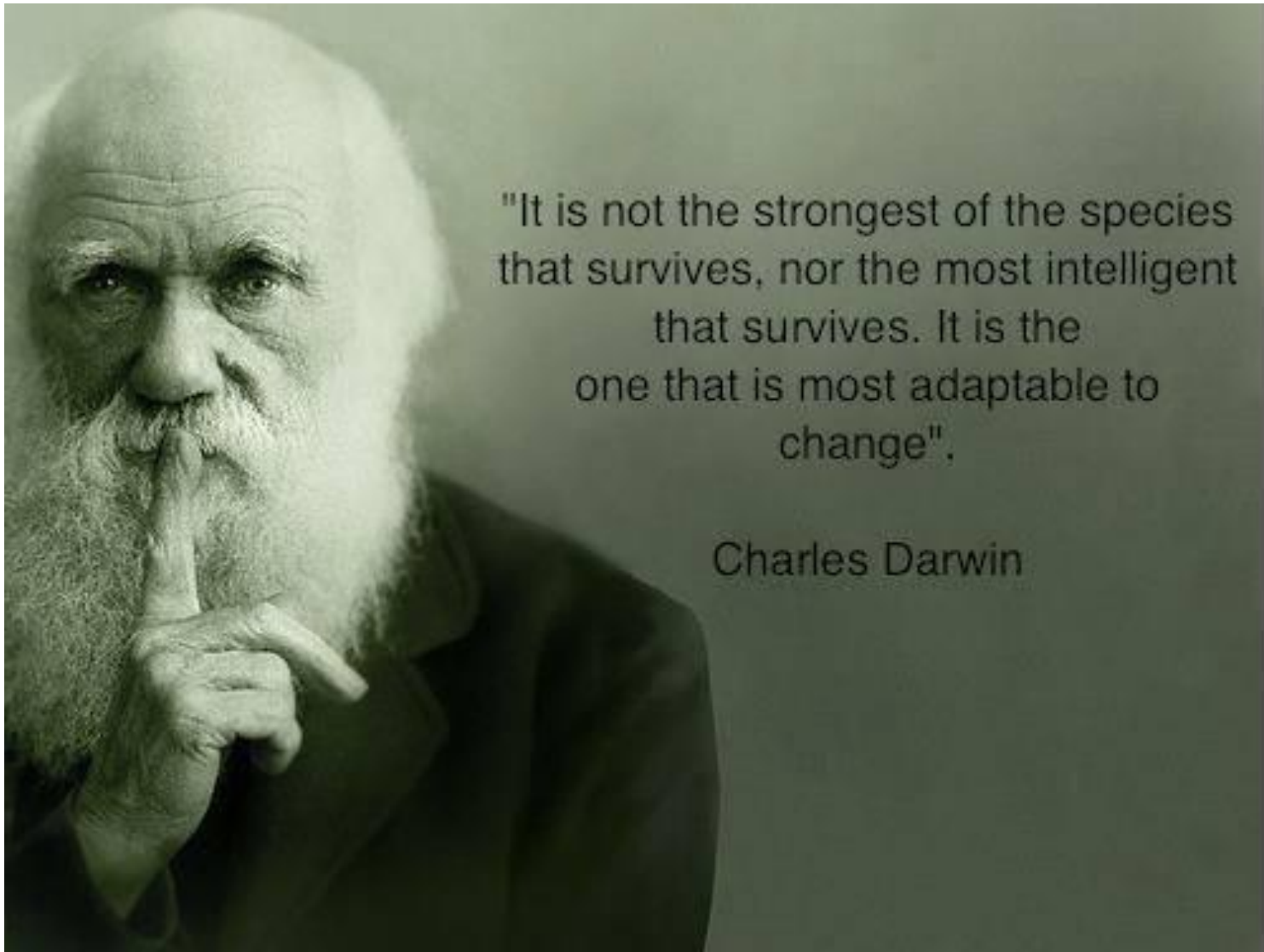
May 13th, 2015



Key Objectives

- Present why change so often fails
- Present methods to increase the opportunity for success when implementing change





"It is not the strongest of the species that survives, nor the most intelligent that survives. It is the one that is most adaptable to change".

