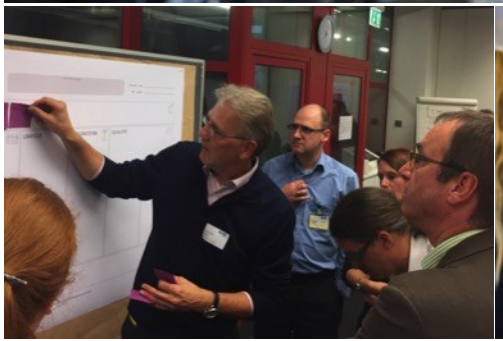
Hey, not so fast!

Workshop for agile thinking

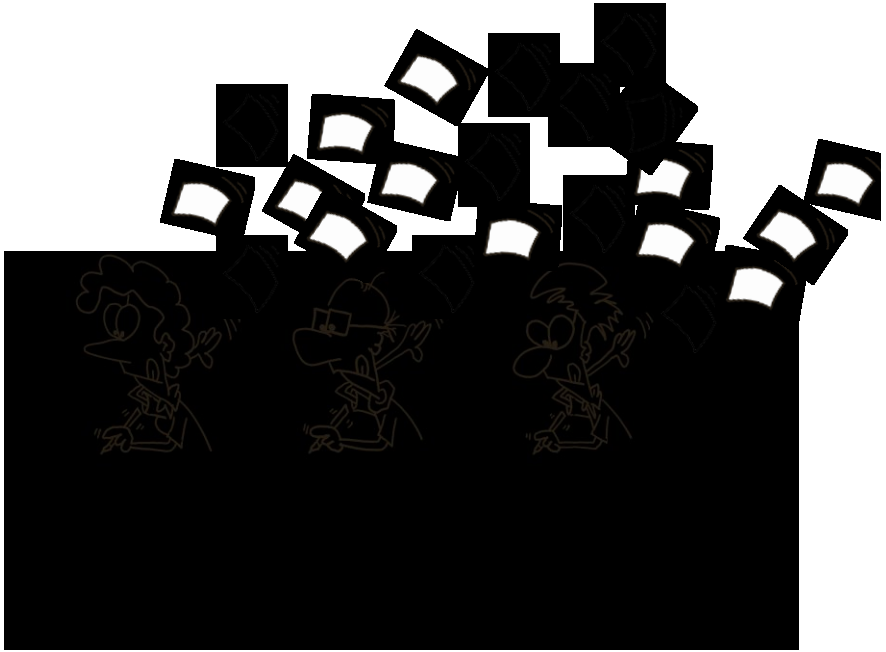


Hosted by:

