Teamwork

Fluff Disclaimer: I'm not a fan of fluffy

discussion about being nice.

But teamwork is critical to having a successful career

We can all get better at teamwork.

Topics

- 1) Teamwork
 - a) What's a team?
 - b) Team rules
- 2) Habits of Highly Effective People

Why Teamwork?

- Group
 - people working on similar tasks,...
 - Ex: Some programmers in same office, individually working on similar but different projects.
 - Ex: Study group
- Team

```
- ..
```

- ..

— ..

Successful teams can:

- Complete more/larger tasks
 - can divide big tasks into small tasks for individuals
- •
- diverse skills reinforce abilities of team members
- Learn and improve
 - learn from the skills of other team members
- Respond to change
 - people join/leave, jobs change: team can react
- Stronger sense of commitment
 - depending on each other enhances morale

Basics: Team Stages

- ...polite getting-to-know each other
- members compete to voice opinions; conflict normal.
- conflicts resolved; relationships allow effective team work (norms).
- Team has gelled, productive "teamwork"
- extraordinarily productive; not usually attained
- Done work; disbanding.

Basics: Advice

 Positive attitude correlated with success: helps work harder, cooperate better



 Big teams (>10 members) less productive due to communication/decision overhead

Exercise

Who thinks they are a safer than average driver?

 Who thinks they are a better than average team member?

- If we ranked everyone by teamwork skills, there would be the bottom 10 people.
 - What advice could we give them to improve?

Basics: Team Rules

respect everyone

•

 accept constructive criticism; strive to improve it not defend it.

•

- no BCC to others or forwarding comments without permission
- do the work you commit to;
 - inform team quickly will not complete

Basics: Team Rules (cont)

Communication

everyone has their say;

- -

- each person able to speak: allow equal participation
- one person speaks at a time
- no side discussions
- be brief and on topic

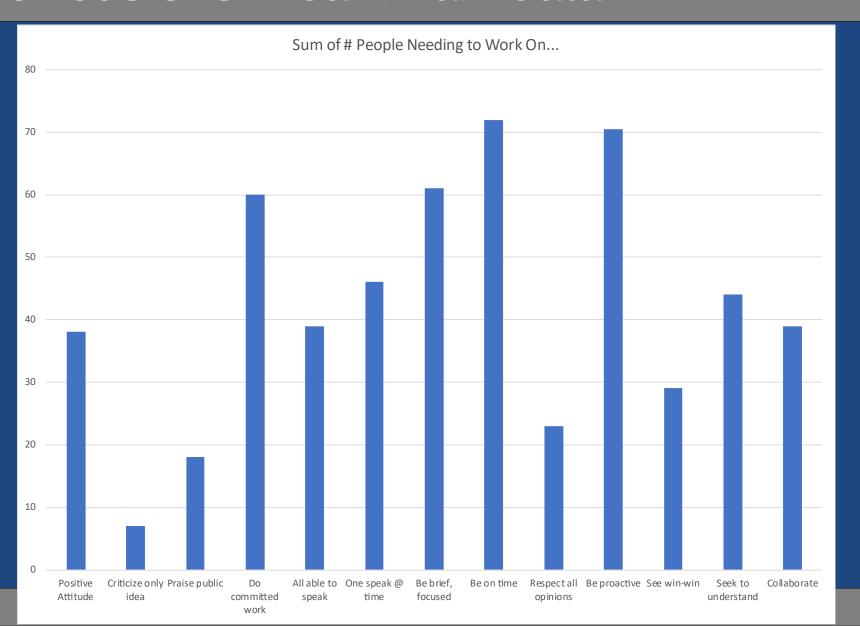
Meetings

- be on time; be focused: no electronic interruptions (text/email/..)
- don't do work during meetings

Basics: Team Decision Making

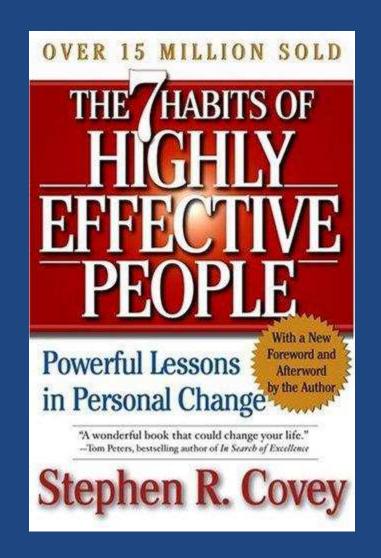
- Agree on how decisions are made
 - how many people need to vote?
 - is majority good enough (breeds discontentment)
- Don't avoid conflict to get a decision
 - .. discuss alternatives.
 - nominate someone to play devil's advocate
 - diverse teams
- Respect different opinions
 - dissenters may see some aspect you overlooked
 - this avoids group-think
- Use time to soften disagreements.

Previous 373 "Team Fail" data



Habits of Highly Effective People

This may sound like a lot of fluff, but try to see how it applies to you. Make an effort to improve your group work and interpersonal skills.



1: ...

- Life doesn't just happen; make choices
 - You choose engagement or you choose ambivalence
- Reactive people are governed by...
- Proactive people choose their behaviour.
 - Take responsibility for your actions/situations.

4: ...

- Success is not based on competition:
 - someone need not lose for you to win.

•

- Find mutually beneficial solutions.
- Be courageous to express and fight for your ideas;
 - Be considerate of feelings of others.
 - Balance courage and consideration!
- Believe there is plenty for everyone
 - not a zero-sum game

5:..

- Listen.
 - First listen and try to understand before reacting/judging.
 - Ex: PhD candidate misunderstanding questions!
- Listen with an intent...
 - Don't half-listen waiting for a chance to make a point.
- Be able to restate a person's view/questions before replying.

6:..

- 2 heads better than one
- diverse group able to create better solutions together
- •
- everyone doesn't have to be the same to be part of the team.
- Truly value diversity
 - not "I wish everyone would agree with me faster so we could make some progress!"

Summary

Teams

- Team stages
- Team rules
- Team decision making

Habits

- Be proactive
- Win-Win
- Seek first to understand, then to be understood
- Synergize / collaborate