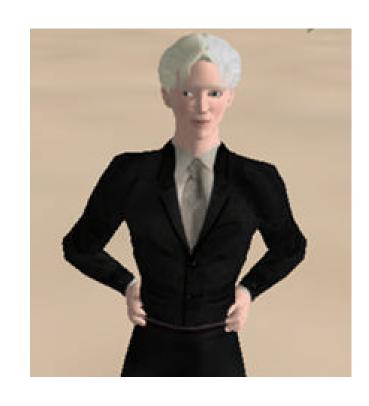
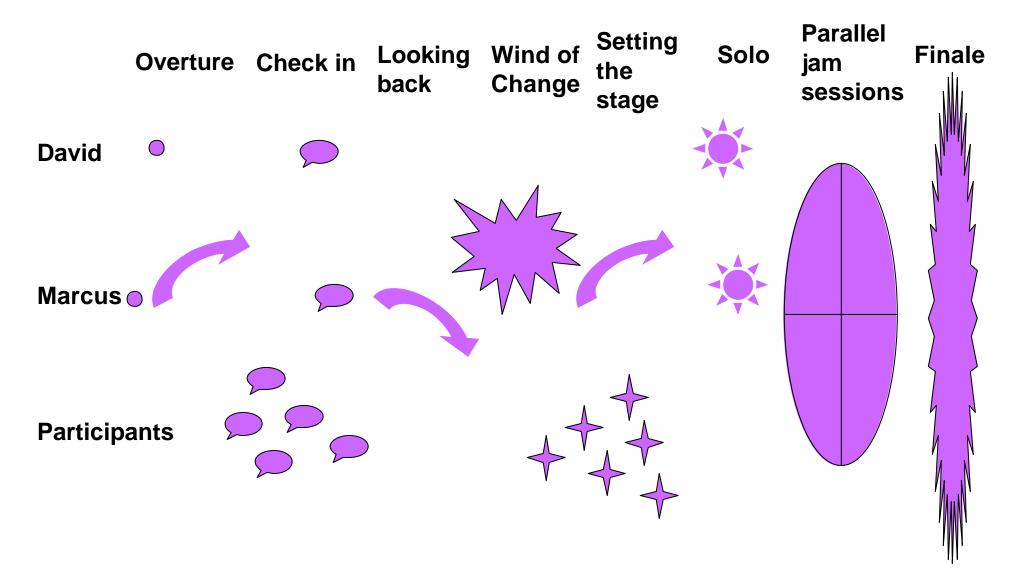
### Virtual Teams "Jam Session"

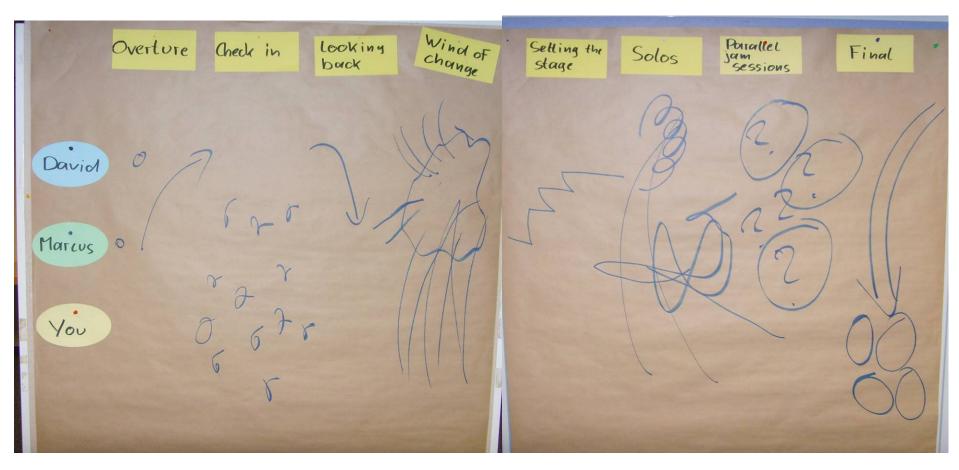
- Management Forum
- SIETAR Deutschland
- Bonn, February 29th
- People
  - David Trickey (WorldWork)
  - Dr. Marcus Hildebrandt
  - Participants