Karen Schmidt & Frank Habermann

Over the Fence – Projects Newly Discovered

How our perception works …



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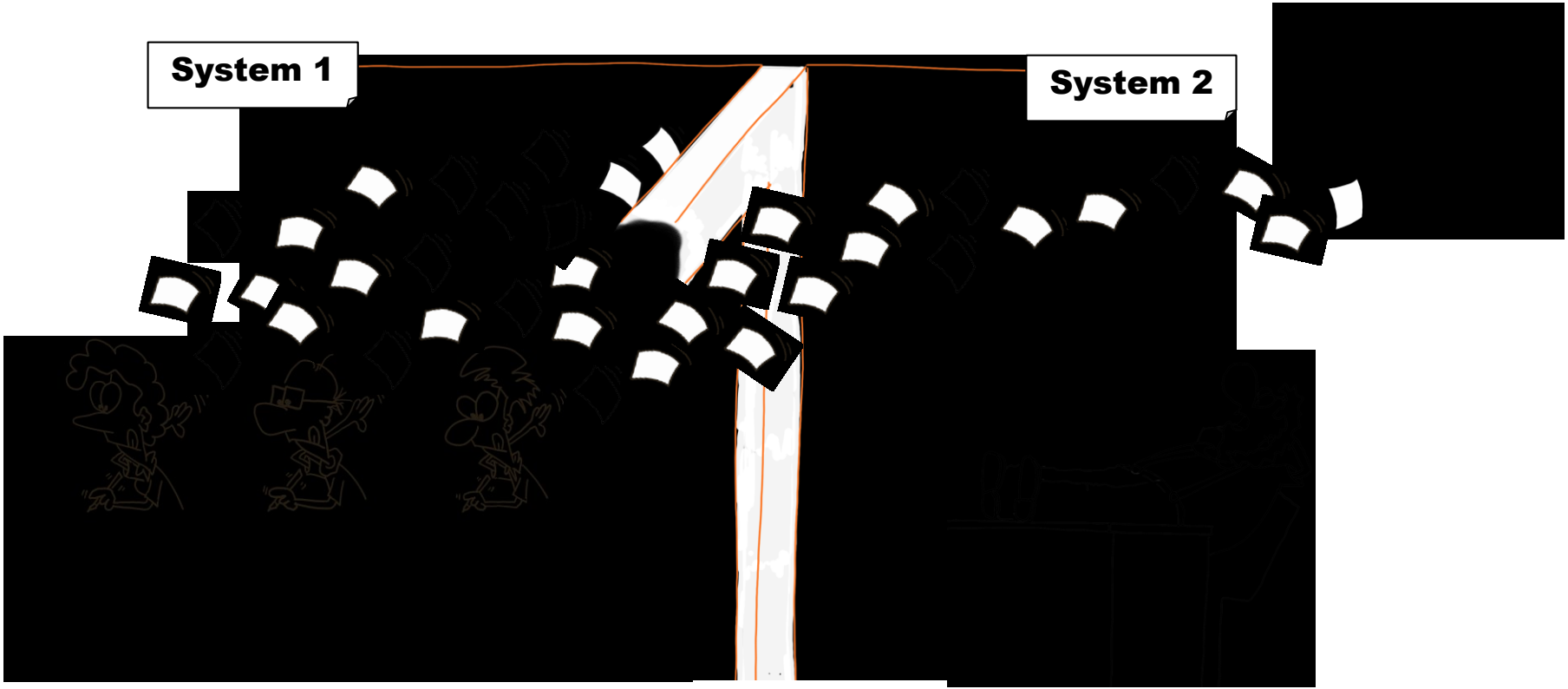

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“Our brain is not good with data.”

__Daniel Kahneman

Picutre: dailymail.co.uk

We always think fast …

… and occasionally slow.

Fast and intuitive thinking works well in known environments. The problem are all other cases. In novel situations this may lead to undesirable effects.

A misunderstanding does not have to develop first. It is the natural state of things.

What we have to develop is understanding.

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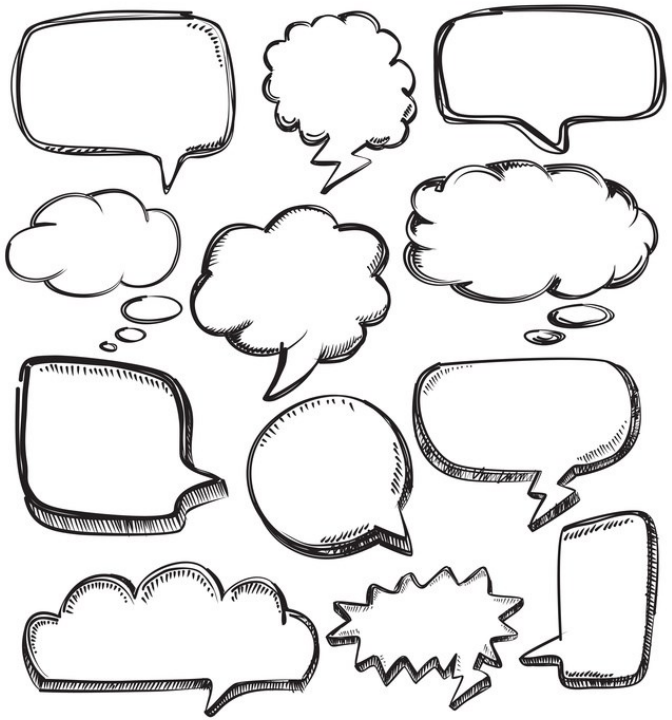
Before we proceed



let's try

a small exercise!

