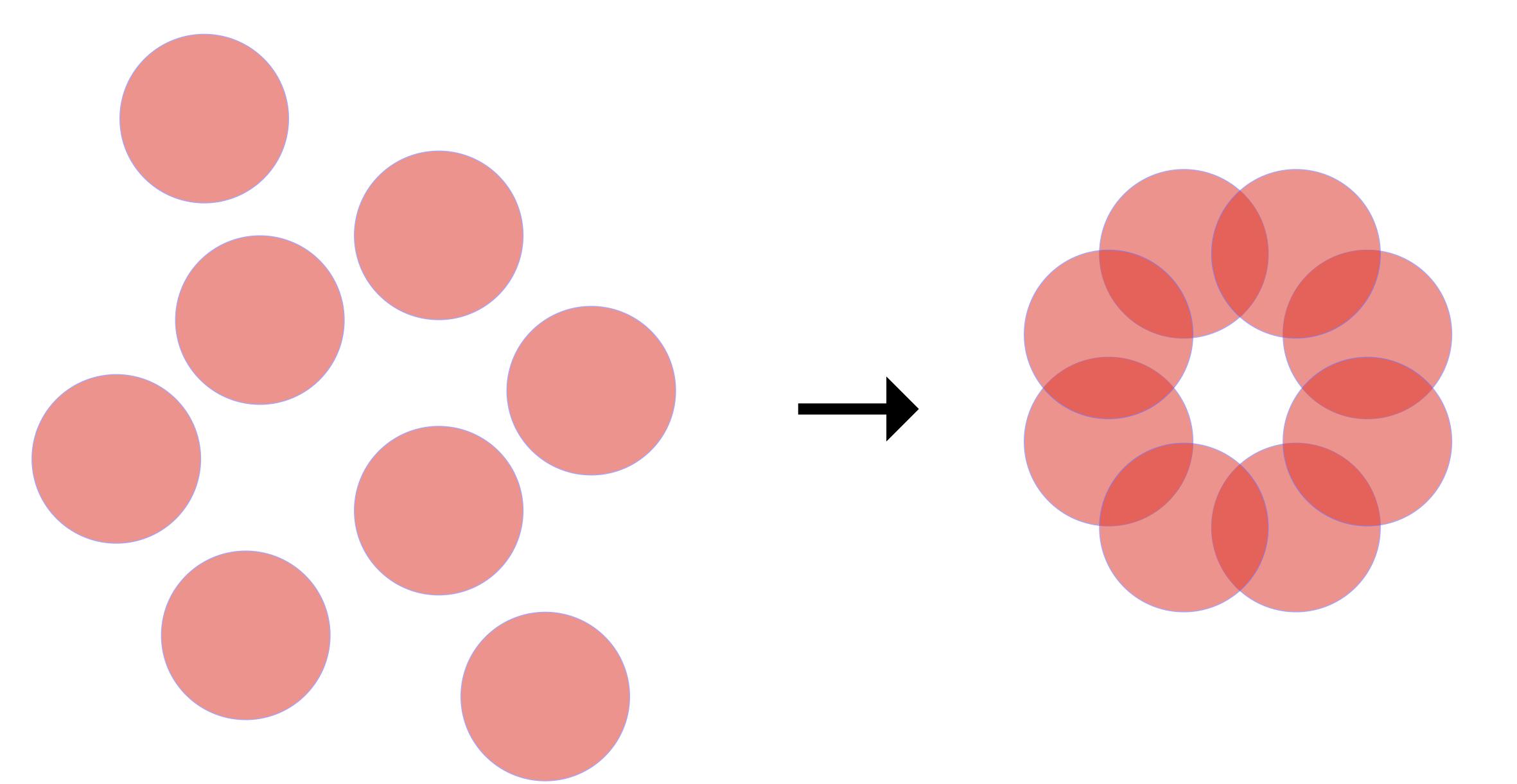
### Navigating Team Friction

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Lara Hogan @lara\_hogan

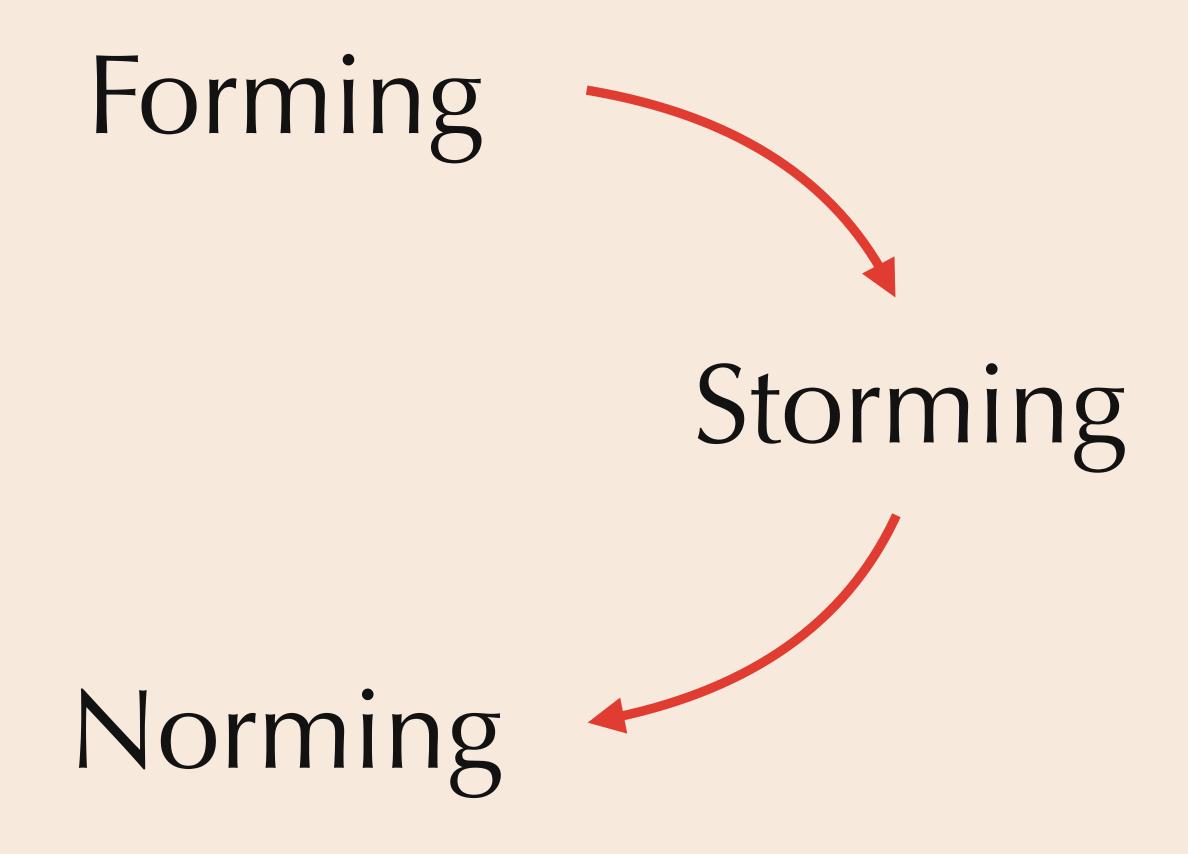


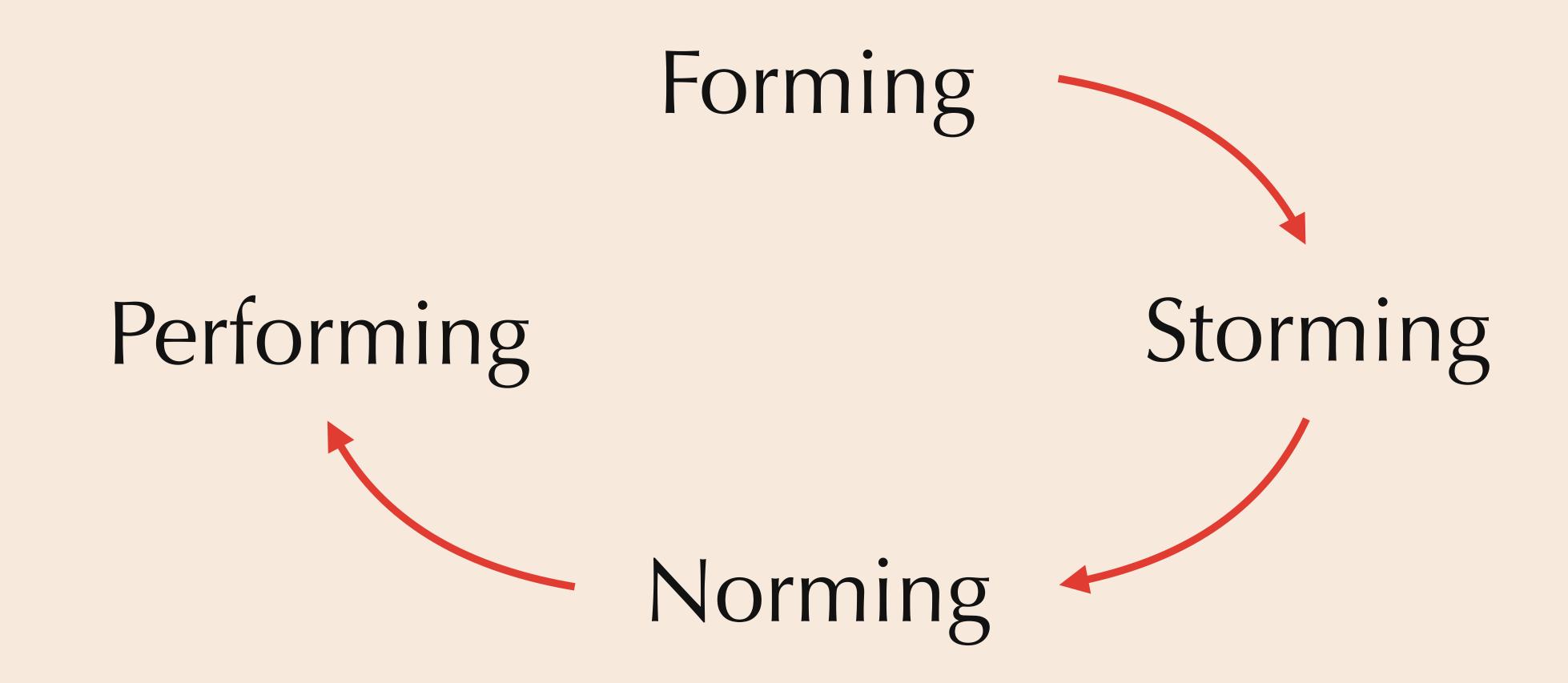


