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## Course Description



Project leaders have to wear many hats. In addition to keeping a project on track there is more awareness of the importance on soft skills. It can take up to 9 months for a project team to go through its traditional learning curve, The time, inefficiencies and mistakes during that period cost projects 5 - 7%. The friction and conflict and unplanned costs many projects live through can be avoided. This workshop will share some of the essential tools and coaching skills MindShift uses to shorten the learning curve to weeks rather than months, You will learn the unique MindShift approach to "fireproof" your team to handle the heat and pressure through the many unexpected changes and crises projects experience. This workshop reviews using tools like CliftonStrengths, DiSC and others to quickly create a common language and culture. You will receive a tool for building tangle trust and more importantly how it is repaired. How to use these tools to create a positive approach to conflict, a key indication of a high performing team. Finally, you will learn new tools for managing project crises developed from the techniques used in hospital emergency rooms.

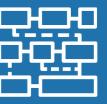
## Learning Objectives











01.

At the end of this course, participants will know how a culture that drives high engagement and high performance of a project team is developed.

02.

At the end of this course, participants will be able to discuss and demonstrate the coaching skills used to shorten the learning curve of their project teams.

03.

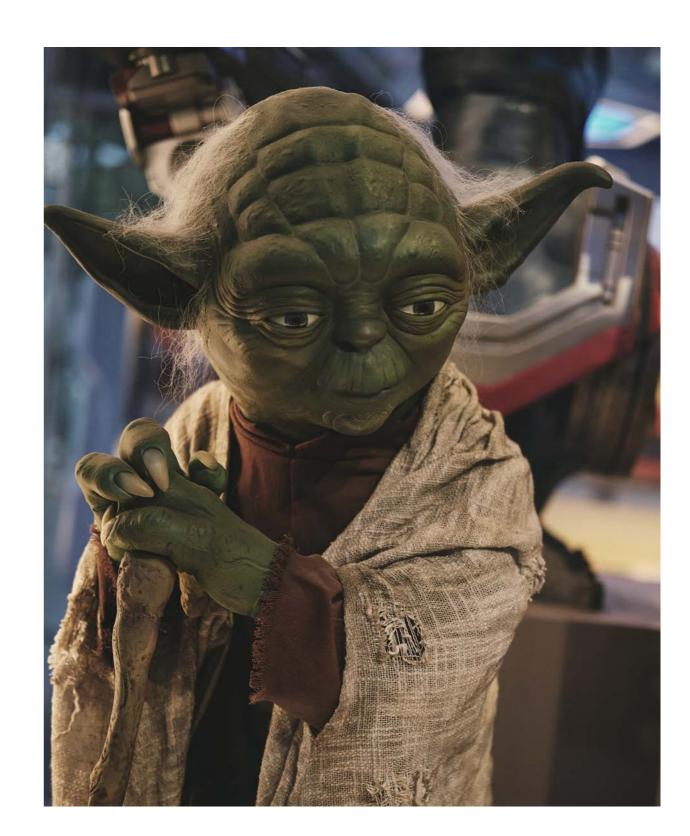
At the end of this course, participants will understand tools like CliftonStrengths, DiSC and others to create a common language and culture for a positive approach to conflict.

04.

At the end of this course, participants will recognize the reciprocal relationship between the cultural welfare of a project team and its performance, and how focus on people benefits the team and the project.

## What You Will Learn Today

- 1. Why Projects Fail
- 2. The 1st 100 Days
- 3. Why Internal Coaches
- 4. Start with Trust
- 5. Plan for Conflict
- 6.7 Keys to What Gets Done







# THE COMMERCIAL

## REAL ESTATE

## REVOLUTION

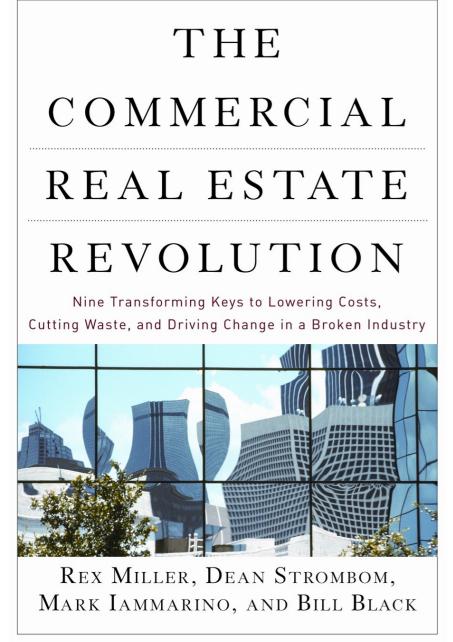
Nine Transforming Keys to Lowering Costs, Cutting Waste, and Driving Change in a Broken Industry

