



Leading High Performance Teams

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GAME DEVELOPERS CONFERENCE®

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I have a vision





inspiration

`thinking out of the box, lead by example
and communicate goals.`



feedback

`reassuring, constructively and constantly.'



motivation

`small gestures, value and protect the team
and create the right environment.`



why you are here

`lack of direction

destroyed motivation

lack of feedback

combination of the above`



**“people don’t leave jobs,
they leave managers.”**

“First Break All the Rules: What The Worlds’ Greatest Managers Do Differently”
- Marcus Buckingham and Curt Coffman



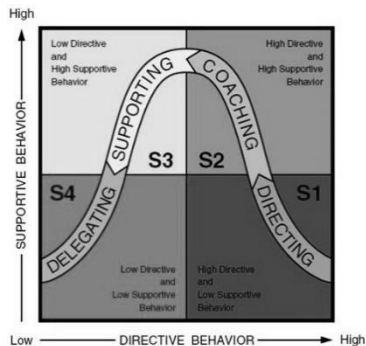
Chapter 1

WE SHARE A VISION

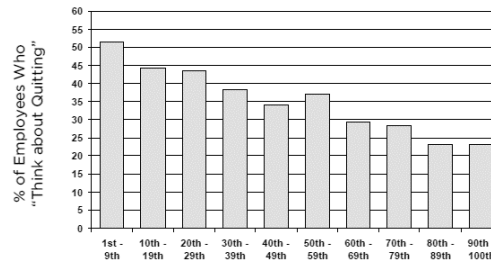


**who the hell
is this?**





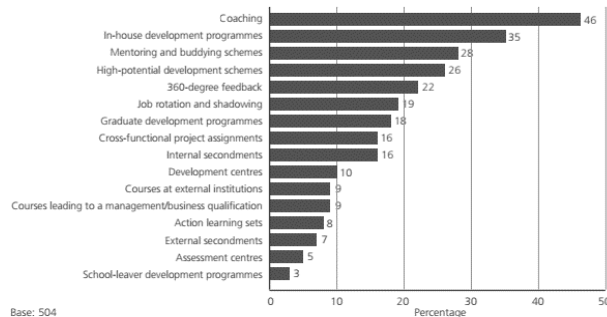
Relationship of Coaching on Employees' Intention to Quit their Job



Leader's Coaching Effectiveness Measured by 360 degree Feedback

<complex diagrams go here>

Figure 11: Which three talent management activities used by your organisation are the most effective? (% of organisations with talent management activities)





know your people
insist on realism
set clear goals and priorities

the leader's seven essential behaviors

follow through
reward the doers
expand people's capabilities
know yourself

"Execution: The Discipline of Getting Things Done"
- Larry Bossidy & Ram Charan



inspiration -> motivation <- feedback



Chapter 2

INSPIRATION

3 SKILLS AND 6 TOOLS



skill 1 - lead by example

`we come in first and leave the office last?`



we are observed

`do as I do, not as I say.`



be available





skill 2 - master change

`persuasion is a skill
I could not learn from books.`



get out of the comfort zone





supporters and challengers





communicate, communicate...

`know the risks, communicate the risks.'



recognition and celebration





skill 3 - be a leader

**`leaders take the risk to make the first step.
they don't hide behind the team.`**



take the risk

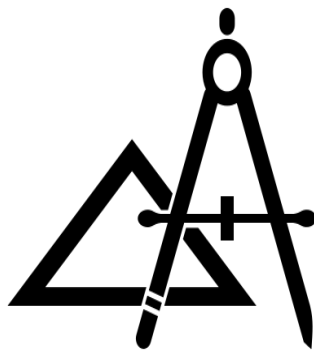




take the blame



**don't be too hard...
to yourself**



TOOLS



tool 1 - the long shot

$$\left(\sqrt{\frac{\text{VISION}}{\text{STRATEGY}}} \right)^{\text{PEOPLE}} = \text{GOALS}$$