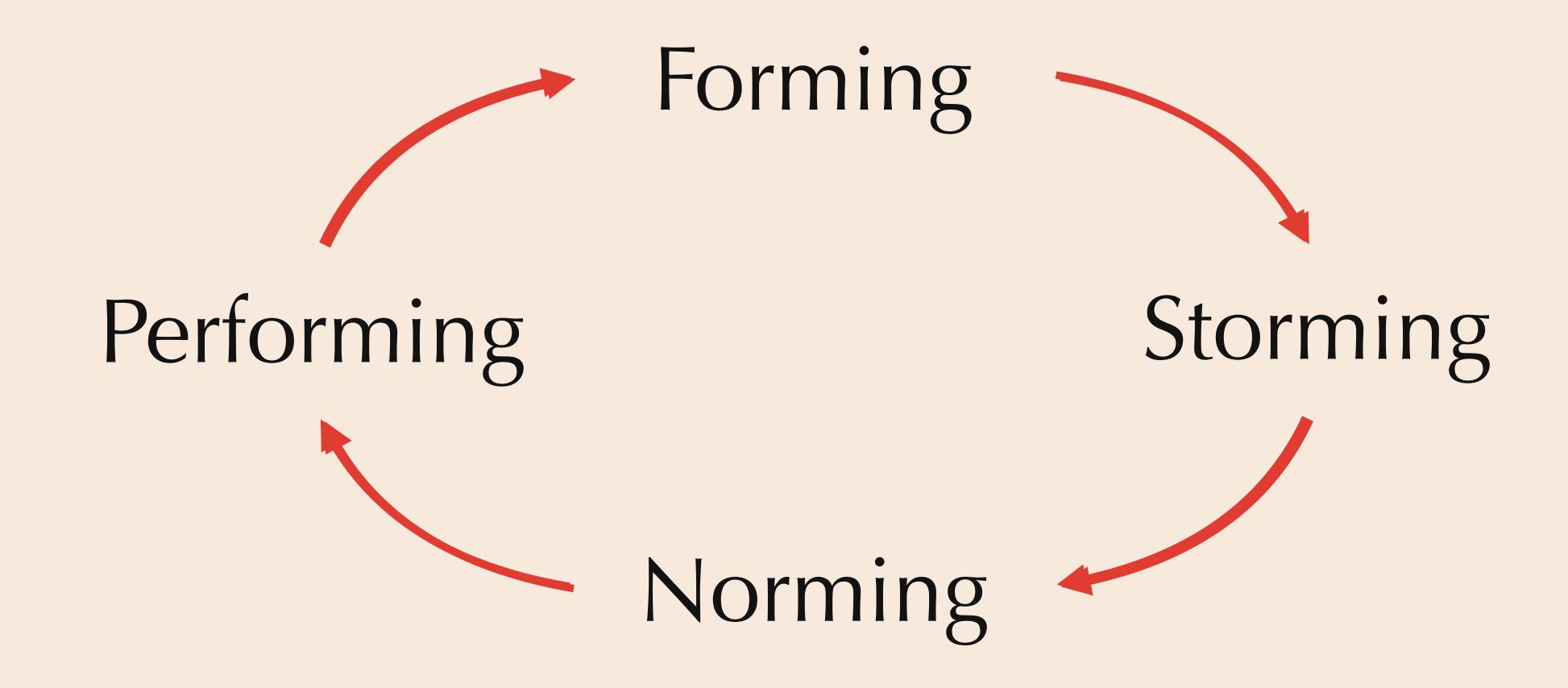
@lara\_hogan • WHEREWITHALL

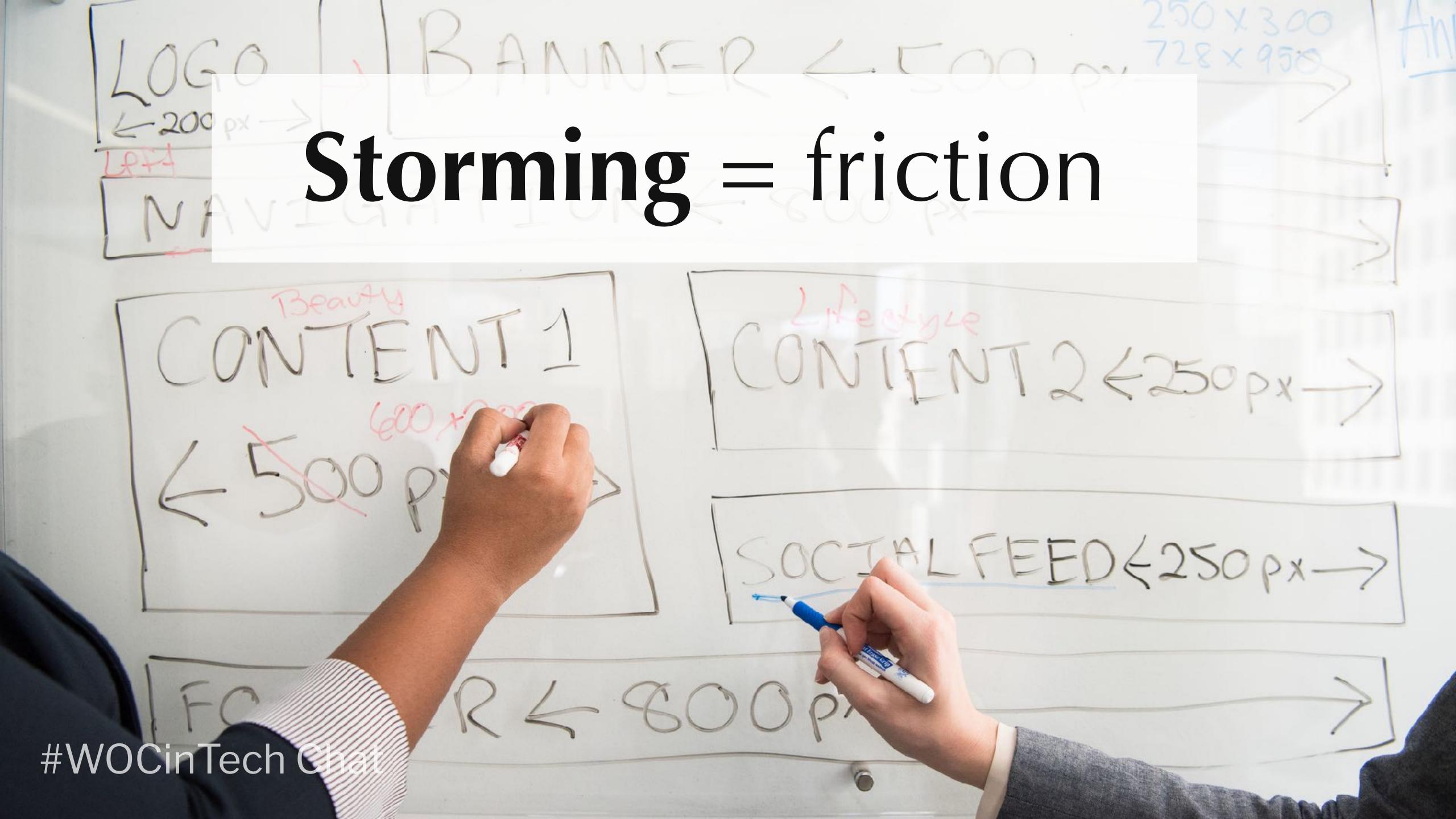
#### Forming

# Forming Storming









Team friction impacts your **coworkers**, **company**, and **users**.

#### Feign surprise

"Well, actually"