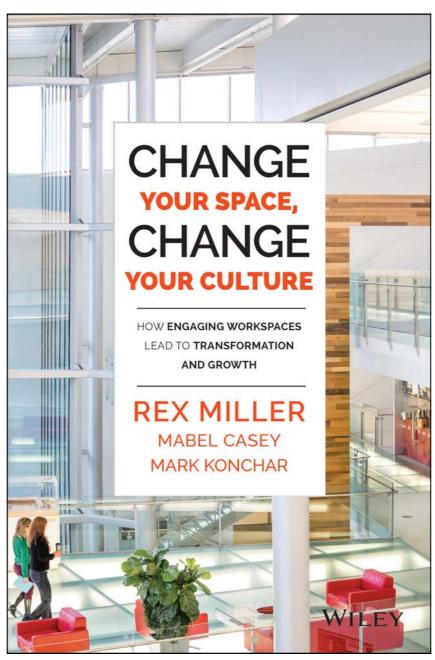


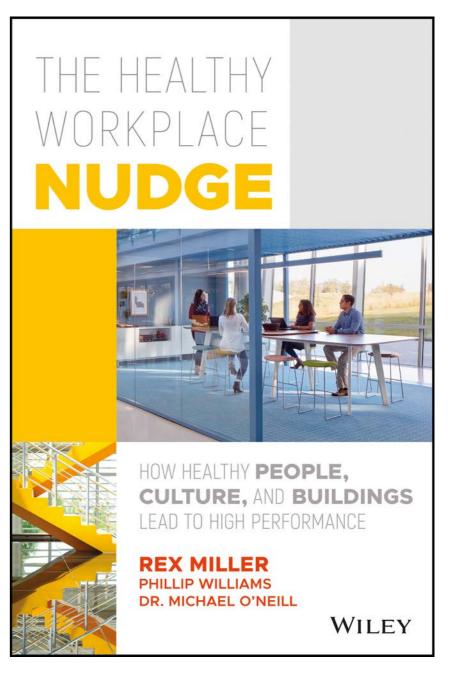
REX MILLER, DEAN STROMBOM,
MARK IAMMARINO, AND BILL BLACK



## MindShift is for Wicked Problems

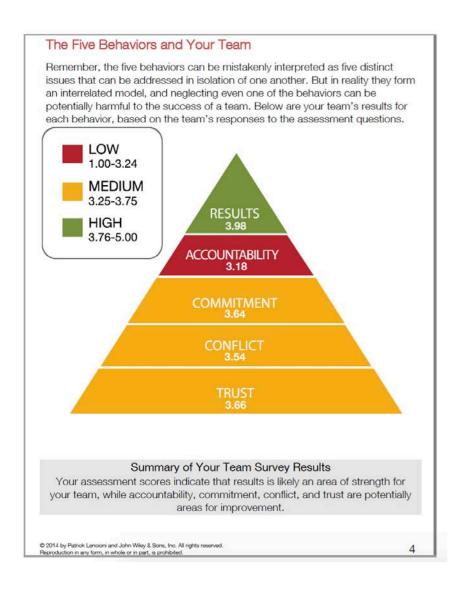


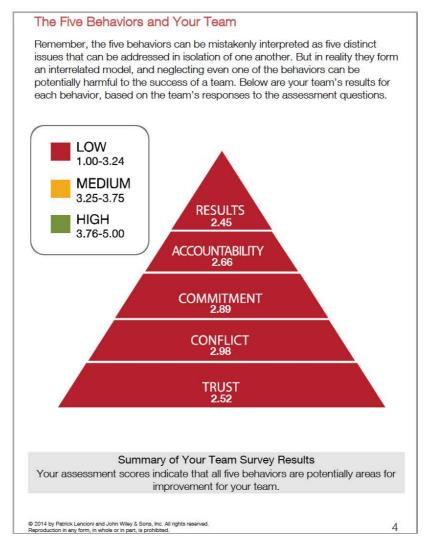


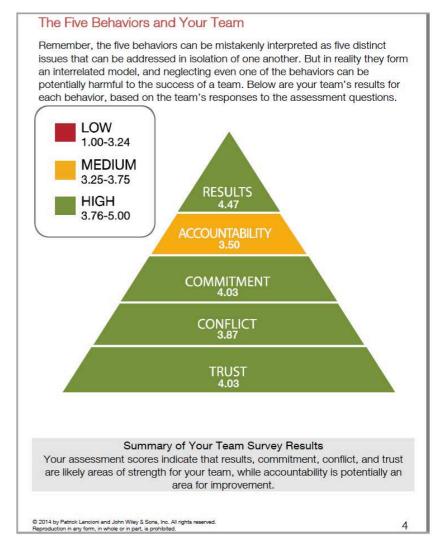




# **Smart – Toxic - Healthy**

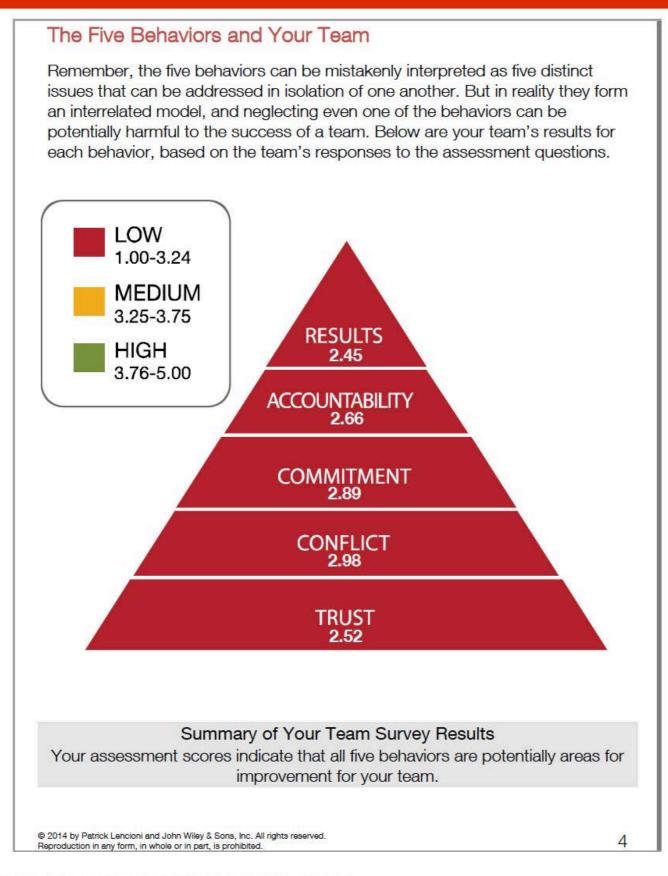








## The Anatomy of a Failure



#### 5. RESULTS

This team may need to place greater value on the collective achievement of outcomes, rather than individual or departmental recognition and ego.

#### 4. ACCOUNTABILITY

This team may hesitate to confront one another about performance and behavioral concerns.

#### 3. COMMITMENT

This team may not be able to buy in to clear decisions, leaving room for ambiguity and secondguessing.

#### 2. CONFLICT

This team doesn't seem comfortable engaging in unfiltered discussion around important topics.

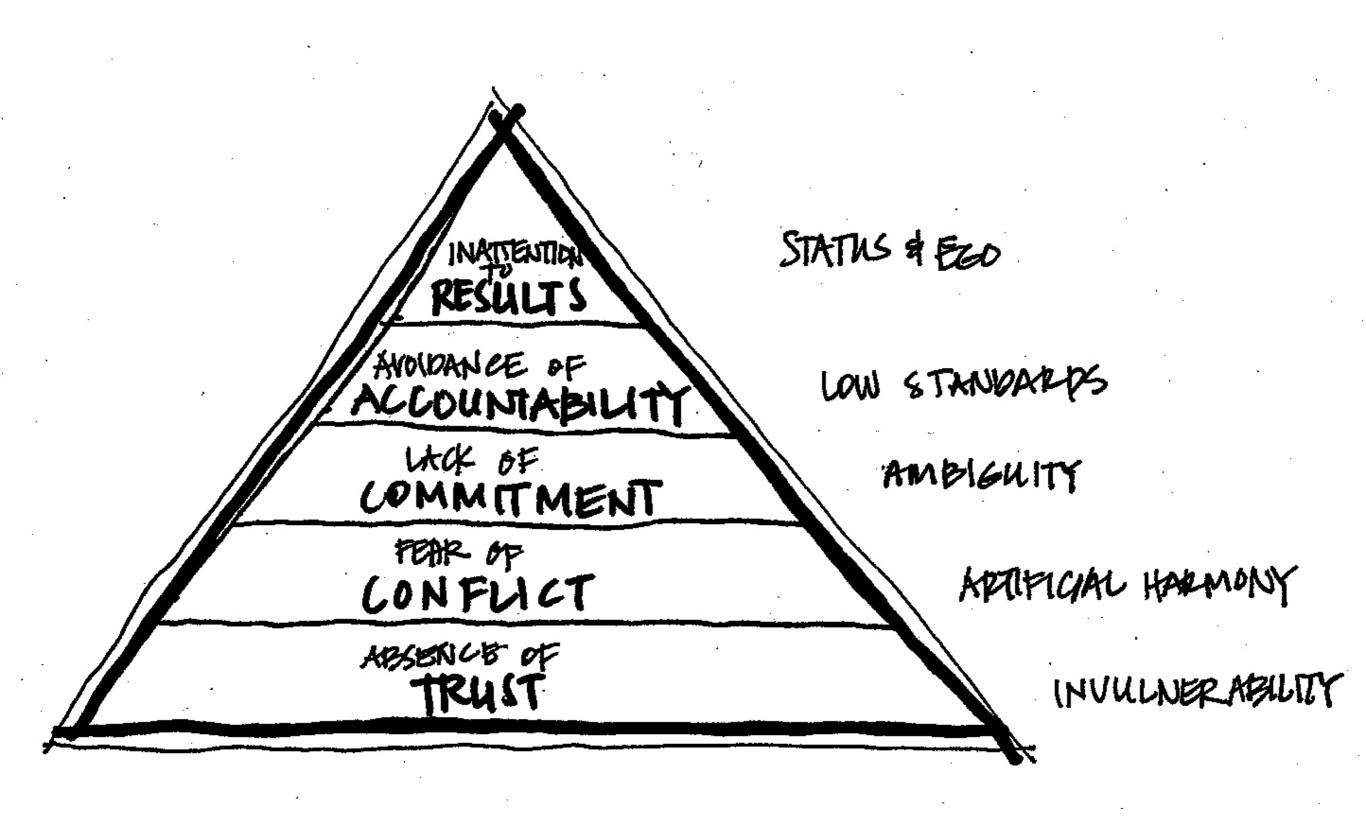
#### 1. TRUST

This team may lack necessary levels of openness and vulnerability about individual strengths, weaknesses, mistakes, and needs for help.