Charles Darwin

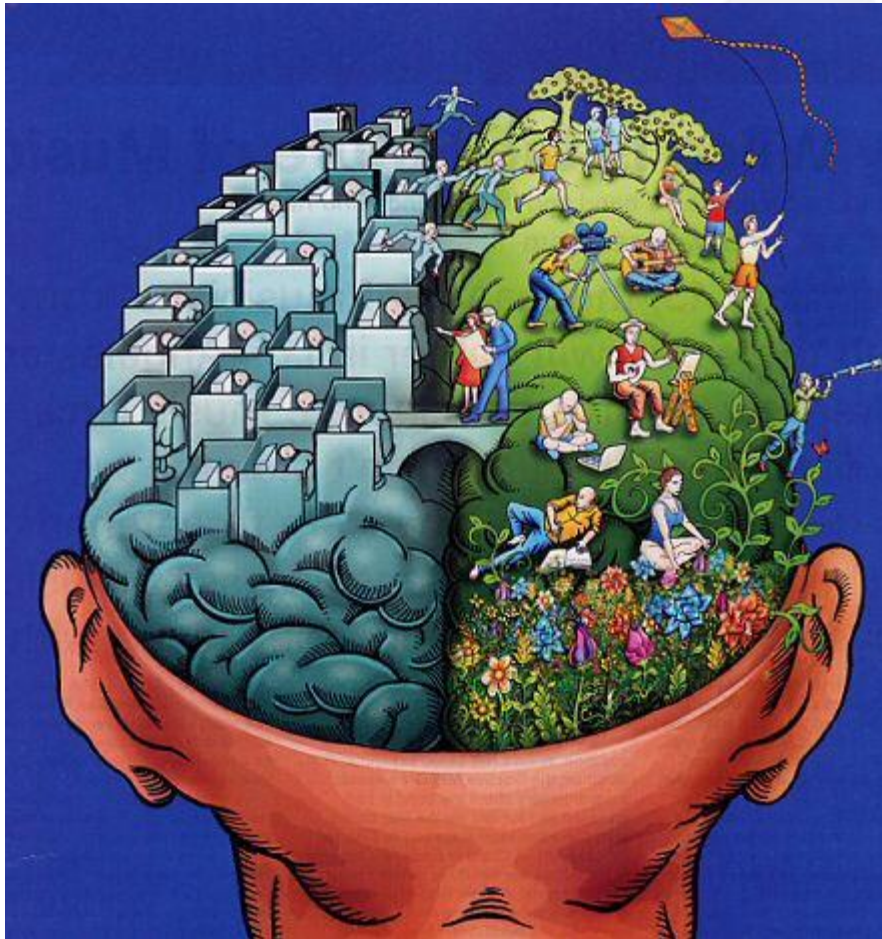


Why Do 70% of Changes Fail

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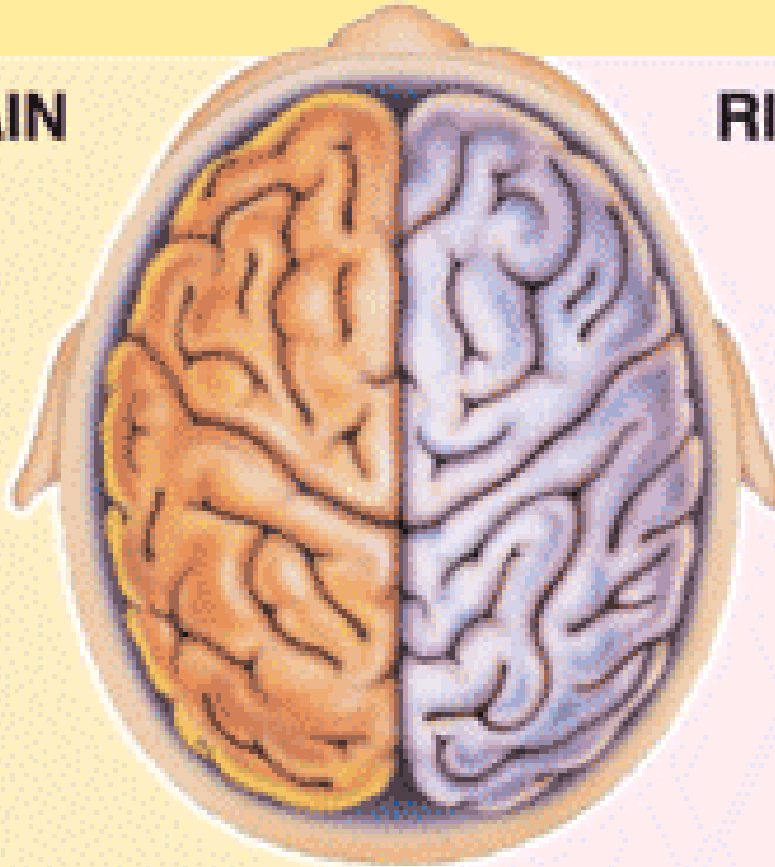
Why Do 70% Fail ?



System 1 vs. System 2

LEFT BRAIN

LOGIC
ANALYSIS
SEQUENCING
LINEAR