their ideas, their vision

vision: „automate to be efficient.“



ambitious and realistic goals

goal: „reduce time needed for repetitive work by 20% within 6 months.“



shield the team



tool 2 - the dream

,more time for r&d`





**clear, compelling,
concrete, engaging, short**

vision: „automate to be efficient.“



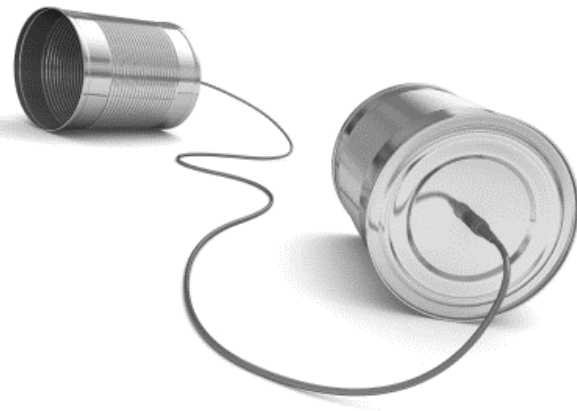
**connect the vision to the team
...get them engaged**

,create an action plan`



tool 3 – the communication

'allow time to talk'





keep the team informed



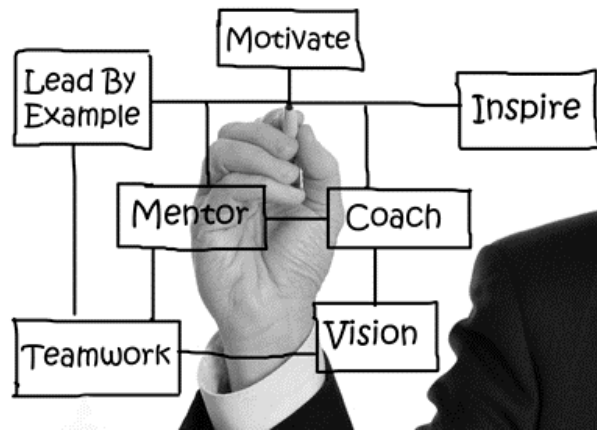
tool 4 - the new and shiny

,new perspectives
keep us motivated.'





tool 5 - the growth





coach the team members

,coaching ≠ mentoring ≠ training'



how important is their growth to me?

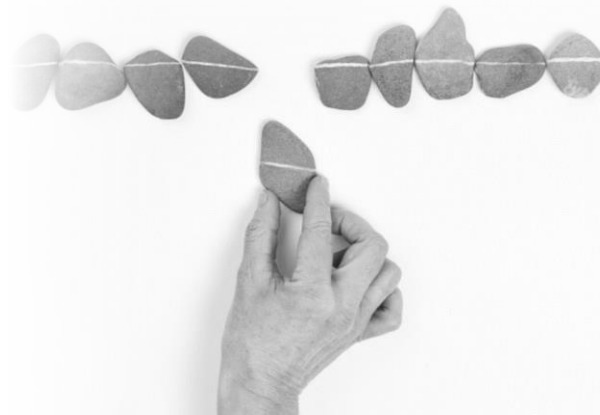
,motivation leads to
commitment.'





tool 6 - the collaboration

,people skills are
our responsibility.'





Chapter 3

FEEDBACK



**1 - 1 meeting
≠
project update**



talking
≠
listening



**as long as I don't say
anything, things are ok.**



the paper whack experiment

Zenger & Folkman



strength vs. weaknesses

„motivation leads to performance,
leads to higher ROI for the company.“



the 3:1 rule



Chapter 4

THE EFFECT



**we are only support actors
in their play called life.**



**low employee turnover
= less costs**



**leadership development
pays out, pays out, pays out!**



inspired?





questions?



„leaders keep their eyes on the horizon, not just the bottom line.“

Warren G. Bennis



great management of technical leads

mike acton

5.30pm – room 132 north



thank you

join me for lunch and discussion



books

- The Extraordinary Leader: Turning Good Managers into Great Leaders (John Zenger and Joseph Folkman)
- Difficult Conversations: How to Discuss What Matters Most (Stone, Douglas)
- Bad Apples: How to Manage Difficult Employees, Encourage Good Ones to Stay, and Boost Productivity (Terrance J. Sember)
- The First 90 Days: Critical Success Strategies for New Leaders at All Levels (Michael Watkins)
- Influence: The Psychology of Persuasion (Robert B. Cialdini)
- Leading Change (John P. Kotter)
- Thanks for the Feedback: The Science and Art of Receiving Feedback Well (Douglas Stone and Sheila Hee)
- The Power of a Positive No: How to Say No and Still Get to Yes (William Ury)