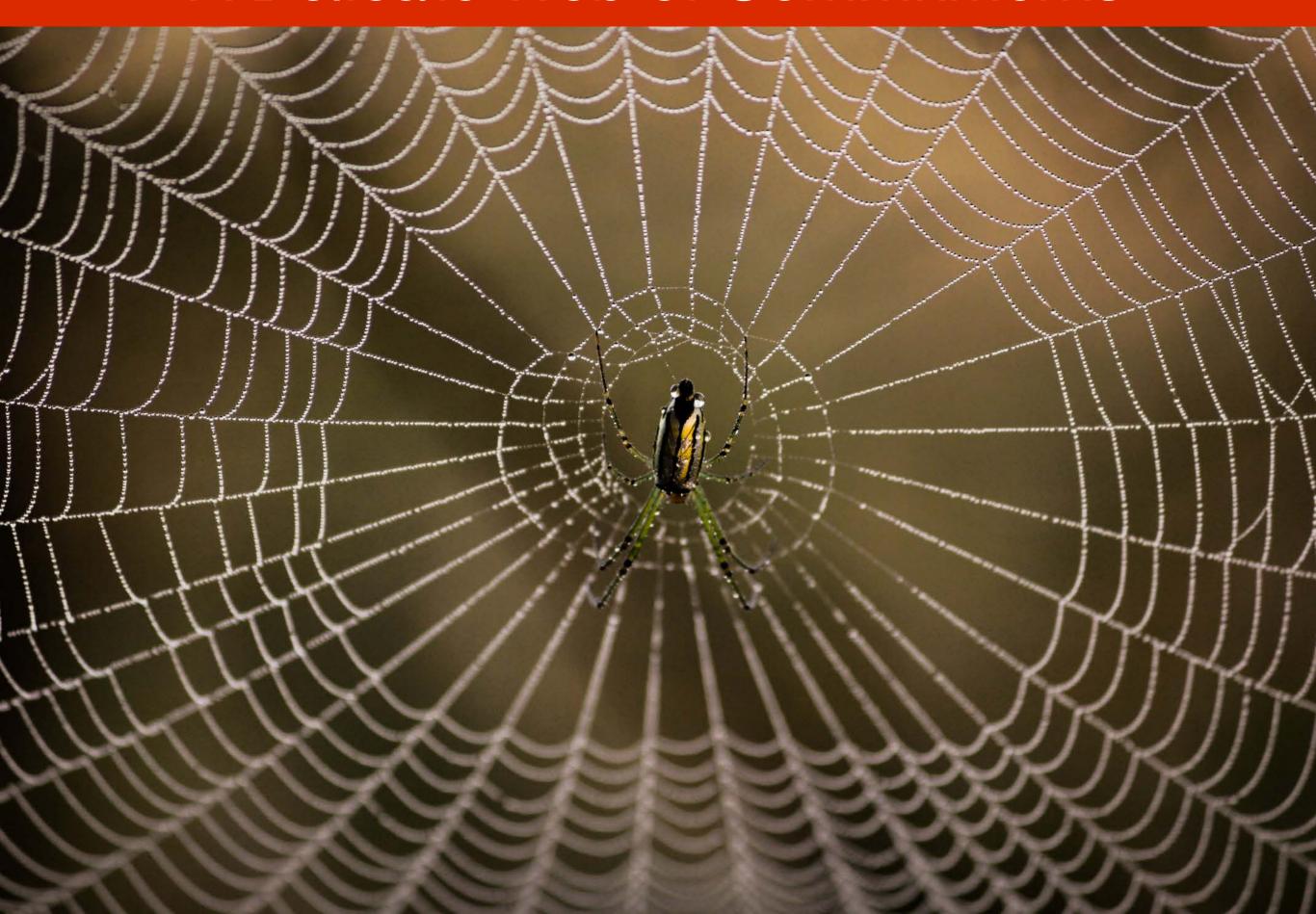
Scoring Interpretation



## Your Roadmap



# A Delicate Web of Commitments



## Traditional vs. Integrated

#### THE COMMERCIAL REAL ESTATE REVOLUTION A TRUST-BASED PARTNERSHIP PROCESS

A beginning-to-end, trust-based integrated paradigm proving it is possible to not just fix the process, but transform it. Adapted From The Commercial Real Estate Revolution by Rex Miller, Dean Strombom, Mark Iammarino, and Bill Black (2009)

#### CURRENT STATE

THE DESIGN-BID-BUILD PROCESS

"The current process causes good people to do bad things."

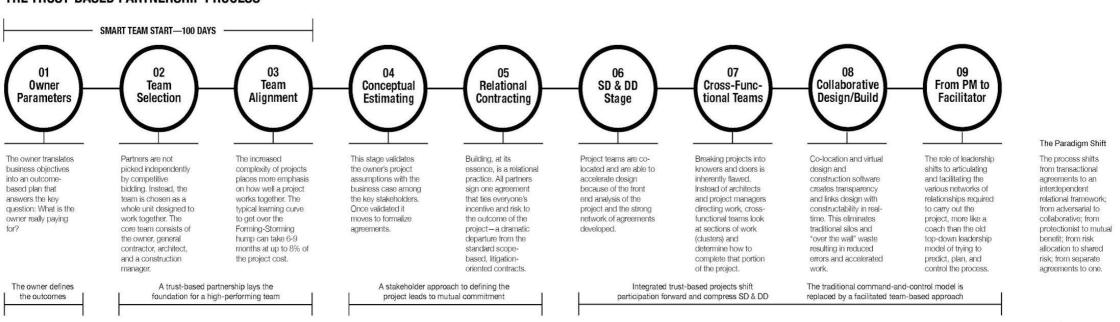
The owner defines the constraints The owner invites contractors to bid on the design The selected contractor hires the sub-contractors and then builds the project The architect prepares the design Pre-qualification is There is a commodity All the big design and The idea that a project Multiple sets of scope-Construction is a The process fosters The old assumption is based on the idea that planning mistakes are will cost less if you based contracts with A commodity bidding approach to made on the first day don't bid is hierarchical structure starting with the bestprocurement: the Eighty percent of a different allegiances approach and the a phase-induced that design can be with the owner at the ignorance by first successfully separated known players will lead object of the game Although the biggest project's cost lies counterintuitive and incentive reality of different to a successful project isn't delivering the best within the specialty Owners use bidding as top and the vendors at engaging the major from the construction. impact on success structures are signed players on every the bottom, separating players, like the However, design is an The winning difference building, it's about happens in the trades who are only a cost-management Accidental adversaries project results in a the primary source of architect, while leaving iterative conversation. is seldom the winning the bid. All planning phase, we brought into the tool, but it inevitably are created when the fragmented group who knowledge and cost out input from those and that each element aggregate of talent, other things being process once all of the ends up higher than parties focus on their still succumb to the are then expected to from those making the who actually do the is intimately linked to but how well the equal, the low price pressure to do design decisions have managing that cost on internal parameters of act as a cohesive and initial key decisions. the others players act as a team. wins. something. already been made. the front end. success collaborative group. 03 01 02 04 05 06 09 07 0wner Architectura Design Pre-Invitation Construction Hire Sub-Value Multiple Building Contracts **Parameters** Schematic Development Qualification To Bid Documents Contractors Engineering Construction Concept

The old process is based on mistrust and fragmentation.