#### **Partiture**



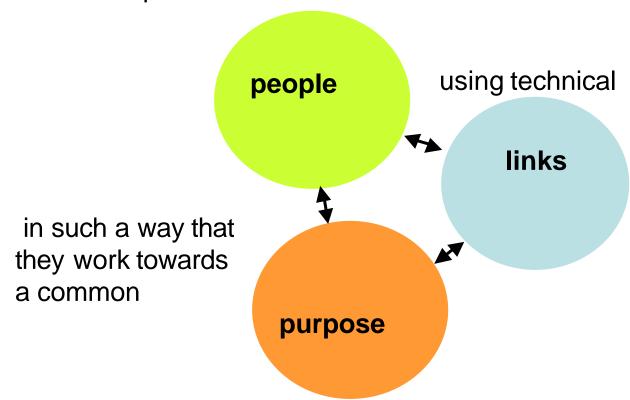
### **Partiture**



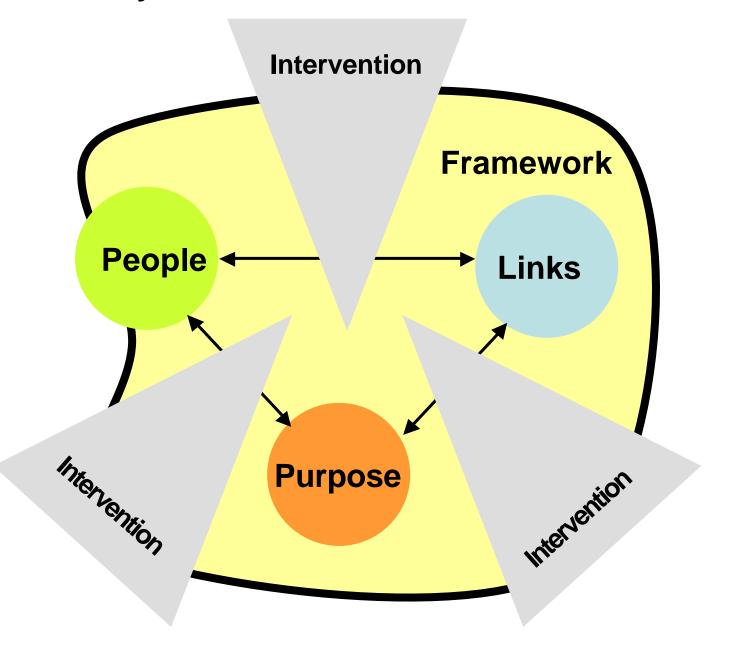
## Leading in a virtual Context (a la Jessica Lipnack & Jeffrey Stamps)

#### Task of the leader:

The art to shape relations between



#### **Systemic View: Virtual Teams**



#### Identity of a Leader: s2s (screen to screen)

(Based on a picture of Eva Röttger-Ferchlands)

**Virtual Management Identity** 

Shaping tasks & content (eAssignments)

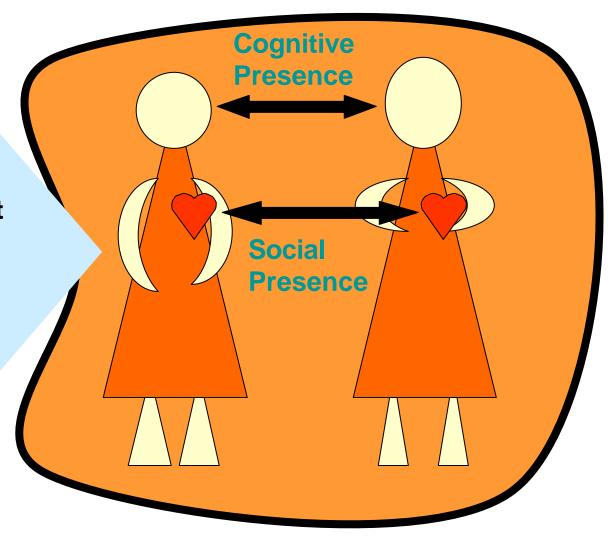
**Shaping relations: Trust** 

(eModeration, eCoaching)