Rewriting their code

Skipping code review

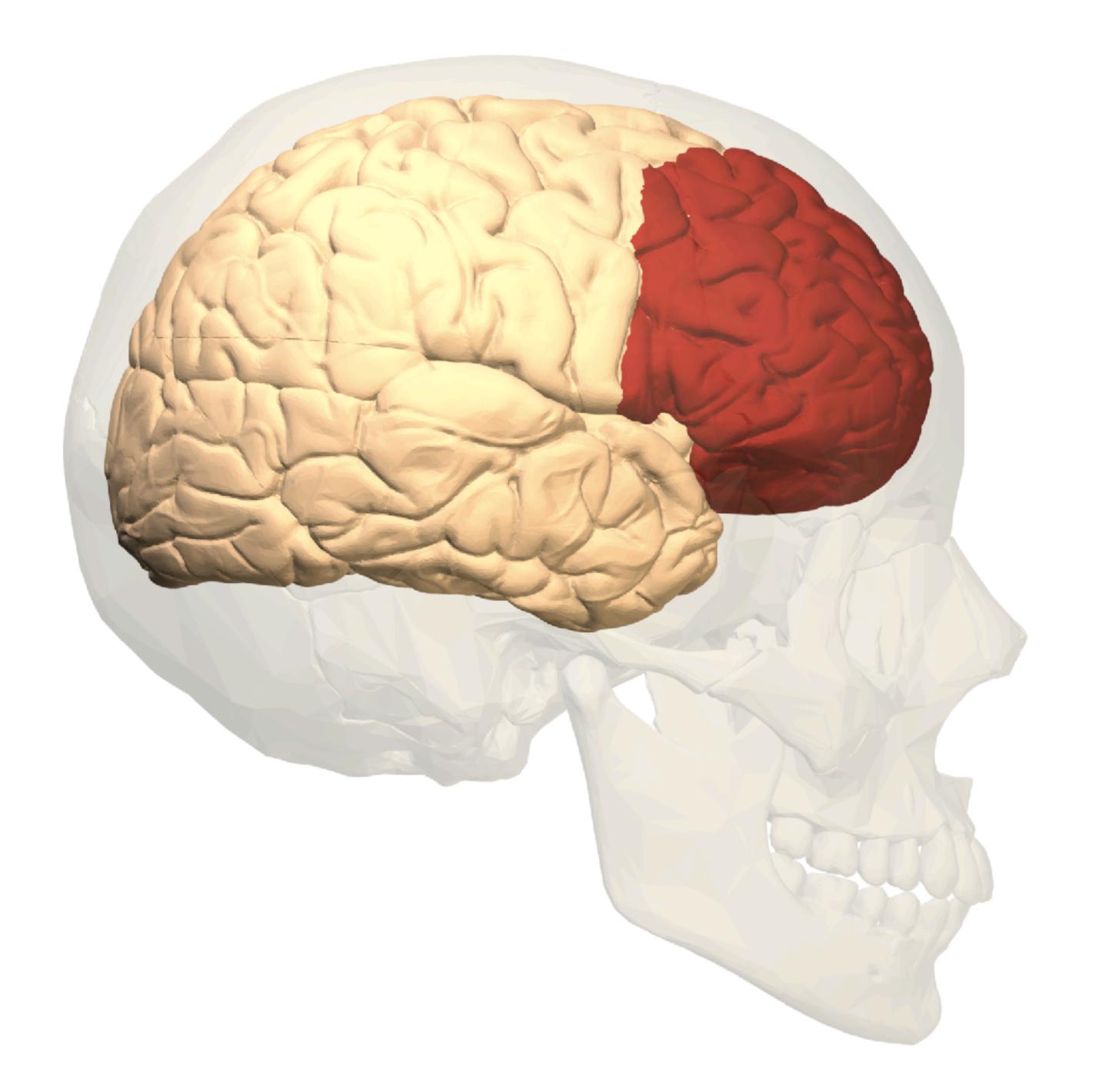
User experience degrades

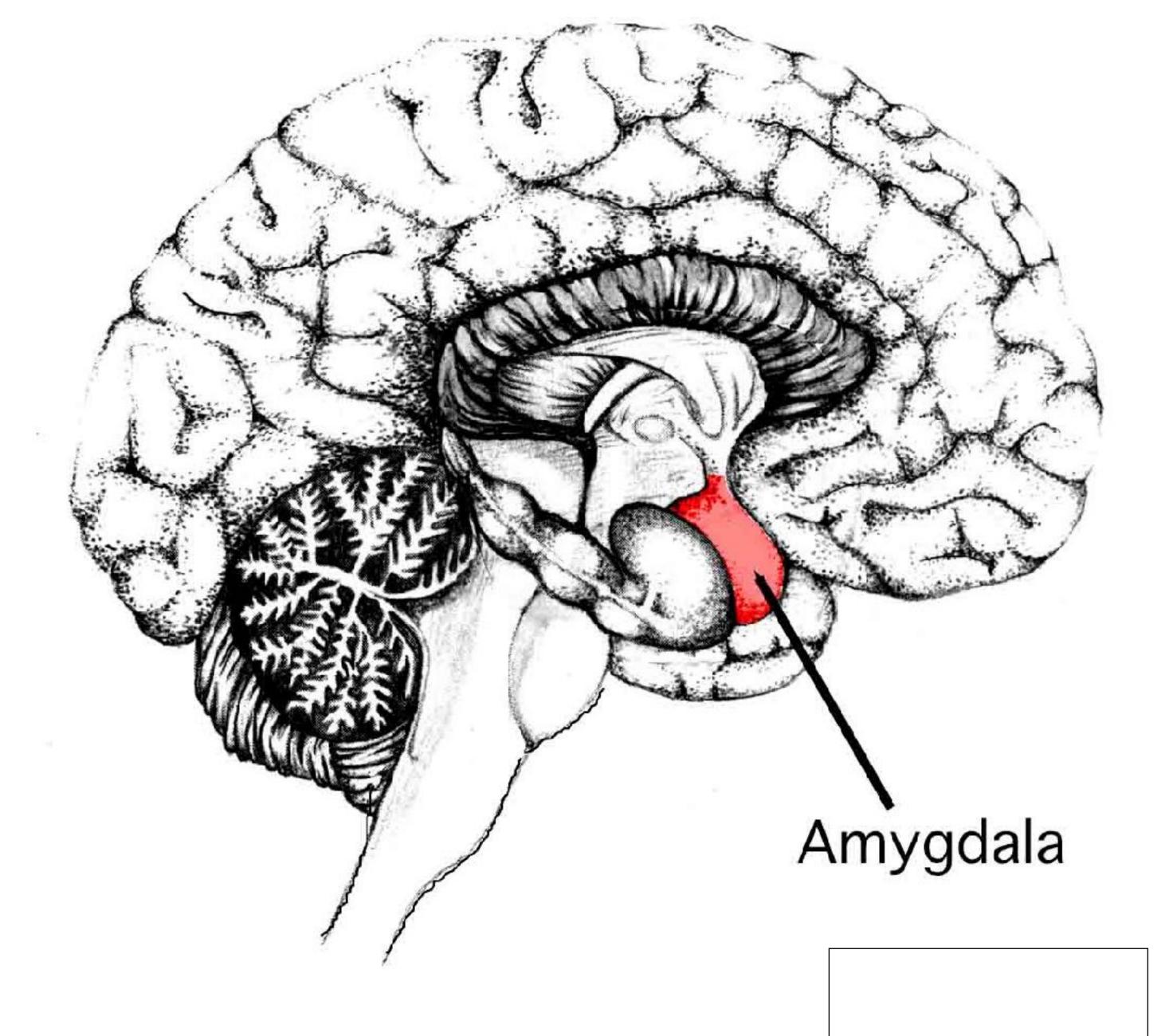