The new process paradigm is based on trust and integration.

#### **FUTURE STATE**

#### THE TRUST-BASED PARTNERSHIP PROCESS

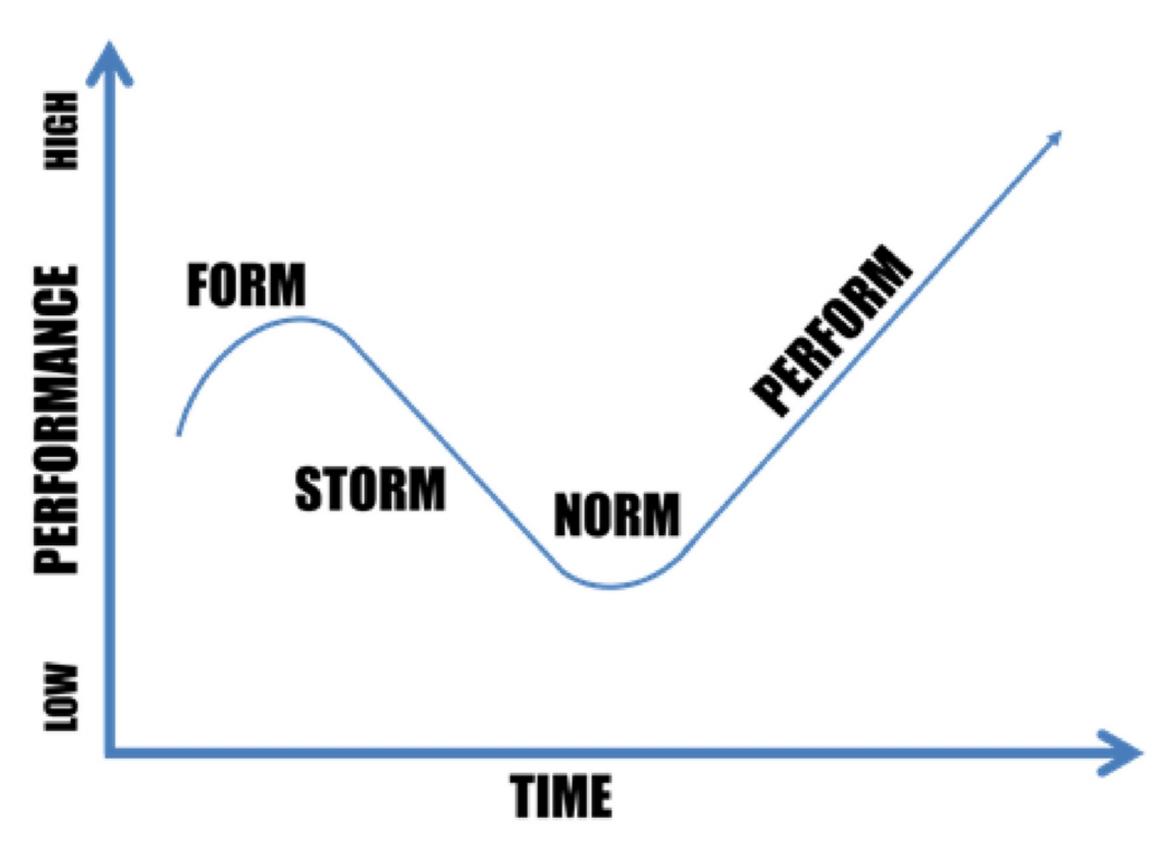


## How Many Are Rowing Your Boat?





## The Journey



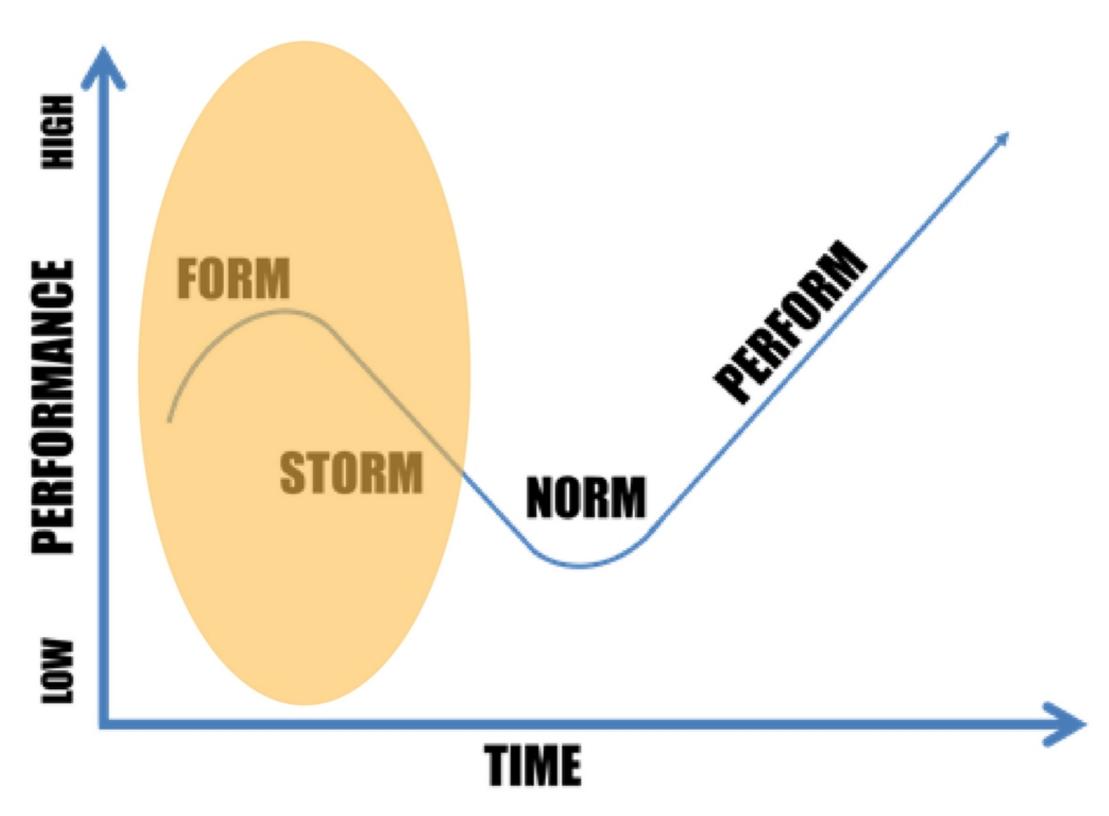
# Silly Team-building



# Competing Agendas

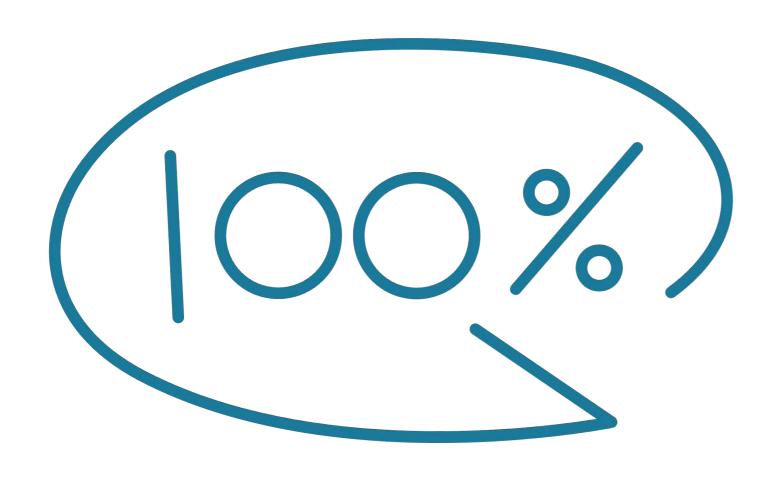


## Stuck In The Bubble





## Starting Smart or Ending Badly

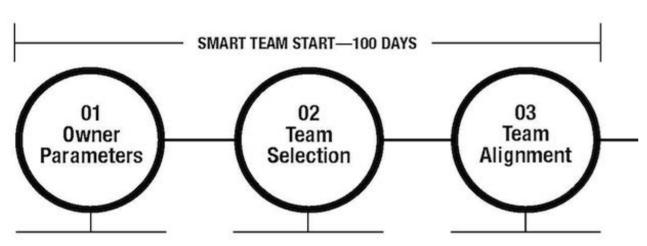


BEGIN POORLY, END BADLY



## The First 100 Days

#### **FUTURE STATE** THE TRUST-BASED PARTNERSHIP PROCESS



The owner translates business objectives into an outcomebased plan that answers the key question: What is the owner really paying for?