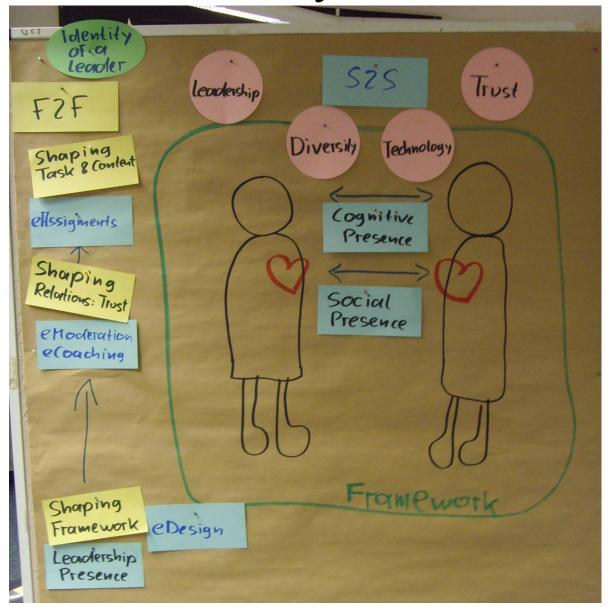
| a frama:

Shaping framework (eDesign)

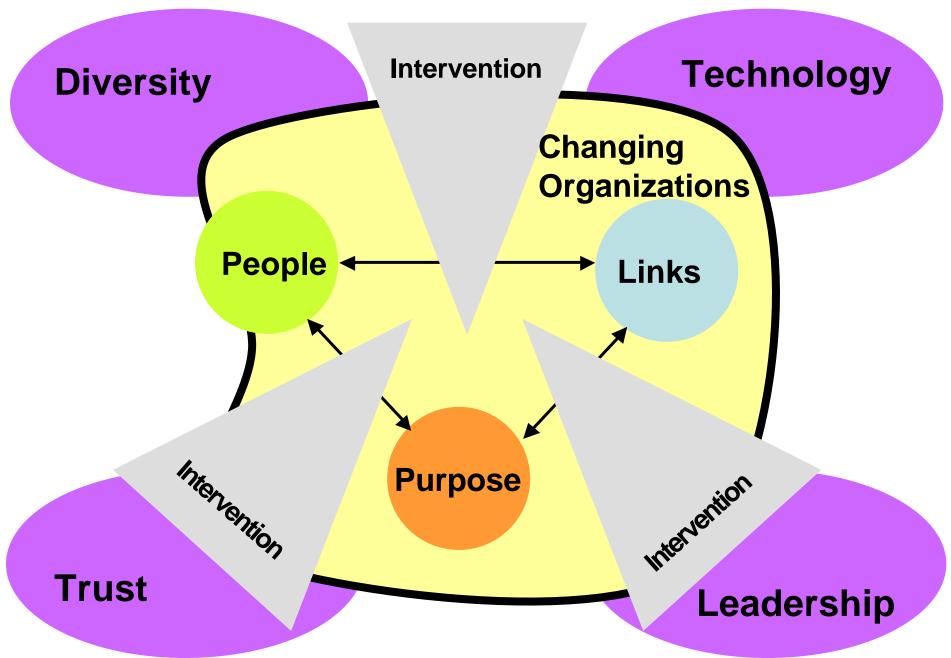
**Leadership Presence** 



### Online Identity as a leader

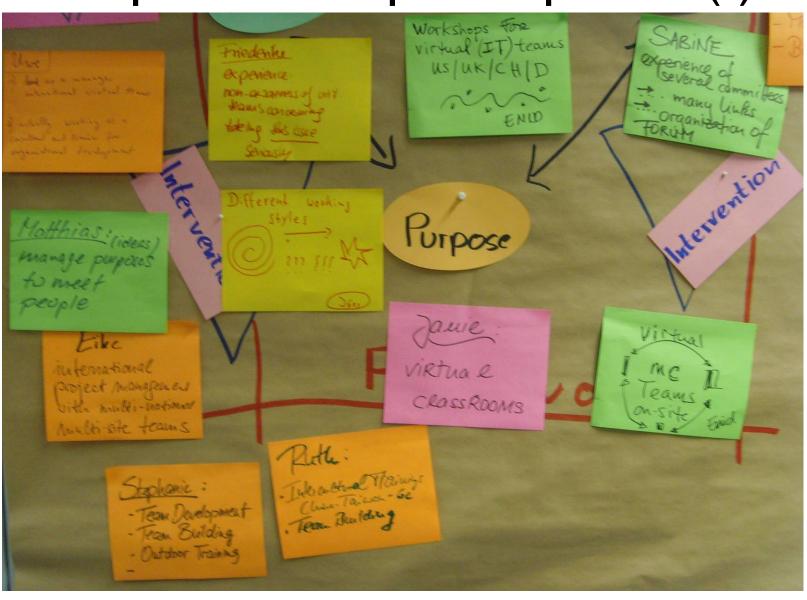