MATHEMATICS
LANGUAGE
FACTS
THINK IN WORDS
WORDS OF SONGS
COMPUTATION

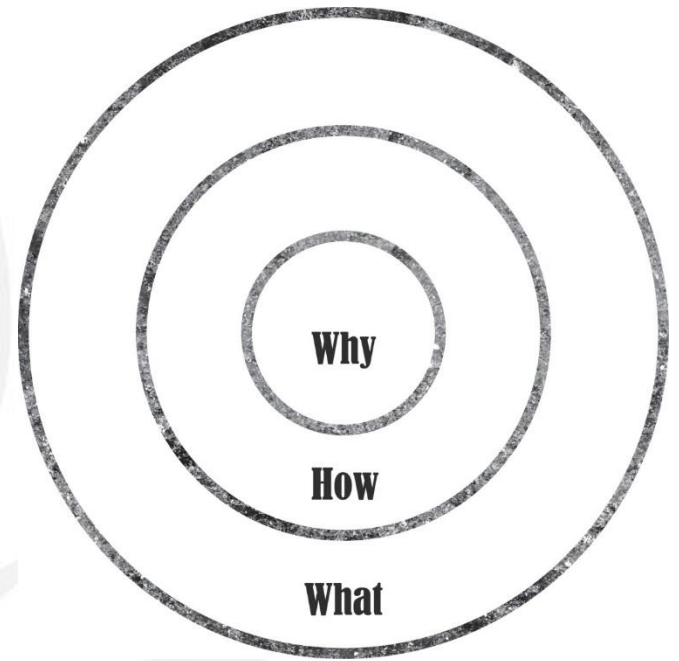


RIGHT BRAIN

CREATIVITY
IMAGINATION
HOLISTIC THINKING
INTUITION
ARTS (Motor skill)
RHYTHM (Beats)
NON-VERBAL
FEELINGS
VISUALISATION
TUNE OF SONGS
DAYDREAMING