The owner defines the outcomes

Partners are not picked independently by competitive bidding. Instead, the team is chosen as a whole unit designed to work together. The core team consists of the owner, general contractor, architect, and a construction manager.

The increased complexity of projects places more emphasis on how well a project works together. The typical learning curve to get over the Forming-Storming hump can take 6-9 months at up to 8% of the project cost.

A trust-based partnership lays the foundation for a high-performing team



#### mindshift





What gets PICTURED gets done. How well am I doing this?

People forget the vision within four weeks, so paint the picture constantly.

What gets MODELED gets done. Does my behavior reinforce the

People determine what is important by what we do.





picture?



What gets SCHEDULED gets done. Are my most important activities on the calendar and do I respect the time?

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What gets MEASURED gets done. Is each employee bought-in to their leading measures?

Measurable goals get done.



What gets CELEBRATED gets done. Do I provide daily and frequent recognition?



Reinforced behavior is repeated behavior.



Thank you MeTEOR Education **METE**  $\bigcirc$  **R** 



# What Happens When I Leave?



## The Team Coach Steps In



# Baselining Trust

## **Trust Matrix**

	-3	-2	'-1	0	1	2	Totals
Trust Balance	-60%	-40%	-20%	Neutral	20%	40%	
Environment	Toxic	Stressful	Worry	No worries	Positive	Uplifting	
Focus	Escalation	Pre- emption	Process	Scope	Outcome	Mutual success	
Relationships	Hostile	Disrespect	Indifferent	Cordial	Cooperative	Collaborative	
Drocos	Sabotage	Hidden	Chain of	Task at	Keeping	Making it easier	
Process		agendas	command	hand	promises	for others	
Behavior	Micromanage	CYA	Do my job	Respect	Partnering	Transparency	
Outcomes	Gotcha	Politics	Slow	Efficient	Learn from mistakes	Improve	
Systems	Dysfunctional	Distracting	Hassle	Does not		Adaptive	
				get in the way	Supportive		
Ethics	Varia Haine	Self-	Compliance	What is	What is	What is good	
	Your Harm	interest	Compliance	expected	right		
						Grand Total	

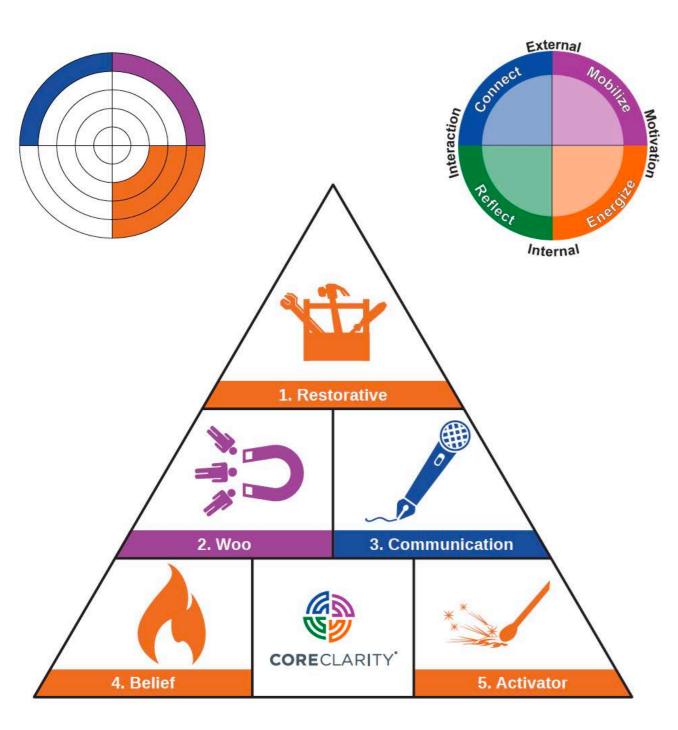


# **Building Bridges**

Where many people care about I speak My ancestors come from was my favorite  I experienced great joy when I experienced pain when I get energize when I get drained by	activity as a kid
My ancestors come from was my favorite  I experienced great joy when I experienced pain when I get energize when	activity as a kid
My ancestors come from was my favorite  I experienced great joy when I experienced pain when I get energize when	activity as a kid
was my favorite I experienced great joy when I experienced pain when I get energize when	activity as a kid
I experienced pain whenI get energize when	
I experienced pain whenI get energize when	
I get energize when	
l am more Analytical - Strategic - In	novative (circle one)
My job is	
What I really do is	
In order for me to be my best for this	project I need
from my to	eammates
I and the go-to person for	
<u> </u>	
My name is	and I'd like to be
remembered by this team for	
I and the go-to person forI'd like to see this team	



## Individual and Team Profiles





#### Woo

- · Fearless with strangers; can talk to anyone, anywhere, about anything
- Extraordinary ability to draw others out, especially in social situations
- Identify commonalities between people, build rapport, then mobilize them to connect
- · Open, honest and trusting; instantly share personal details and stories
- Need to learn to set boundaries with others so their expectations aren't unrealistic **Naturally Charming**



#### Restorative

- Uncanny ability to get to the root of the problem quickly and fix it
- Ingeniously repurpose and reinvent the tools of the trade to meet immediate needs

CORECLARITY

- Drawn to breakdowns; energized by opportunities to revive, renovate and restore
- Experience joy when righting wrongs, fighting fires and bringing things back to life
- Need to recognize when it is time to move on; don't break what is no longer broken Natural Troubleshooter



#### Communication

- Elegantly craft compelling messages that inspire people to listen, learn and take action
- Effortlessly find perfect words/phrases that bring ideas, concepts and occasions to life
- Connect with people by giving voice to visions, thoughts and feelings
- Utilize powerful stories and metaphors to bring clarity to complex issues and
- Need to be mindful that effective communication is interactive; stop and listen





#### Belief

- Unwaveringly driven by foundational core values
- Passionately stand up for convictions in the face of resistance
- Sense of purpose gives direction to work, play and relationships
- Spirit of service toward family, community, humanity
- Be open to value systems of others to garner respect for own personal beliefs **Naturally Grounded**