## (Why not just wait for a manager to **intervene**?)

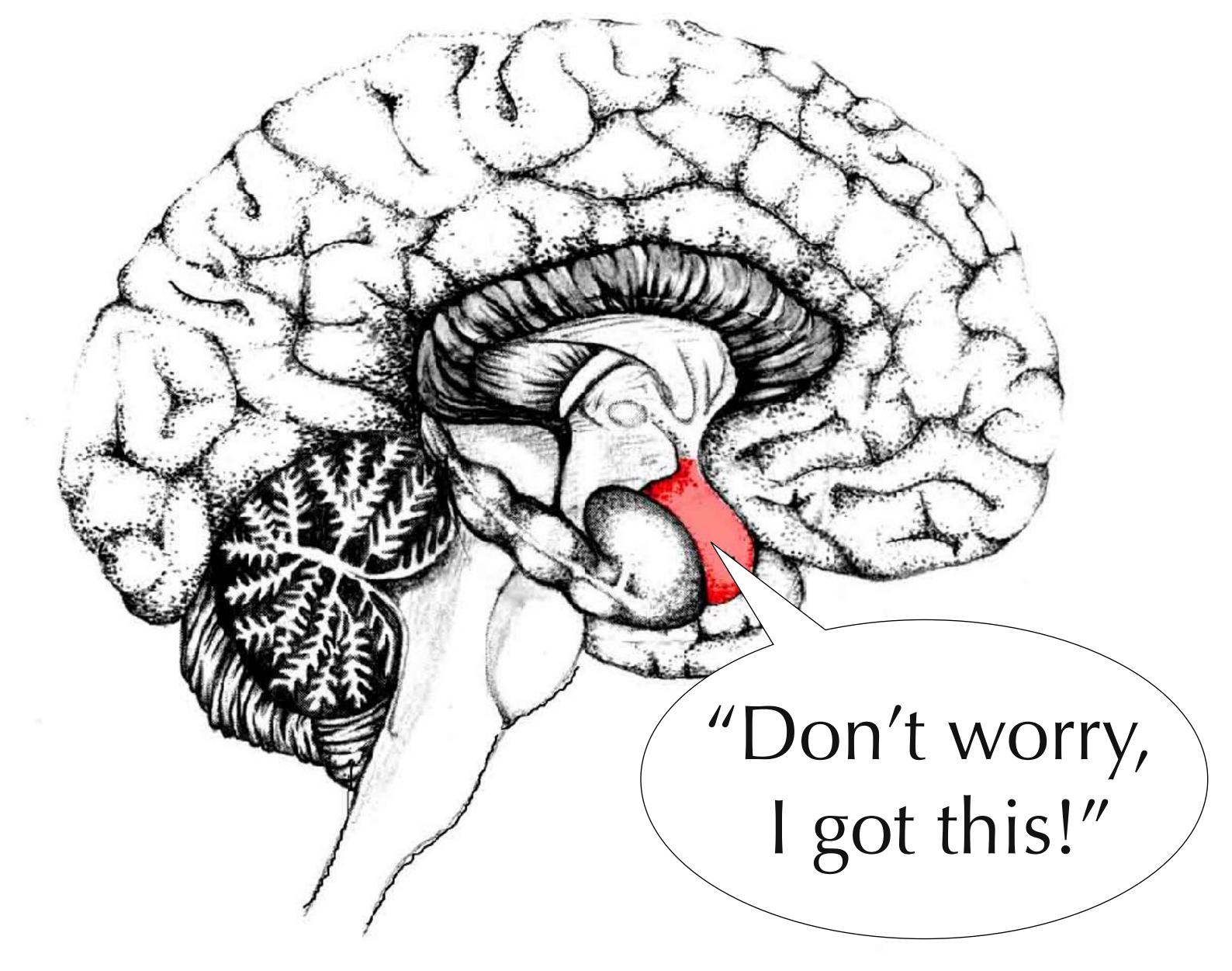
- 1 Brains!
- 2 Communication \*
- Feedback
- 4 Prevention



