

## Setting the Contexts for Healthy Change

Presented By

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**Colin Bullen** 

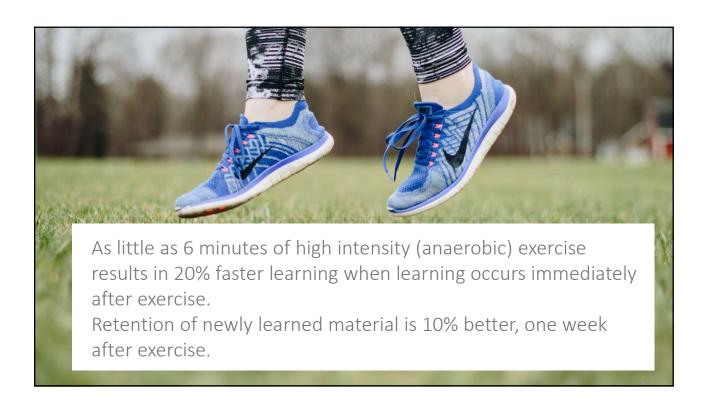
Hanlie van Wyk

Companies expect their people to do things differently but the company itself does not create the proper conditions for change.



## **Learning Objectives**

- #1 Learn about the contexts in which change happens and how to use this knowledge to assess your workplace
- #2 Understand how the elements of influence work to resist change and the changes you can apply to make the desired behavior the natural one
- #3 A significant case study example to see how it works in practice



## **The Contexts for Change**

A context is broadly defined as "the group of conditions that exist where and when something happens."

Contexts refer to the environments in which your life unfolds, including physical and virtual surroundings, the people you interact with, the rules that govern those interactions, and the way that we perceive the world.

These contexts are essentially hidden in plain sight – all around us, but really difficult to identify.

Contexts form the backdrop of our daily lives, powerfully but invisibly influencing our thoughts, decisions and actions.



# Using Context Design as a framework, we go to work in designing in 4 contexts:



Systems



Spaces



SOCIA



Self

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#### Systems

The policies and rules that govern our behavior in our daily lives. At work, these include the processes and policies that make up the way things are done at your organization – how people are trained, the dress code, overtime hours, disciplinary procedures, etc.

When designing behavior-based programs, consider the following elements within the Systems Context:

#### Feedback

- the right type, delivered in the proper manner
- recognition and performance feedback
- any reward or incentive programs
- expressing **gratitude**

#### Accountability

- alignment on expectations
- clear roles
- open communication
- clear progress tracking and measurement

#### Purpose

 alignment on a shared larger goal understood by all employees

#### Permission

- enforcement of policies
- organizational norms
- rules
- defining intolerable behaviors

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### Spaces | Signals

The environments that surround you in your everyday life. These can include the home you live in, your neighborhood, the school you attend, the gym you go to, your local grocery store, and all the shops you visit. It also includes the physical and virtual environments in which work takes place and how messages are communicated verbally, non-verbally, and in writing.

When designing behavior-based programs, consider the following elements within the Spaces Context:

#### Surroundings

• environments and experiences that can be physical or digital

#### Signals

implicit and explicit communications

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#### Social

The people that you interact with in your daily life, and the influence their behavior has over your own. The people within your social context at work include your peers within your team or department, direct reports and managers or supervisors. This context is often created and reinforced by leaders.

When designing behavior-based programs, consider the following elements within the Social Context:

#### Support

 peer and social support from colleagues, friends, family, mentors and coaches

#### Networks

- the existence of networks
   how many networks people
- how many networks people have
- how quickly and pervasively ideas and behaviors spread across networks

#### Proof

- people see that a behavior is possible or not
- or, if there would be repercussions for performing a behavior outside of the norm

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Self

The individual ability to change behavior is influenced by an individual's thoughts, feelings, perceptions, mindset and identity.