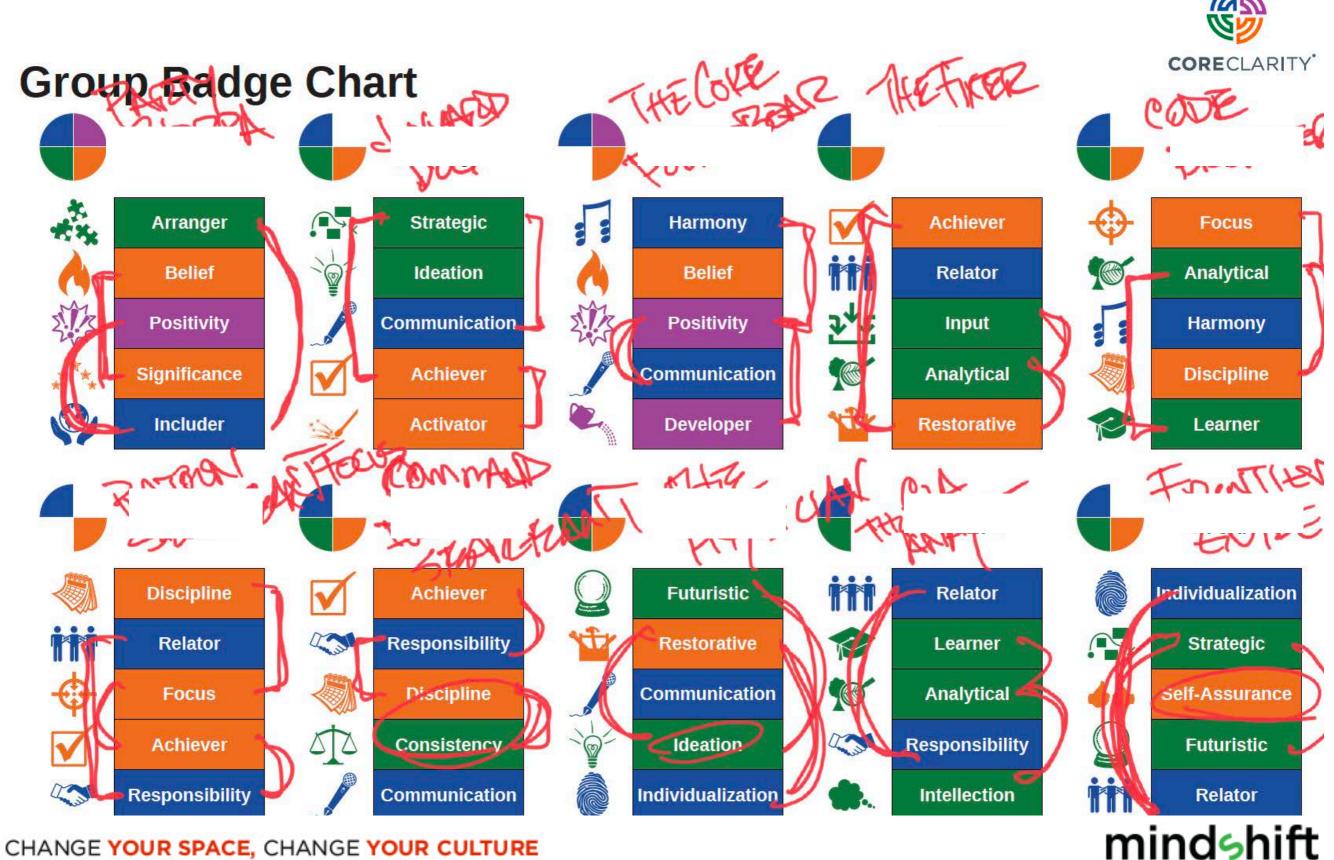


#### Activator

- · Fearless at taking the first step, even in the face of uncertainty
- Rapidly create momentum by turning ideas into immediate action
- Impatient with inaction; know that goal begins with GO!
- The ultimate self-starter; internally energized by opportunity to do something -- anything
- May need to slow down and consult other talents before forging ahead
  - Naturally Eager



## Team Chart





#### **Project Team**

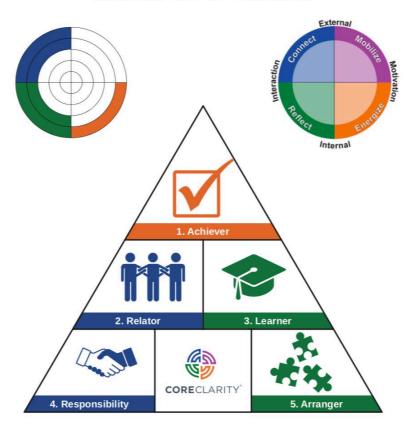
# 1. Achiever 2. Relator 3. Learner

CORECLARITY"

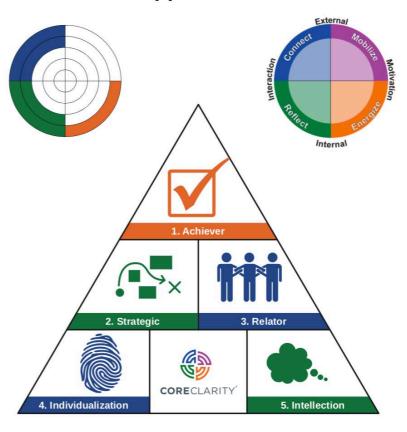
5. Strategic

4. Responsibility

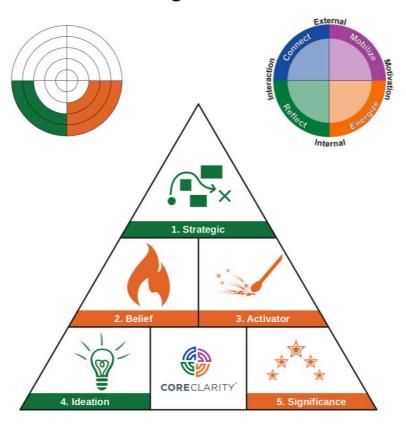
#### **Cluster & PIT Leaders**



#### **Support Team**



#### **Steering Committee**



## Getting to the Root Causes

#### Surface Problems

- Budget overruns
- Quality issues
- Schedule delays
- Safety issues
- Administrative overhead

#### **Underlying Causes**

- Poor planning and coordination
- Late decisions
- Missing expertise
- Unforeseen conditions
- Misunderstanding
- Communication challenges
- Bad meetings

#### **Root Causes**

- Distrust
- Interpersonal conflict
- Motivation challenges
- No decision-making protocol
- Lack of clarity values risks
- Misalignment
- Lack of accountability
- Unclear process