## Brain Chemistry







## 6 Core Needs palomamedina.com/biceps/

### 1 Belonging

Community, connection



#### 2 Improvement/Progress

Progress towards purpose, improving the lives of others

#### 6 Choice

Flexibility, autonomy, decision-making

#### Equality/Fairness

Access to resources & info, equal reciprocity

#### **Predictability**

Resources, time, direction, future challenges

### Significance

Status, visibility, recognition

#### Belonging

Improvement/Progress

Choice

Equality/Fairness

Predictability

Significance

## "Why is my **teammate** reacting so strongly?"



### 1 Belonging

Community, connection

#### 2 Improvement/Progress

Progress towards purpose, improving the lives of others

#### 6 Choice

Flexibility, autonomy, decision-making

#### Equality/Fairness

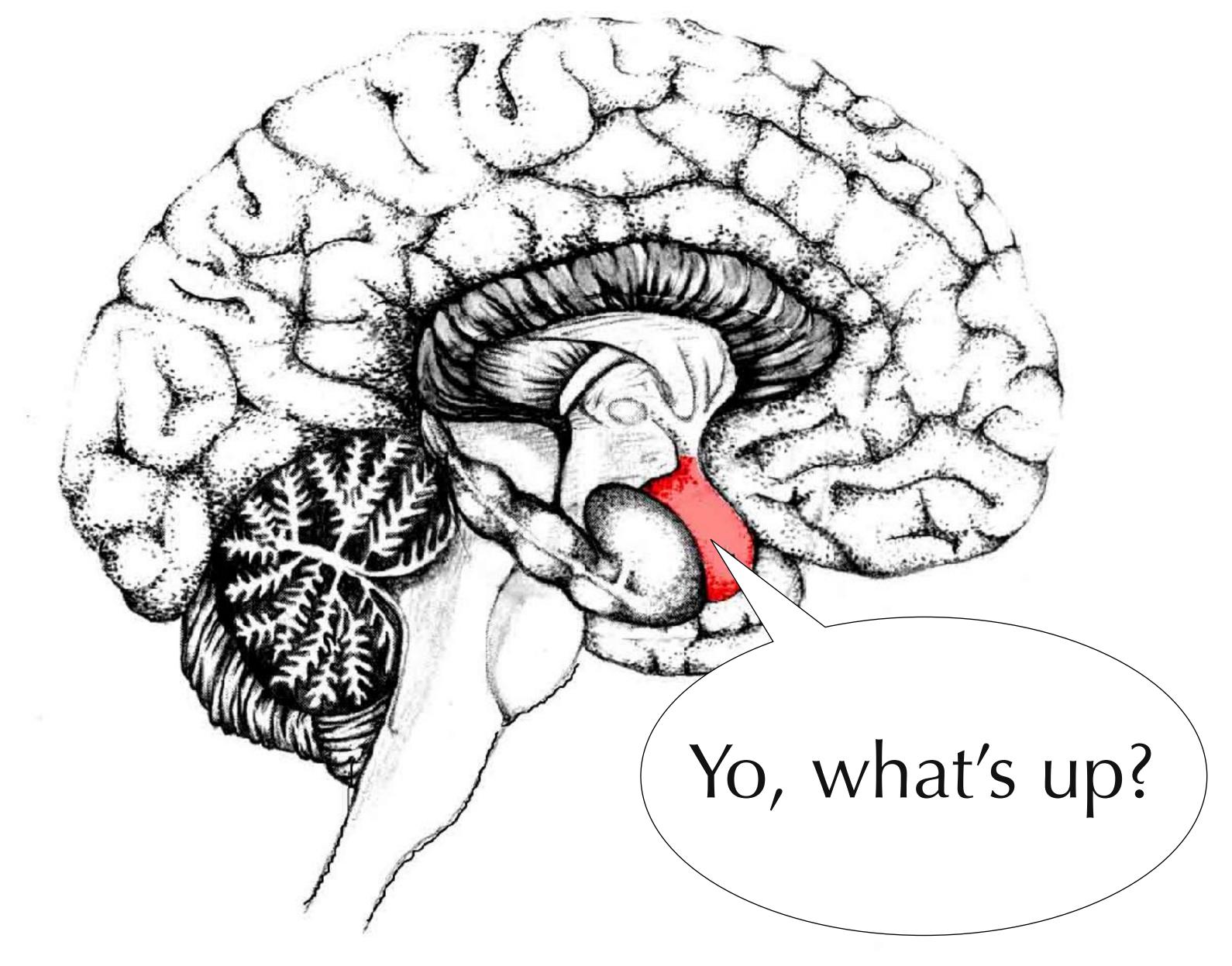
Access to resources & info, equal reciprocity