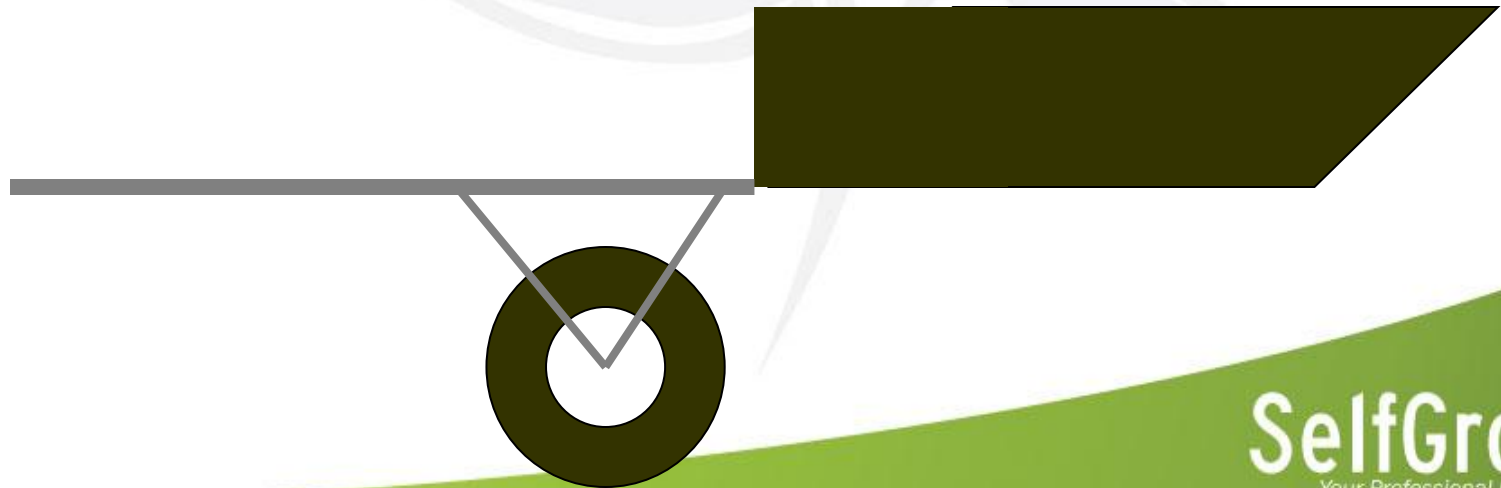


Simon Sinek “The Golden Circle”



Question?

What do you think of my
new wheelbarrow design?



Emotional Bank

We make a deposit when act:

- Honest
- Kind
- Respectful
- Friendly
- Generous
- etc...

We make a withdrawal when we act:

- Dishonest
- Rude
- Mean
- Disrespectful
- Egotistical
- etc...



Leading Change

1. Discover Purpose – Why?

2. Design Plan – How?

3. Deploy Action – What?



Leading Change

- 1. Discover** Purpose - S.E.E. (Significant Emotional Event) Opportunity
- 2. Design** Plan – Create Ownership
- 3. Deploy** Action - Deliver Results



John Kotter

“Our Iceberg is Melting”

- Set the Stage
 1. Create a Sense of Urgency – AS IS Situation
 2. Pull Together the Guiding Team
- Decide What to Do
 3. Develop the Change Vision and Strategy
- Make It Happen
 4. Communicate for Understanding and Buy In
 5. Empower others to Act
 6. Produce Short Term Wins
 7. Don't Let Up
- Make It Stick
 8. Create a new Culture