# Positive Conflict



## From Conflict to Collaboration

## SuperDriver

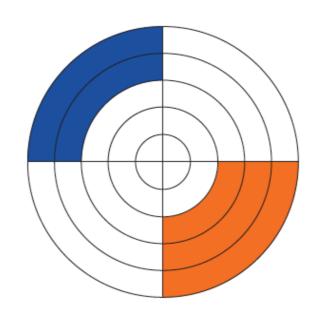
Responsibility

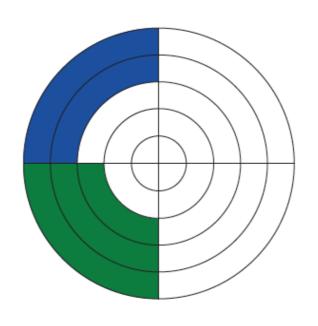
Restorative

Adaptability

Communication

**Belief** 





## Sage

**Arranger** 

Relator

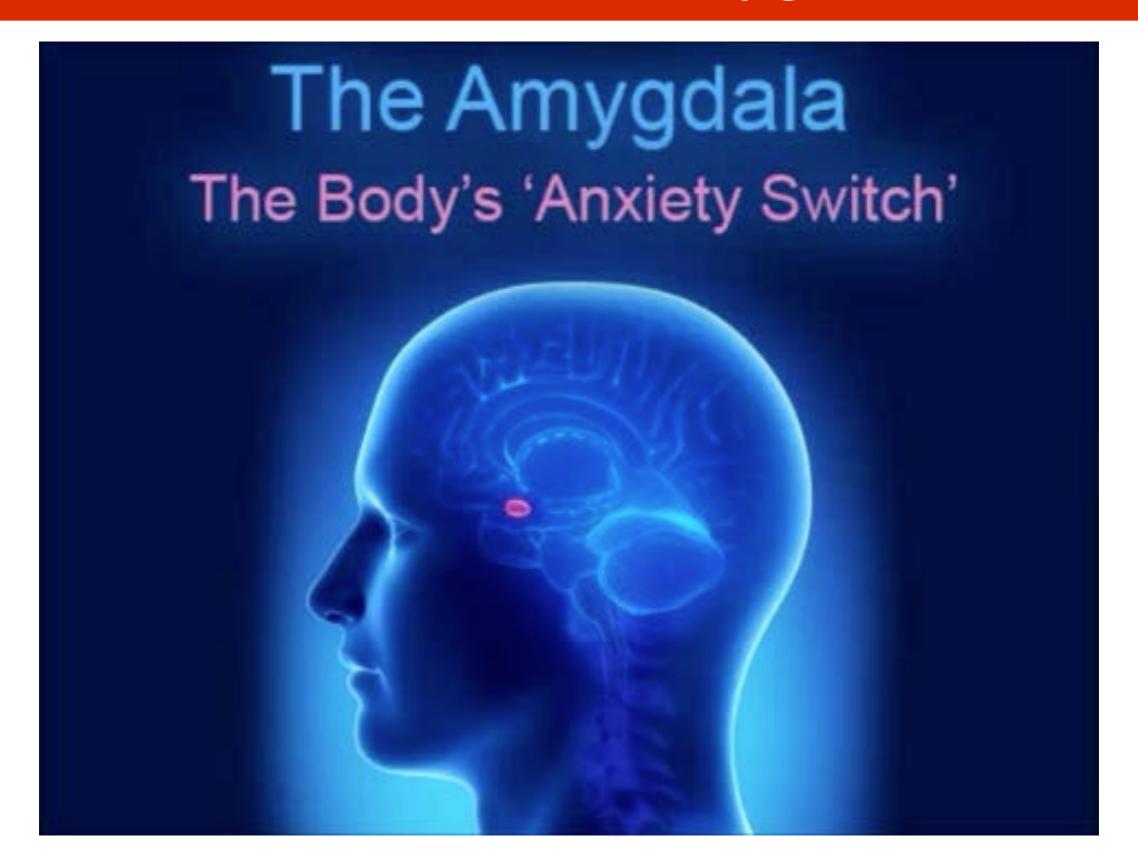
**Strategic** 

**Analytical** 

Responsibility



## Be Prepared For The Amygdala Hijack





## Fumble Drill





## What Gets Done



#### mindshift









What gets PICTURED gets done. How well am I doing this?

People forget the vision within four weeks, so paint the picture constantly.

What gets MODELED gets done. Does my behavior reinforce the picture?

People determine what is important by what we do.









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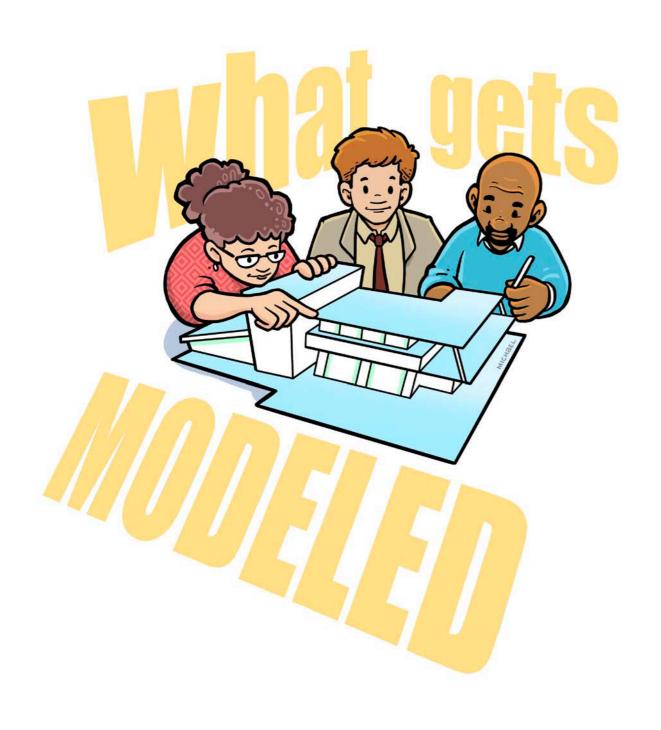
## What Gets Pictured