#### **Virtual Teams: Our Focus**

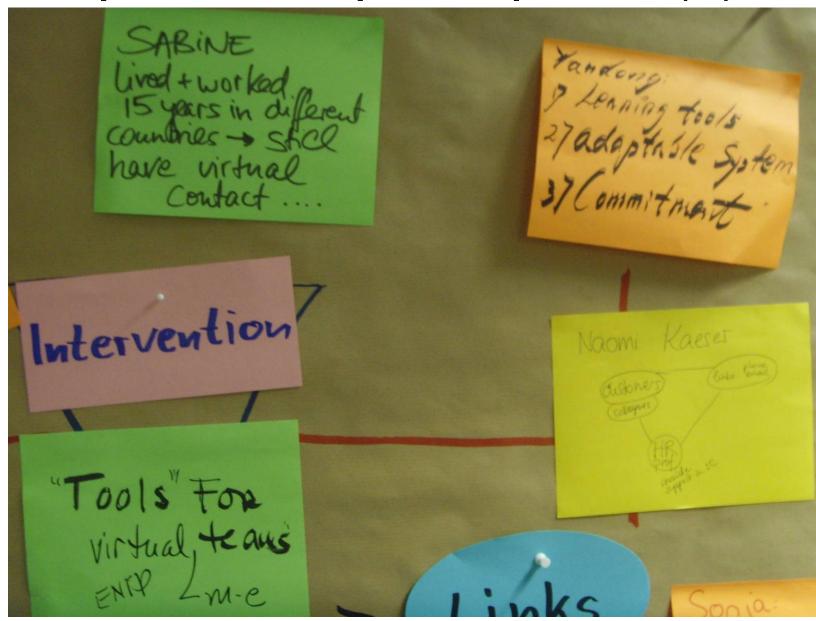


# Check in: what is your expertise in this field?

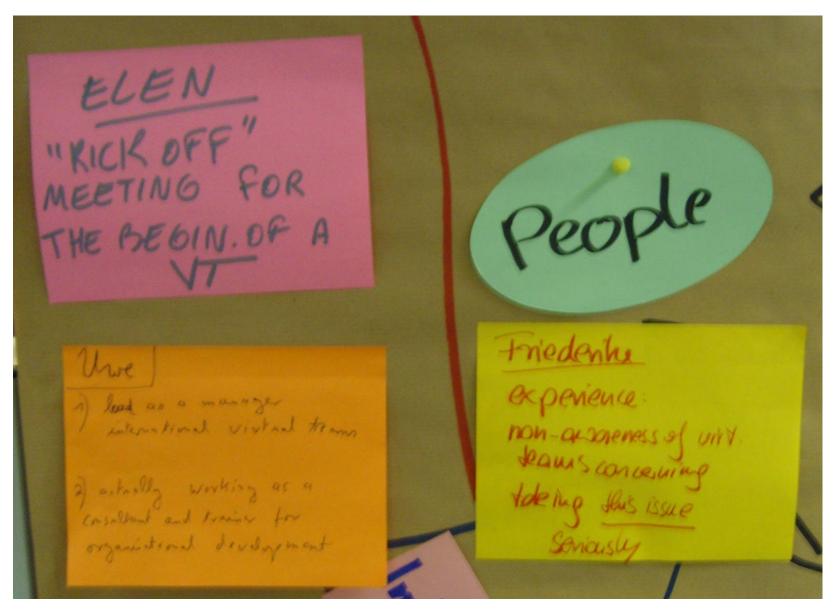
## Expertise of participants (I)