When designing behavior-based programs, consider the following elements within the Context of the Self:

#### Awareness

- identity and mindset locus of control character strengths ability to learn, grow autonomy
- underlying motivations

- mindset
- awareness of skills and achieve underlying mastery

- Awareness Perspective Control Confidence

   understanding of self

   growth vs. fixed
   internal vs. external
   a person's belief

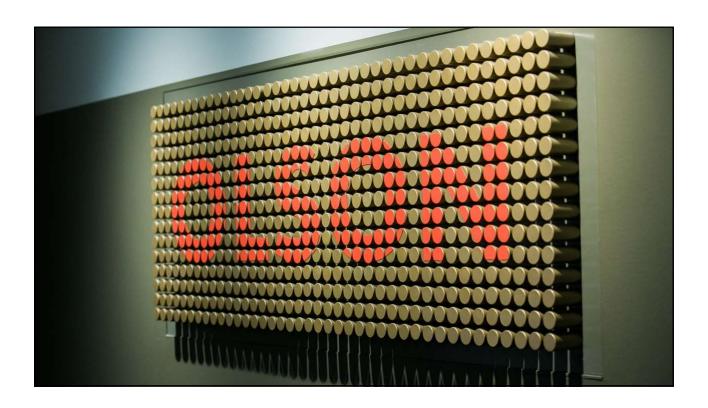
  that they can do locus of control

that they can do something or achieve something

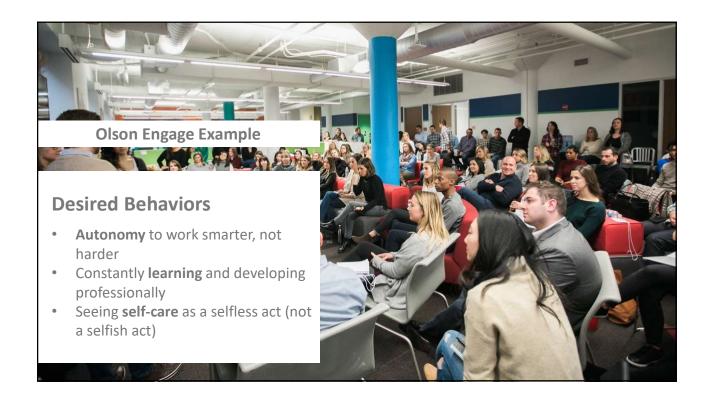
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Self	Social	Spaces	Systems







<b>Jating the Four</b> Engage Example	Contexts	Want employees to (habit): Meditate 20 minutes/da  To achieve (outcome): Improve focus + reduce		
Self	Social	Spaces	Systems	

Want employees/self to (habit):					
	To achieve	(why, outcome):	1		
Self	Social	Spaces	Systems		



## **Evaluating the Four Contexts**

Olson Engage Example

Want employees to (habit): Meditate 20 minutes/day

To achieve (outcome): Improve focus + reduce stress

Self	Social	Spaces	Systems
Employees held a belief that self-care was a selfish act that was far less important than client demands and internal meetings.			
People often felt guilty if they took vacation or spent time away from their desks.			
People don't know how to meditate.			

## **Evaluating the Four Contexts**Olson Engage Example

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Self	Social	Spaces	Systems
Employees held a belief that self-care was a selfish act that was far less important than client demands and internal meetings.  People often felt guilty if they took vacation or spent time away from	Employees felt shamed by their peers for taking time for self-care habits.  Those not engaging in self-care habits would make comments like, "That must be nice. I wish I had		
their desks.  People don't know how to meditate.	the time to meditate during the day, but I have to work on"		

## **Evaluating the Four Contexts**

Olson Engage Example

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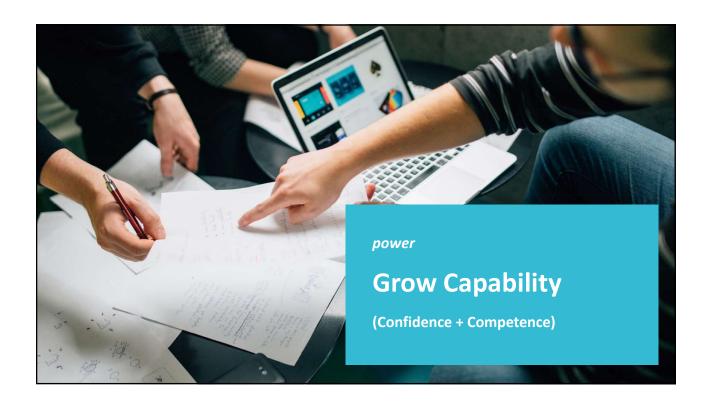
# **Evaluating the Four Contexts**Olson Engage Example

