# Culture of Engagement & Change - Art and Science

### STRATEGIES AND TECHNIQUES FOR ENHANCING FRONTLINE ENGAGEMENT



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# **On-Site Brainstorm Event**

### **HA-C Fitchburg Family Practice**

12 Ideas in Progress 23 New Ideas 104 Resolved (15 months)

#### **CMG CMOGA**

10 Ideas in Progress 12 New Ideas 126 Resolved (14 months) Single Billing Office 7 Ideas in Progress 41 New Ideas 54 Resolved (12 months)





# **Hybrid Brainstorm Event**

#### **Brainstorm Event**

60 minutes 5 On-site/9 Virtual 24 Ideas Created System Compliance 7 Ideas in Progress 5 New Ideas 49 Resolved (9 months)

### <u>4 Events Combined</u> 36 Ideas in Progress 81 New Ideas 333 Resolved (~15 months)

On-Site at Med School 9 Virtual Attendees





# The Physical, Mental, and Emotional Connection

- **<u>Physical</u>: S**pending time, proximity, conflict resolution, familiarity, trust
- Mental: Discussing Ideas
- <u>Emotional</u>: Habit forming, trust, respect, an experience to remember

### Engaging the whole person



### MCMAP and the Marine Warrior Ethos

Captain Jamison Yi, U.S. Marine Corps

DURING THE 1970s, after the Vietnam War, a self-identity malaise befell the U.S. Armed Forces. Pacifism, self-indulgence, and egalitarian multiculturalism supplanted selfless patriotism as core values across the legitimate and necessary instruments of violence under authorized state control, adopting recruiting strategies that avoided appeals to the warrior spirit, patriotism, or the obligations of citizenship. They emphasized personal

> Situations of the Art of War

> > MOS

spectrum of American social institutions. Key segments of society publicly expressed con-PHOTOS: AL DISCIPLIN tempt for any notion of Combativ service as an obligation of citizenship, including patriotic service in the military. This view be-MARINE came commonplace WARRIOR throughout the Nation's educational system. religious organizations. institutions of higher Martial Culture learning, and among in-CHARACTER fluential members of society, including political figures, members of the media, and entertainment-industry lumi-Synergy of Disciplines naries. In the then-pre-

vailing environment, the military and the warrior ethos it represented were publicly ridiculed and blamed. Marxist revisionist historians, then dominating the Nation's campuses, laid the world's social and economic inequalities and injustices at the Pentagon's door.

Because of the unpopularity of military service and the dominant influence 1960s counterculture attitudes had on U.S. social and political agendas, the military shied from publicly identifying themselves as

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self-advancement and promotion. As a result, the public did not see the military as a noble institution standing guard over the Nation, but as the employer of last resort for members of society who had no other options for employment—a public-works program for America's least-tal-

for America's least-talented citizens. The adverse influence of these views rippled through the military Military training regimens came to reflect the watered-

down values of society. Physical training standards were lowered, dress standards were relaxed, and disciplinary problems, including rampant drug abuse, were virtually tolerated.

The tendency of dominant political leaders to view military intervention as passe exacerbated the problem. The military was seen more as an instrument of social engineering than an instrument of national power that should be kept finely maintained and honed.

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# Attitudes and Checking the Ego at the Door.

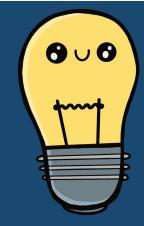
Team building needs to be intentional and focus on strengthening in order to embrace "shared hardships" of the future.





## **12 Principles for Adult Teaching and Learning**

- 1. Needs Assessment WIFM
- 2. Safety
- 3. Sound Relationship
- 4. Sequence and Reinforcement Interaction
- 5. Praxis Action with reflection
- 6. Respect
- Cognitive, affective, & Psychomotor Involvement with Heart and Minds
- 8. Immediacy Hope and Sense of urgency
- 9. Roles Facilitator
- 10. Teamwork
- 11. Engagement
- 12. Accountability Idea Ownership



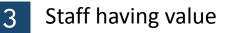


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# **Creating an Engaged Environment**



Togetherness – Cooperation - Positivity 2



5 Sense of purpose and urgency



Respect – Thought

diversity



Elephant in the room – eternal

Having Fun – Playing - Improvisation

stumbling block





# What are the benefits?

1	

Acceptance vs. compliance







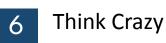
Telling the hard truth



Building Arms cross-share



Focus on the problem







# **Rules of Brainstorming**

### Rules of Brainstorming



#### Defer Judgment

Creative spaces are judgment-free zones—they let ideas flow so people can build from each other's great ideas.



#### Encourage Wild Ideas

Embrace the most out-of-the-box notions. There's often not a whole lot of difference between outrageous and brilliant.



#### Build on the Ideas of Others

Try to use "and" instead of "but," it encourages positivity and inclusivity and leads to tons of ideas.



#### Stay Focused on the Topic

Try to keep the discussion on target. Divergence is good, but you still need to keep your eyes on the prize.



#### One Conversation at a Time

This can be difficult—especially with lots of creative people in a single room—but always think about the challenge topic and how to stay on track.



#### Be Visual

Use colored markers and Post-its. Stick your ideas on the wall so others can visualize them.



#### Go for Quantity

Crank your ideas out quickly. For any 60-minute session, you should try to generate 100 ideas.

- Mutual respect work as a team
- Be tolerant
- Focus on process, not people
- Don't leave silent
- Disagreement have courage to challenge
- and have fun!!

Acknowledge | Listen | Communicate | Be Responsive | Be a Team Player | Be Kind

### Everyone, Everyday. Standards of Respect



# **Conduct of Huddle**

- 1
- Pre-meeting coordination & build up leadership
- 2 Prep table with post-its, pens, and categories
- 3
- Ground rules have fun, dream



### Bright idea tennis



Think big, stretch-play-experiment



Facilitate the conversation Let it run 45-60 seconds



Add Ideas into Innovation Station Work is only getting started!