## Expertise of participants (II)



## Expertise of participants (III)



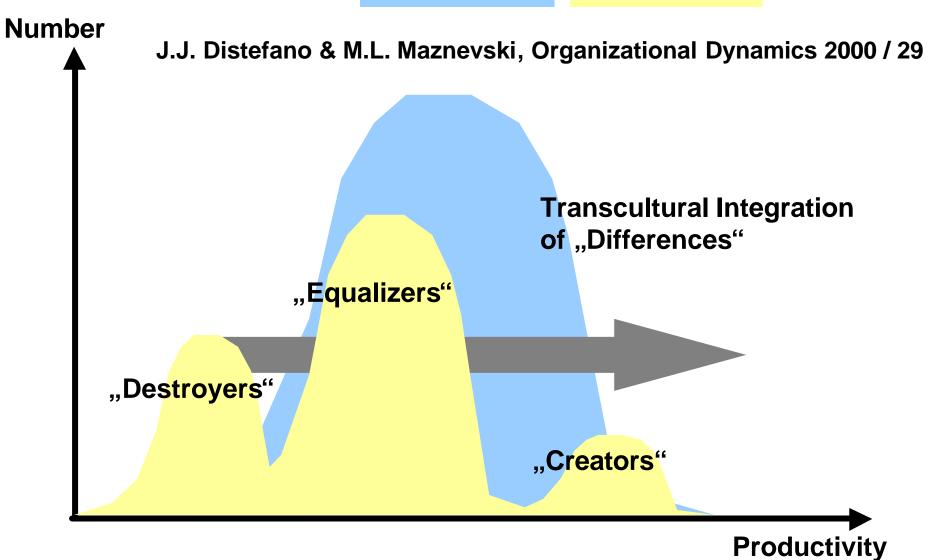
## Paradigm Shifts

#### Paradigm shift: f2f - s2s

"We rather spend our time not talking. This we can do when we do not see each other..." ..."



#### Productivity of cultural homogenous / heterogenous Teams



#### "Can Absence Make A Team Grow Stronger?"



#### **HBR Article: The Three Rules of Far-Flung Teams**

Rule no. 1: Exploit diversity

Rule no. 2: Use technology to simulate reality

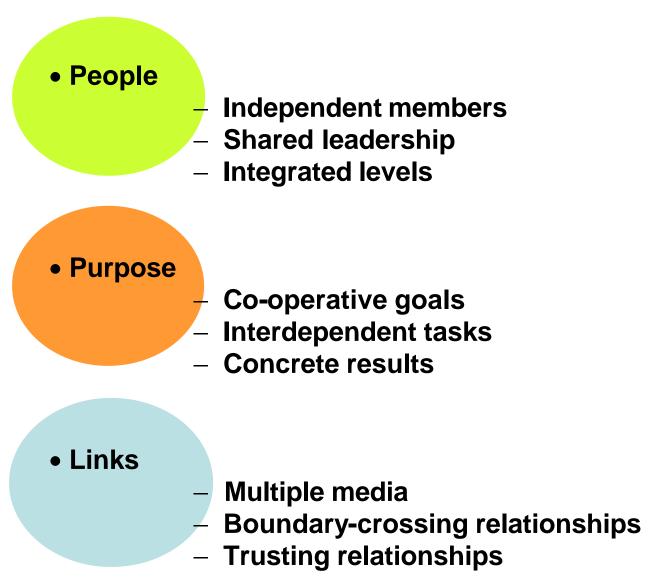
Rule no. 3: Hold the team together

© NetAge, Inc., 2007

## What has happened since then?

Starting point: success factors for project-oriented virtual Teams (Lipnack and Stamps) more than 10 years

ago

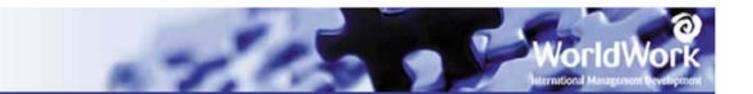


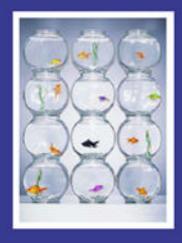
- Increasing complexity of organizational context
- Rapidly changing organizations (M&A, etc)
- Consolidation of WEB 1.0 tools (Research & Best Practice)
- eLearning / eCulture is spreading
- New technology appeared (WEB 2.0) and is on the horizon
- What else has changed since then?