#### **Predictability**

Resources, time, direction, future challenges

### Significance

Status, visibility, recognition



#### Resistance -> Data

### Most common **responses** when a threat is detected

#### 1. Doubt

#### 1. Doubt

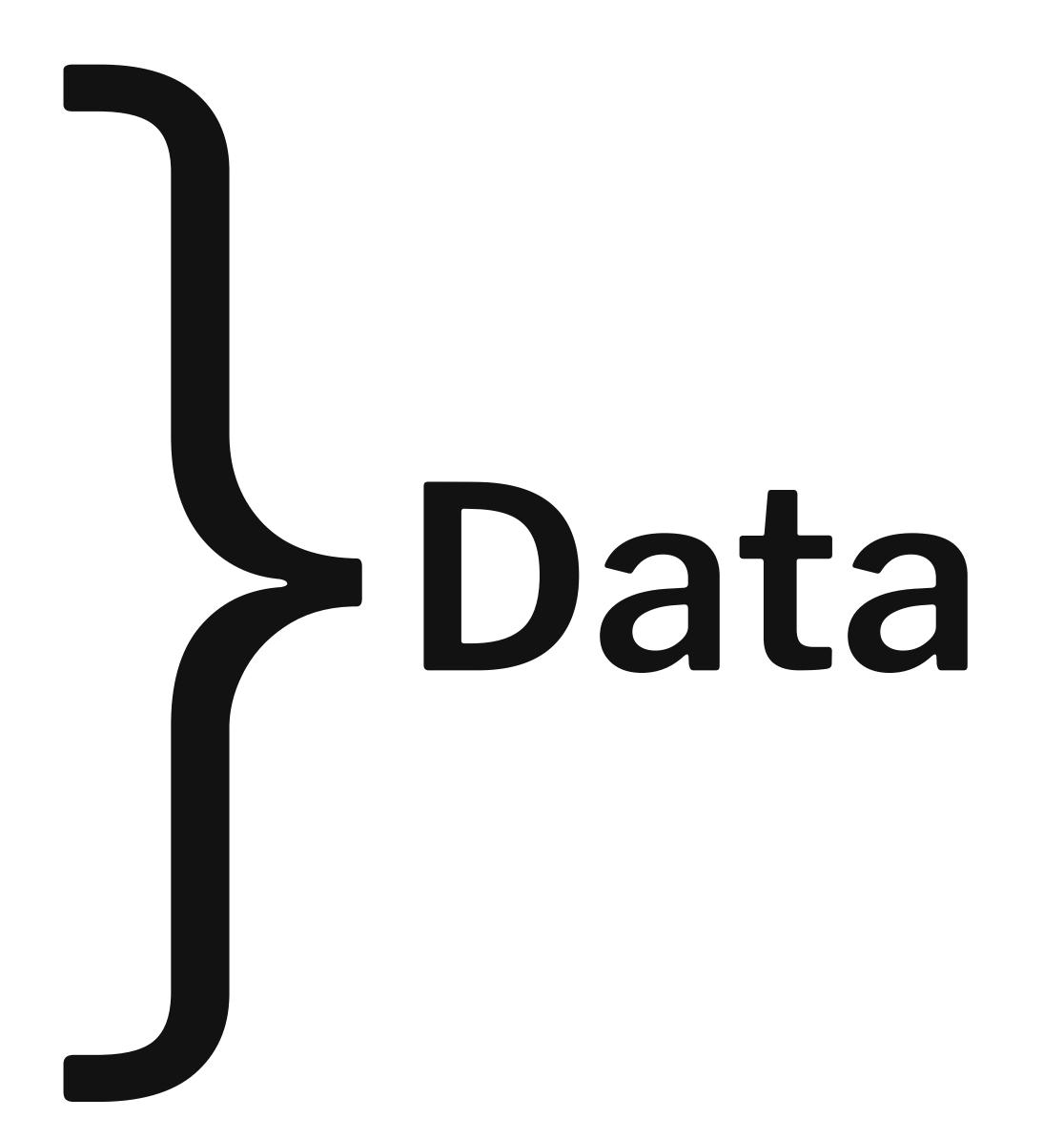
#### 2. Avoid

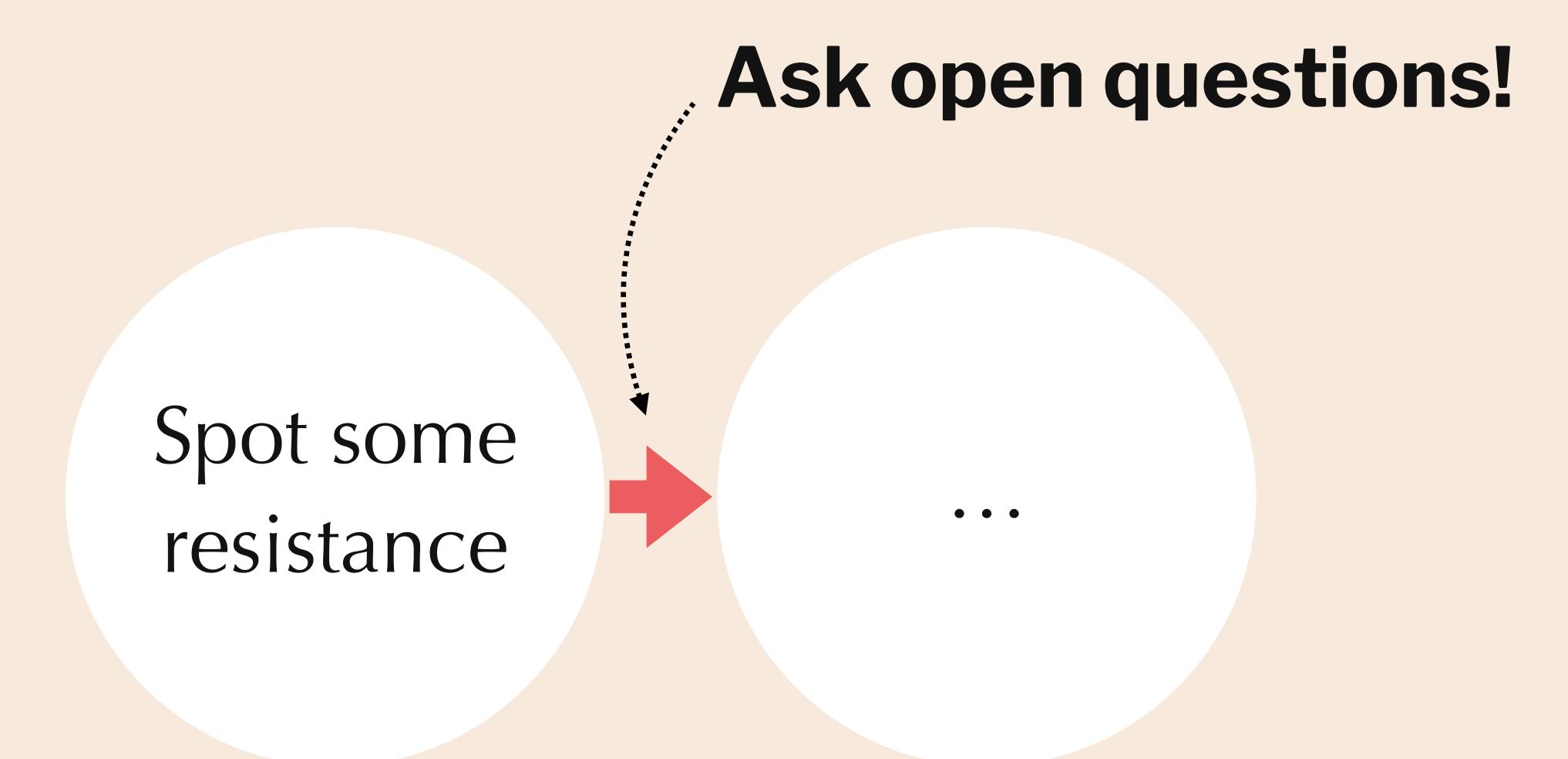
- 1. Doubt
- 2. Avoid
- 3. Fight

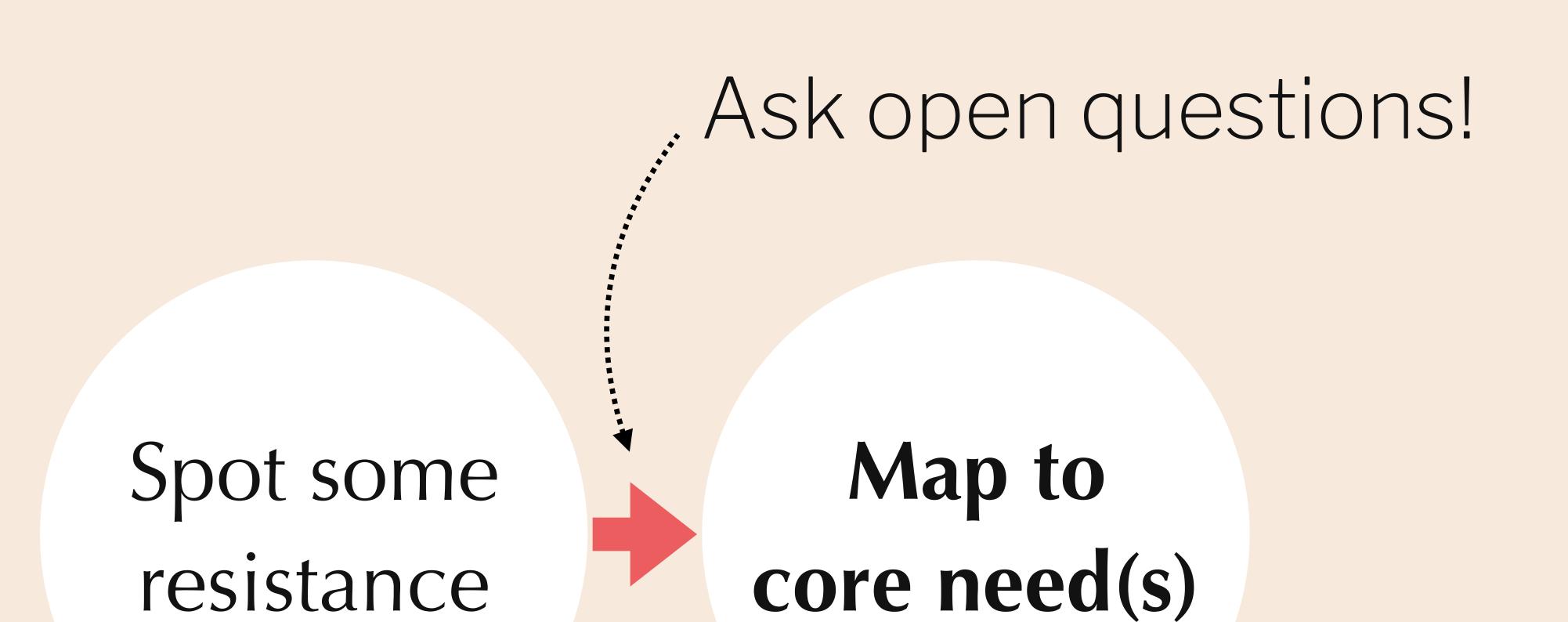
- 1. Doubt
- 2. Avoid
- 3. Fight
- 4. Bond