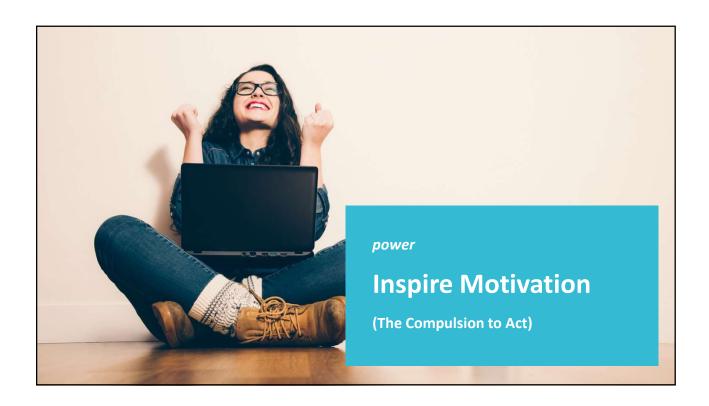
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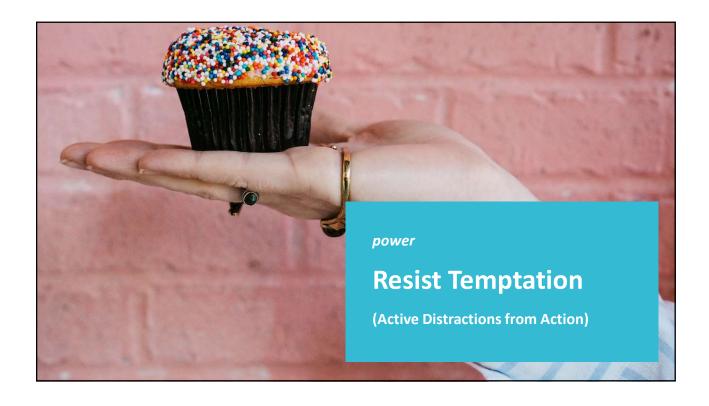
Self	Social	Spaces	Systems
Employees held a belief that self-care was a selfish act that was far less important than client demands and internal meetings.  People often felt guilty if they took vacation or spent time away from their desks.  People don't know how to meditate.	Employees felt shamed by their peers for taking time for self-care habits.  Those not engaging in self-care habits would make comments like, "That must be nice. I wish I had the time to meditate during the day, but I have to work on"	The office design is largely open space filled with movement and noise.  There are no quiet spaces that encourage reflection, focus or provide an opportunity for meditation.	Billable hours leave little flexibility in employee schedules – they have to account for all of their time.  In the past, the leadership team has spoken about making changes to the culture, but they are not held accountable for implementation.

Designing for Change: Leverage the Four Powers

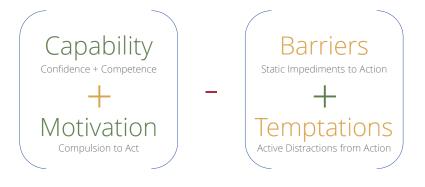








# Apply the formula for change within each context - one context at a time:



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#### **Designing the Four Contexts**

Olson Engage Example

	Self	Social	Spaces	Systems
Grow Capability Confidence + Competence	Hold meditation 101 classes	Train managers on new expectations to meditate		
Inspire Motivation Compulsion to act		Share success stories from people who avoided burnout	Post photos in the break room featuring individuals in their "Zen" spaces	Create a surprise award for the most focused and resilient employee
Overcome Barriers Static impediments	Remove the "woo" from meditation by educating employees on alternatives to "chanting"	Encourage managers to conspicuously demonstrate the habit	Create a chill room designed for focus and quiet time	Reimburse Headspace app purchases
Resist Temptation Active distractions				Default calendars to include a 5 minute afternoon meditation session

Assess the cultural conditions for behaviour change and new habit adoption

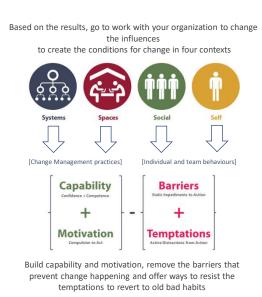
Results highlight the strengths and development areas of the organization to build change resilience and readiness

CHANGE COMPASS ASSESSMENT	Self	Social	Spaces	Systems
Grow S	6	3	8	8
Inspire ##	1	9	4	4
Overcome Barriers	6	3	8	7
Resist Temptation	1	4	6	3



A **consciously created culture** to make change desirable, teams adaptable and individual behaviour change long lasting

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## **Questions?**

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