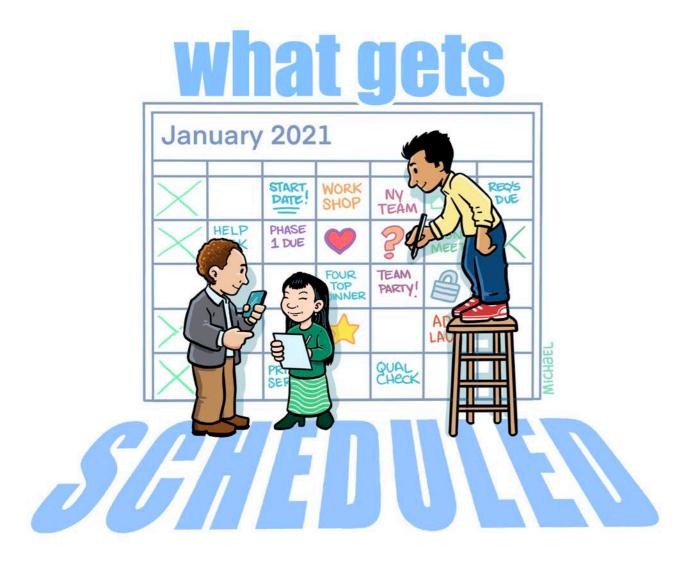
## What Gets Modeled

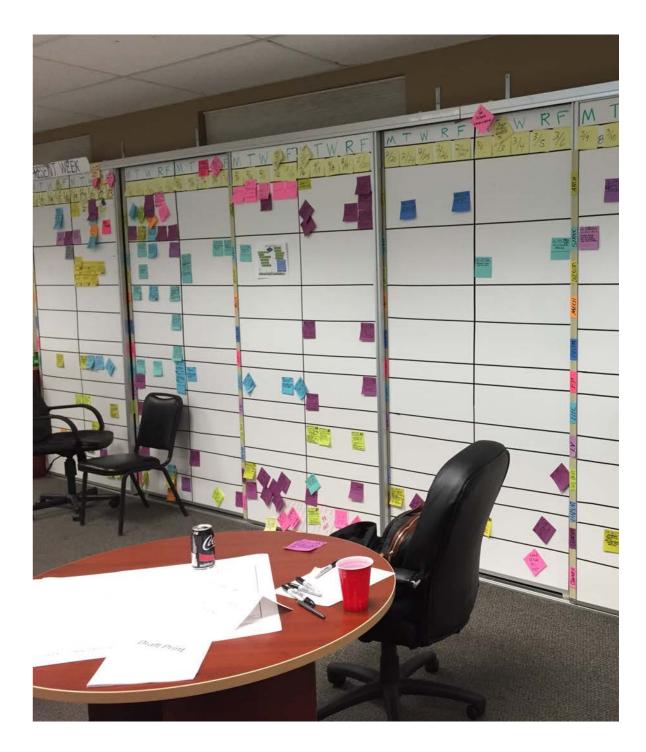






## What Gets Scheduled







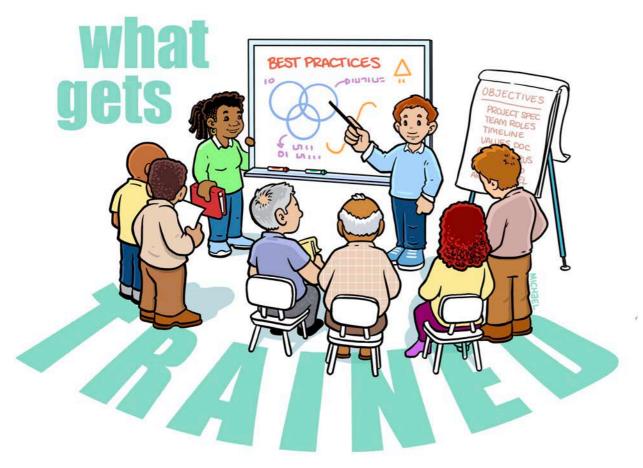
## What Gets Budgeted







## What Gets Trained

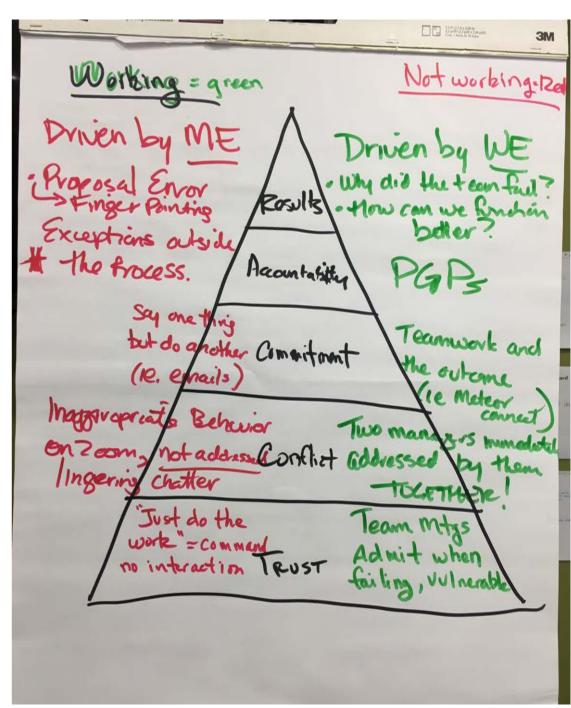






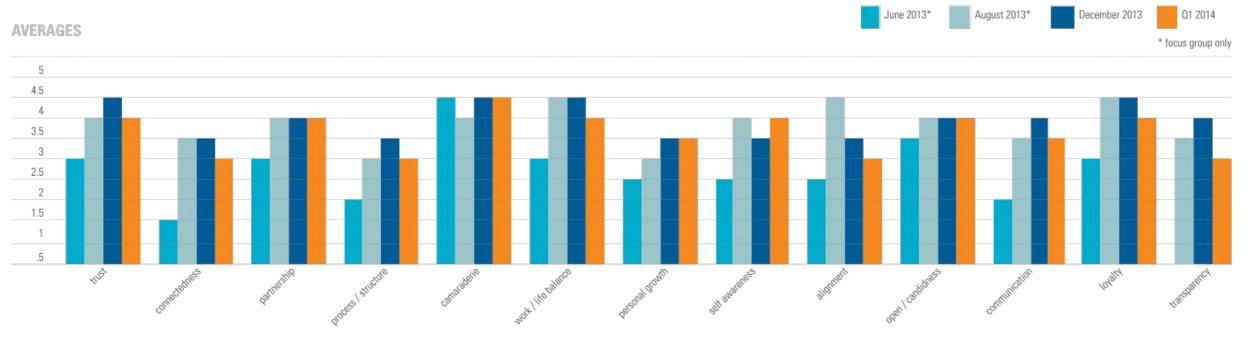
## What Gets Measured





## Measure the Health

### **Team Health Survey - Q1 2014**



#### **BREAKDOWNS**

		1	2	3	4	5	
Trust	Q1 2014	11.76% (2)	17.65% (3)	17.65% (3)	29.41% (5)	23.53%	,
	04 2013	0% (0)	5.88% (1)	23.53% (4)	64.71% (11)	5.88% (1)	
Connectedness	Q1 2014	11.76% (2)	47.06% (8)	17.65% (3)	23.53%	0%	
	Q4 2013	0% (0)	23.53% (4)	41.18% (7)	35.29% (6)	0% (0)	
Doutoning	01 2014	5.88% (1)	5.88%		5000	Self av	
Partnering	Q4 2013	0% (0)	0% (0)	47.06% (8)	41.18% (7)	11.76% (2)	
Process/ Structure	Q1 2014	0%	35.29% (6)	47.06% (8)	11.76%	5.88% (1)	A
	04 2013	0% (0)	17.65% (3)	70.59% (12)	11.76% (2)	0% (0)	
Comorado	Q1 2014	0% (0)	11.26% (2)	17.65% (3)	52.94% (9)	17.65% (3)	
Camaraderie	Q4 2013	0%	0% (0)	17.65% (3)	70.59% (12)	11.76%	ca

		1	2	3	4	5
Work/life balance	Q1 2014	0% (0)	0% (0)	41.81% (7)	52.94% (9)	5.88%
	Ω4 2013	0% (0)	11.76% (2)	17.65% (3)	52.94% (9)	17.65% (3)
Personal growth	Q1 2014	23.53%	17.65% (3)	5.88%	47.06% (8)	5.88% (1)
	Q4 2013	5.88% (1)	5.88% (1)	58.82% (10)	29.41% (5)	0% (0)
Self awareness	Q1 2014	0% (0)	0% (0)	47.06% (8)	47.06% (8)	5.88% (1)
	Q4 2013	0% (0)	5.88% (1)	41.18% (7)	52.94% (9)	0% (0)
Alignment	Q1 2014	11.76% (2)	41.18%	23.53%	23.53%	0% (0)
	Ω4 2013	0% (0)	23.53% (4)	58.82% (10)	17.65% (3)	0% (0)
Open/ candidness	Q1 2014	5.88%	17.65% (3)	5.88%	47.06% (8)	23.53% (4)
	Q4 2013	0% (0)	5.88% (1)	29.41% (5)	58.82% (10)	5.88% (1)

		1	2	3	4	5
Communication	Q1 2014	5.88% (1)	29.41% (5)	35.29% (6)	29.41% (5)	0%
	04 2013	0% (0)	17.65% (3)	47.06% (8)	35.29% (6)	0% (0)
	Q1 2014	11.76% (2)	0%	29.41% (5)	41.18% (7)	17.65% (3)
Loyalty	Q4 2013	0% (0)	5.88% (1)	11.76% (2)	47.06% (8)	35.29% (6)
_	Q1 2014	17.65% (3)	35.29% (6)	11.76%	29.41% (5)	5.88%
Transparency	Q4 2013	5.88%	5.88%	23.53% (4)	58.85% (10)	5.88% (1)



## What Gets Celebrated







## Summary

- 1. Most projects struggle
- 2. Invulnerability
- 3. False harmony
- 4. The 1st 100 Days!
- 5. Self & other awareness
- 6. Internal coaches
- 7. What Gets Done





## Vince Lombardi

"Individual commitment to a group effort—that is what makes a team work, a company work, a society work, a civilization work.





## It Only Happens By Design

"Individual commitment to a group effort—that is what makes a team work, a company work, a society work, a civilization work.









# This concludes The American Institute of Architects Continuing Education Systems Course