- 1. Doubt
- 2. Avoid
- 3. Fight
- 4. Bond
- 5. Escape-route

- 1. Doubt
- 2. Avoid
- 3. Fight
- 4. Bond
- 5. Escape-route







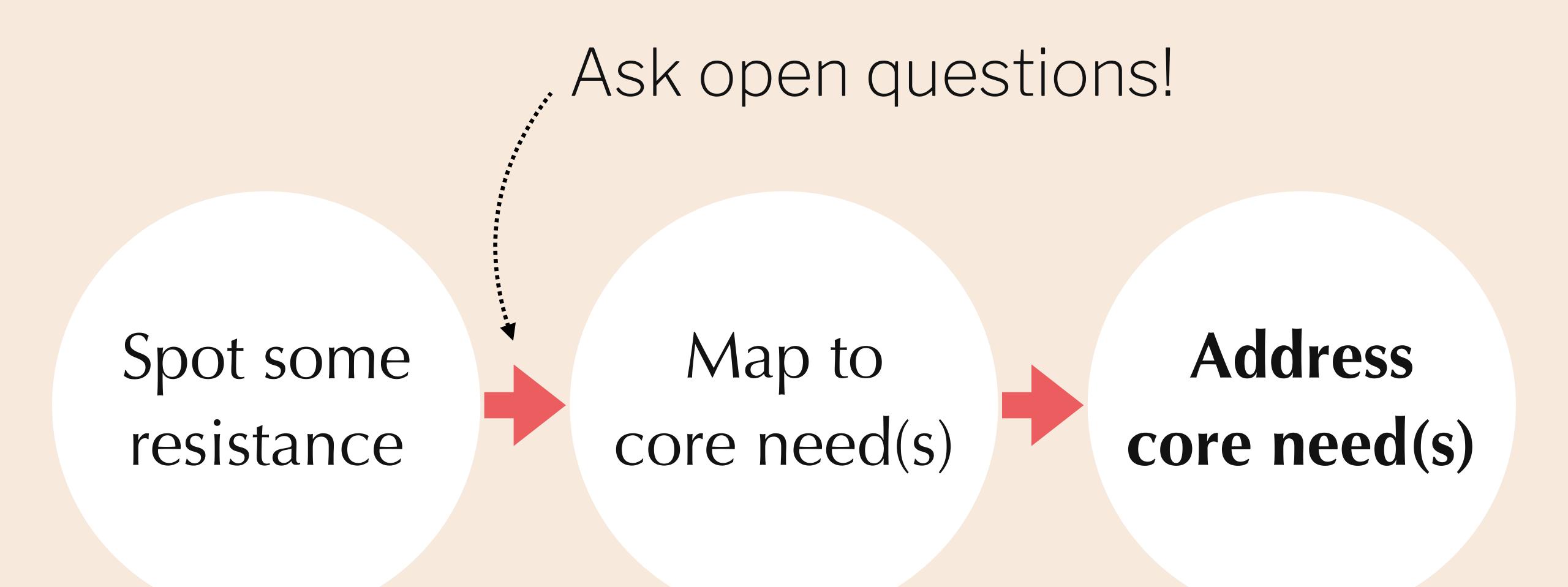
"...What do you think folks are liking + disliking about it so far?"

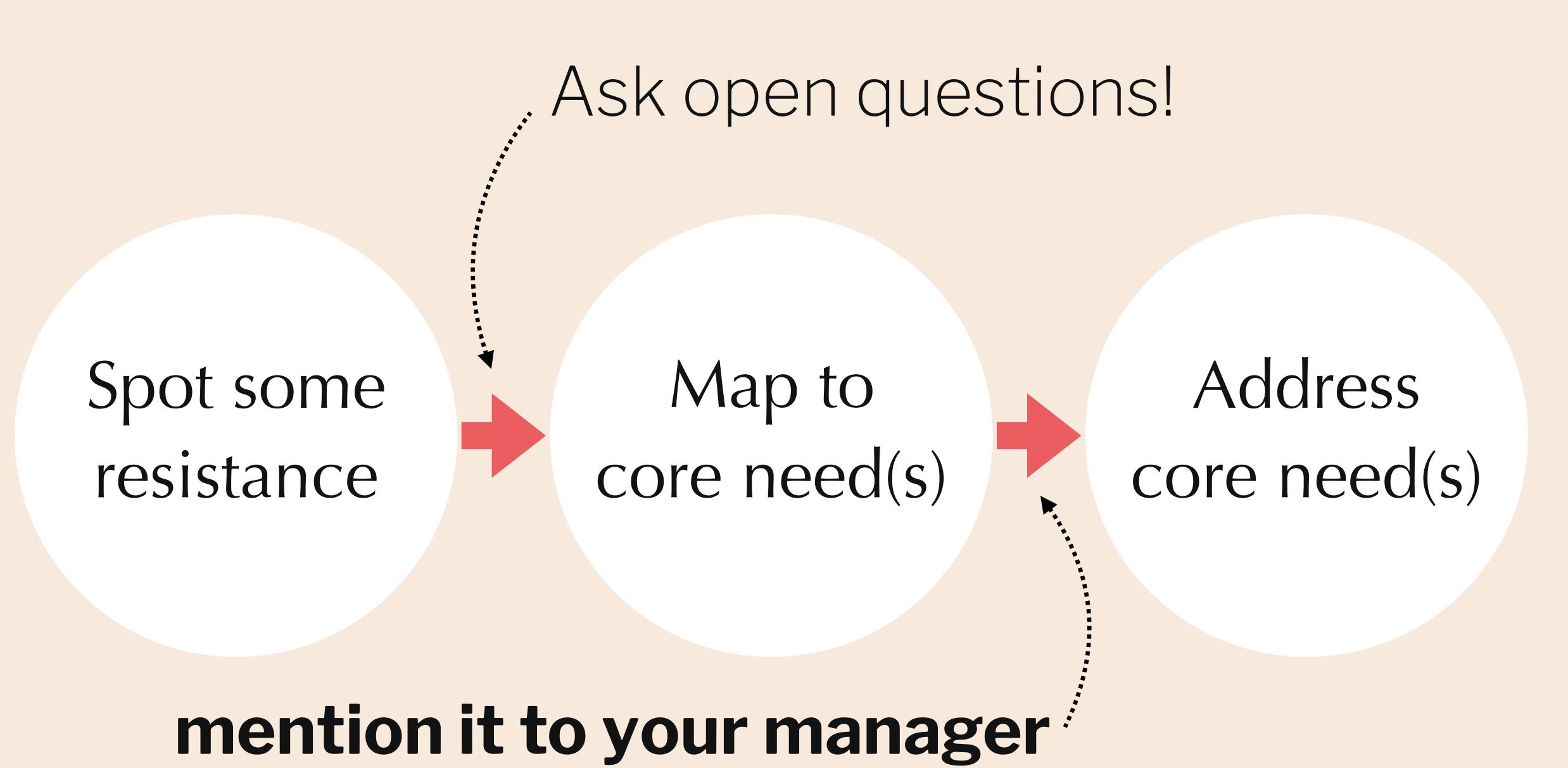
"I wanted to get your take on X.