Fog Factor

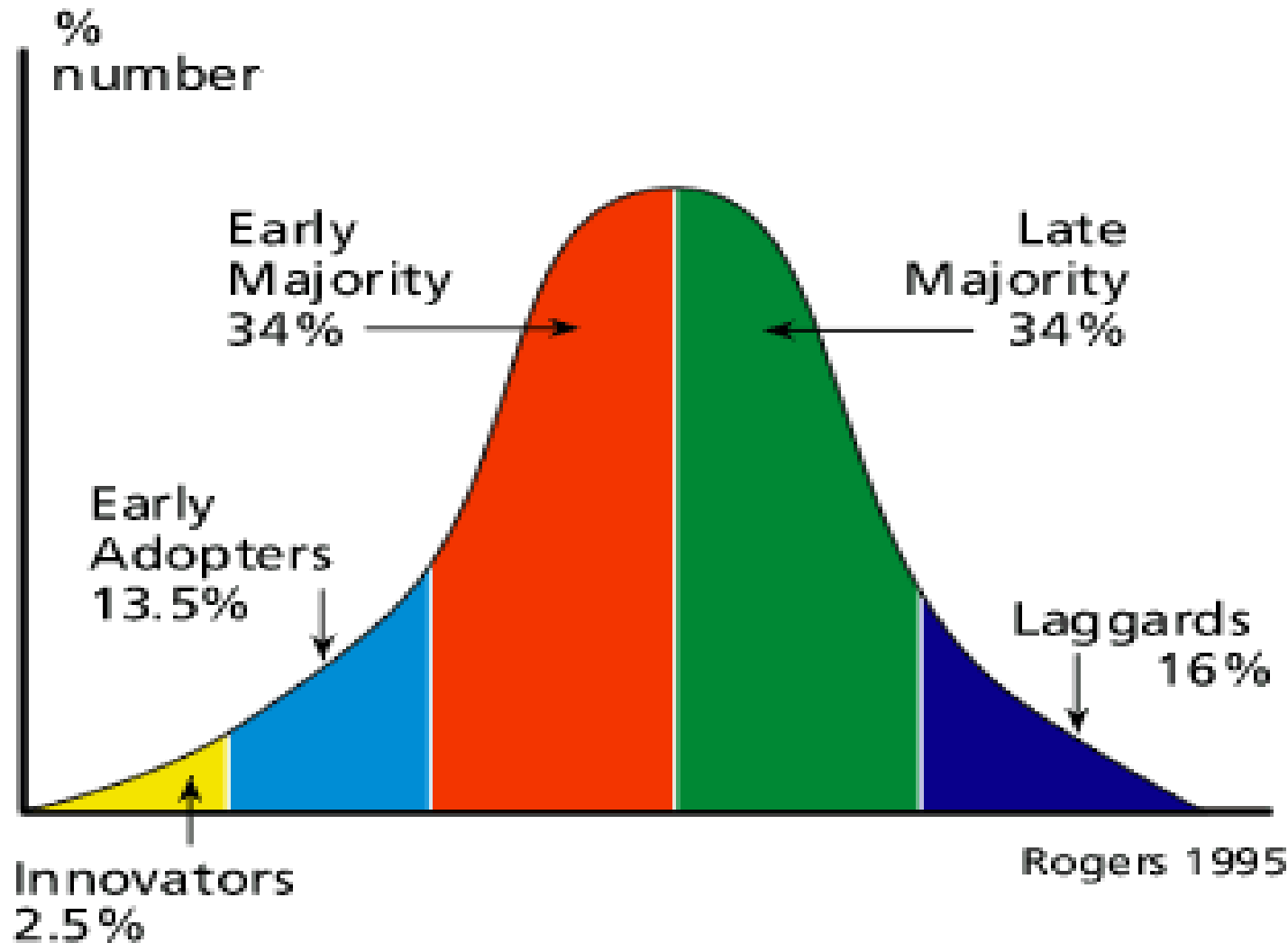
- Fog factor is a concept to ensure your message is simple and easy to understand. The formula is:

$(\# \text{ of words} / \# \text{ of sentences}) + (\# \text{ words with 3+ syllable})$

Fog Factor	Education Level
6 a 8	Primary School
8 a 10	Middle School
10 a 12	High School
12 a 14	College
14 a 17	University
17+	Literary Expert



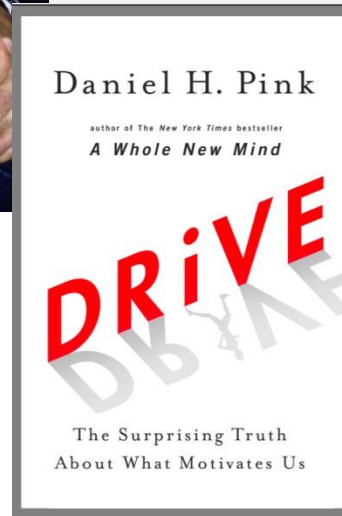
Diffusion of new ideas (innovations)



40/168

Dan Pink

1. Purpose – Why?
2. Mastery – Contribute?
3. Autonomy – My Choice?



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Questions?