## Contributions of the participants

What's changed? · Speed · email ? = text based communication Response time · Availability -> (private life) · 7 knowledge about media · Global cooperation o Trust de finitions???? · Tel cos / Tack Focused. · Cost prevoues.

## David's Solo: Trust in virtual Teams

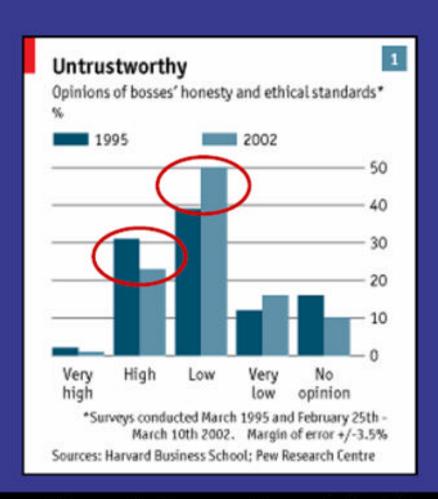






## DEVELOPING TRUST IN MULTICULTURAL VIRTUAL TEAMS





#### Top International Remote Team Challenges



- 1. Geographical remoteness
- 2. Team motivation issues
- 3. Getting local buy-in/commitment
- 4. Control & coordination issues
- 5. Getting results while having fun
- 6. Language issues
- 7. Mediating company policy with local realities
- 8. Dealing with conflicting loyalties
- 9. Communication issues
- 10. Trust and building common understanding

#### Trust defined....



Trust is an expectation of the positive action of other people, without being able to control the outcome and with personal risk if the expectation is not met.





#### Anglo-Saxon Trust based on:

traustr = we trust in someones' strength (strong in words, values and skills)

higher ranking for 'competence' and 'integrity'

Italian Fiducia based on:

fides = faith (confidenza = shared faith)

higher ranking for 'benevolence', 'compatibility', 'inclusion', 'accessible'

#### 10 impacts of low levels of 'trust' on teams



	SHAPE OF STREET	THE RESERVE OF THE PERSON NAMED IN		
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2. ineffective problem-solving

3. reduced learning

4. weaker teamwork

5. more stress & socially generated uncertainty

6. lack of quality information

7. costly checking systems

8. lack of communication

defensiveness

10. high turnover of innovators

as people do the minimum

as people minimize vulnerability

as we don't accept help and advice if

we distrust

as we feel compelled to work together

not committed

as distrust causes uncertainty and

anxiety about people's motives

as sensitive information is withheld by

team members, so it becomes more

difficult to acquire

as people cross-check and double

check

as people avoid each other and don't

cooperate

as people protect themselves from

opportunists

who require an atmosphere of trust to

be effective

### Trust criteria – why it's harder to trust internationally



>	Keeps promises	65%
>	Is a friend	55%
A	Trusts me	45%
$\triangleright$	Is a family member	44%
$\triangleright$	Thinks like me	39%
A	Is well-educated	37%
A	Shows his/her emotions	31%
$\triangleright$	is loyal	31%
$\triangleright$	Shares my culture	23%
>	Is open with information	21%
>	Friend of a friend	20%

<sup>\*</sup> Pharos Corporation (748 European business people responded)

#### How necessary is trust for...?\*



Revealing your true self Sharing information

**Selling to someone** 

\* Pharos Corporation

(max. 10)

9.1 (highest)

9.0

5.6 (lowest)

#### 10 Criteria for trust in teams



1	Competence	Team members are competent, and so will not let me down
2	Open with Information	Other team members share information important to the team proactively and clearly
3	Reciprocal	The observation that other group members are trusting and co-operative towards me
4	Integrity	Other team members maintain promises and behave towards me in accordance with a moral code

(swift trust)

#### 10 Criteria for trust in teams



5	Accessible	Other team members share their true feelings and I can relate to them at a personal level
6	Inclusion	The observation that other group members are team orientated and include me in their social and work activities
7	Security	The feeling that I have nothing to fear from the other members of the group
8	Compatibility	Background, values, approaches, interests and objectives held in common
9	Benevolence	The belief that other team members are concerned about my overall welfare
10	Predictability	The observation that the behaviour of team members is consistent over time and in different contexts
('deep' trust)		

## Why is trust critical to the productivity of any team?



#### Task:

Imagine you are a trust doctor.