What could go wrong?

What do you think might be good about it?"

### "What feels most **upsetting** about this?"





## The magic of communication style



#### Be aware of your medium

## Consider the room's power dynamics

Is this person in a position to take the action I'm suggesting?





#### Elevate the conversation

## Meet transparency with responsibility



#### Practice empathy



#### Prepare to be surprised

- 1. Reflect on the **dynamics** in the room
- 2. Elevate the conversation
- 3. Assume best intentions
- 4. Listen to learn



### Mindful Communication in code reviews

http://amy.tech

#### Give feedback



# We can **get better** at giving and receiving feedback.

### Good feedback is **specific** and **actionable**.

	General	Specific & Actionable
Positive Feedback		
Negative Feedback		

SESSION C:   Cafeteria	Mueller's	Auditorium		
l enjoyed this presentation: ★ Yes □ No (if no, why not?)				
My favorite Part was:  Ms. Hogan	was really.	An and coal		

After Career Day, I am more aware of my own career goals : Q Yes

Career Day is a worthwhile Program:

Yes

#### Feedback equation

impact
of that
behavior

+ of that behavior

question
or
request

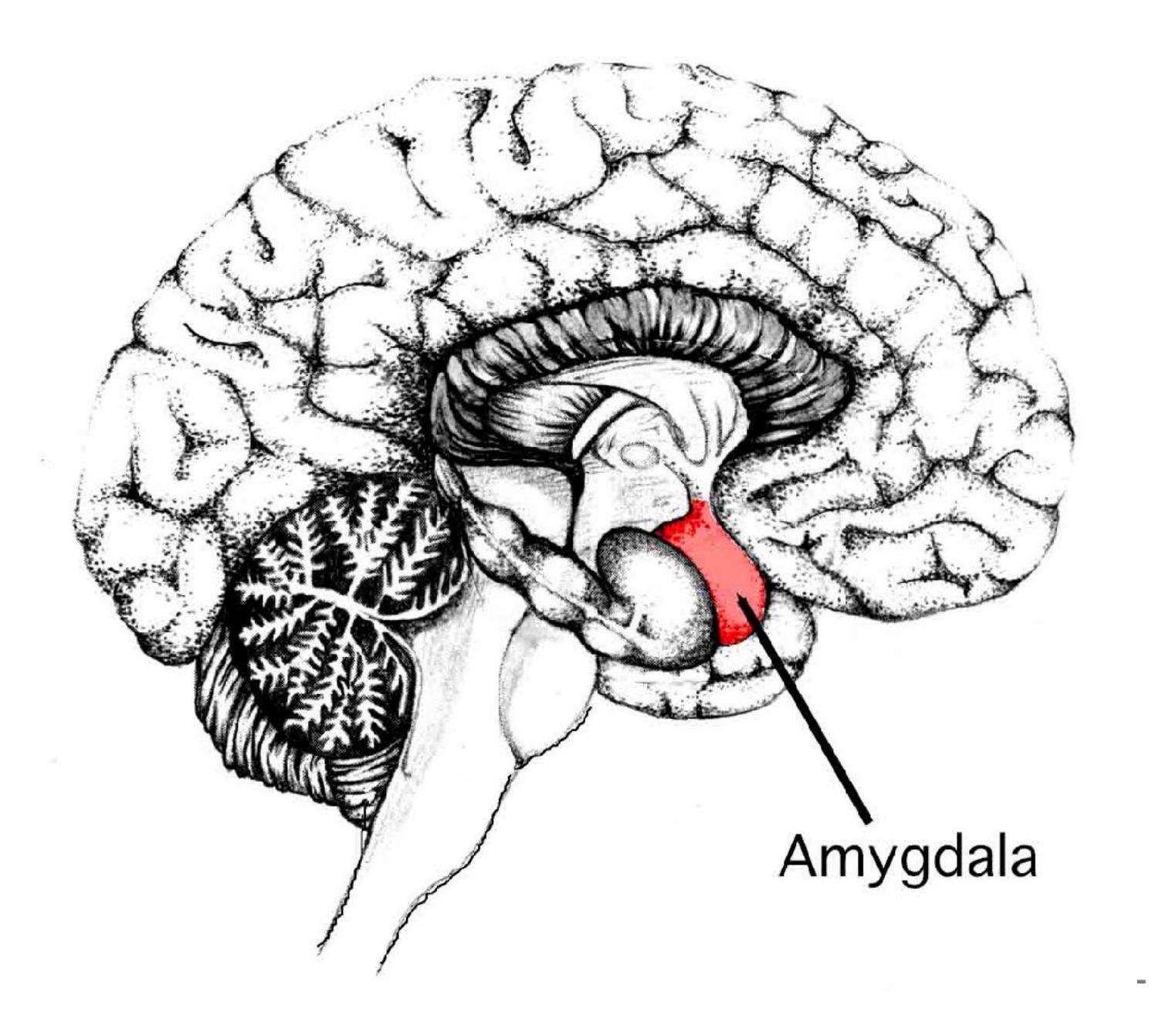
+ of that behavior

question
or
request

### Ask about their preferred feedback **medium**

### When **you** cause some friction

Prepare
your brain
to receive
feedback



Think about **one piece** of feedback you'll ask for when you're back at work.



### Bake it into team processes

### Retrospectives

#### Team charters and docs

#### **Product Manager** owns the story of "what" $EM \cap EL \cap PM$ : Understand, own, and share the story of "why" Eng Manager Eng Lead owns the story owns the story of "how" of "who"

#### PM owns the story of "what"

Translates company goals into team roadmap

Is communication conduit to Product and broader org

Understands customer needs + produces customer insights e.g. PM + EL scope and estimate project work

EL owns the story of "how"

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## What if you disagree with what management says?

	Disagree	Agree
Commit		
Don't Commit		

	Disagree	Agree
Commit		Easiest
Don't Commit		

	Disagree	Agree
Commit		Easiest
Don't Commit		<b>Bad Things</b>

Disagree Agree Commit Easiest Don't Acceptable Bad Things but Tough Commit

Disagree Agree Mature and Commit Easiest Transparent Acceptable Don't Bad Things but Tough Commit

# Practice finding **other ways** to address BICEPS

#### Belonging

Community, connection

#### 2 Improvement/Progress

Progress towards purpose, improving the lives of others

#### 3 Choice

Flexibility, autonomy, decision-making

#### Bring in leadership or HR

impact
 of that
 behavior

State what's been **tried**, and what you think could help **now** 