Take 4 minutes to share in groups of three what symptoms you might expect to see in teams where there are low levels of trust

## Contributions of the participants

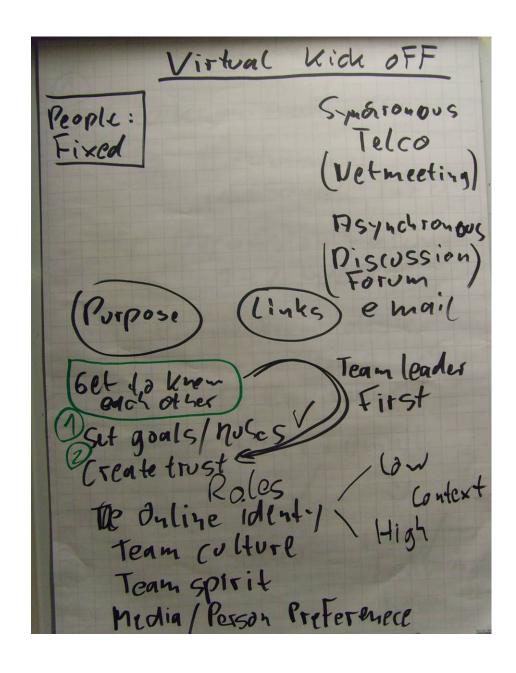
lack of togetherness F.2.F KICKOFF.

Trust Doctor Lack of Comm. 750m/ 60551p No Fun, no joking No intro/extro on emails Spelling mistakes are Superficial / Formal Frienlyness Floridance of taking lack of showing something Lack of discussion dialoque Nobody listers

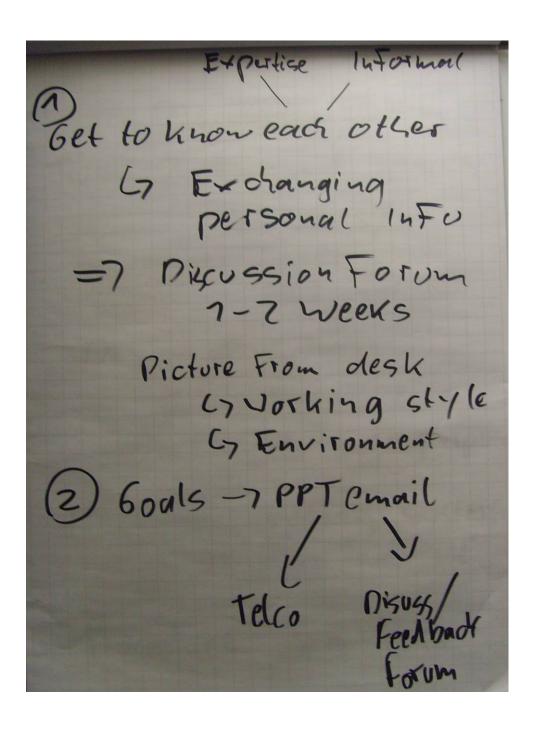
### Parallel Working Sessions:

Designing a pure s2s (screen to screen) kick-off for virtual teams (Marcus)

## Marcus: virtual kick-off (I)



## Marcus: virtual kick-off (II)



## Marcus: virtual kick-off (III)

Discussion Forum Trust -> (Losed Spaces Subteams/ 1 eaders External. nesign of Spaces public/ clased depending on purpose Fronymous Vating System
Or Group Feedback Procedure 3-5 Weeks

## Marcus: virtual kick-off (IV)

Rules make explicit How do ve make decisions? Telcos + Documentation in Pisuss. FOTUM No Feedback -> Rasee Test it: How Frequently do we have telco Success feeling + Procedure Check

Parallel Working Sessions:

Designing a f2f (David) kick-off for virtual teams

### David: face to face kick-off (I)



### David: face to face kick-off (II)

```
· VIRTUAL "CONTRACT" -> EXPERTATIONS SHARING ....
             SET A CLOTHE RESULT APPEC WE DAY
            HOW DO WE GOT THERE
             SOCIALISING ....
            WHERE BO WE COME FROM? GETTING TO
```

### David: face to face kick-off (III)