It only takes ten seconds and all we need is a (magic) pen and paper.

Everything in place?

Please answer the following question...

What is
Digitalization?

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It begins with MYSELF.

Slow thinking demands

I DON'T KNOW

as core attitude of myself.

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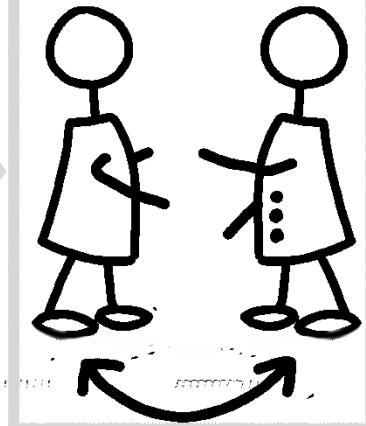
Divergent thinking

Change of perspective



Convergent thinking

The three phases of slow thinking in a meeting

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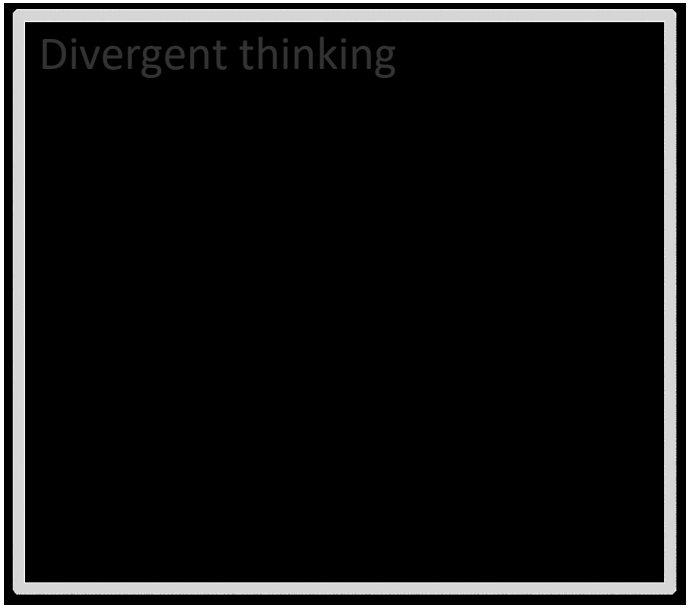

Gather diverse information and thus create a basis for factual and accepted decisions.

Only open questions
No coordination of answers
No discussion

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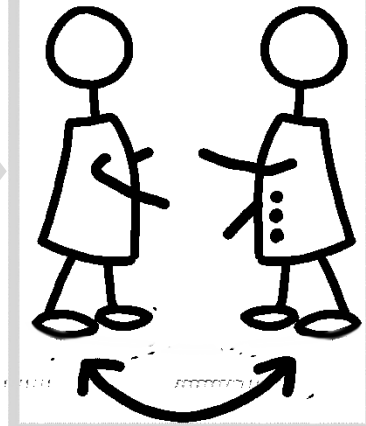
Divergent thinking

Change of perspective



Uncover various preconceptions, understand the perspectives of others, and thus win new insights.

START WITH

I have understood ...

Still not clear to me ...

I would like to add...

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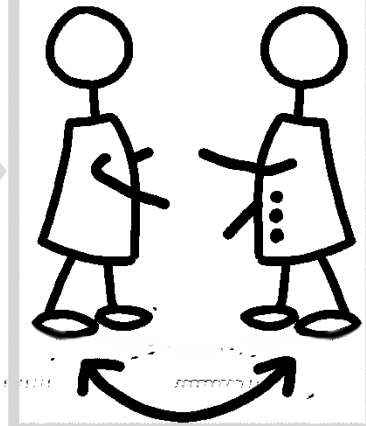
Divergent thinking

Change of perspective



Convergent thinking

… better decisions!

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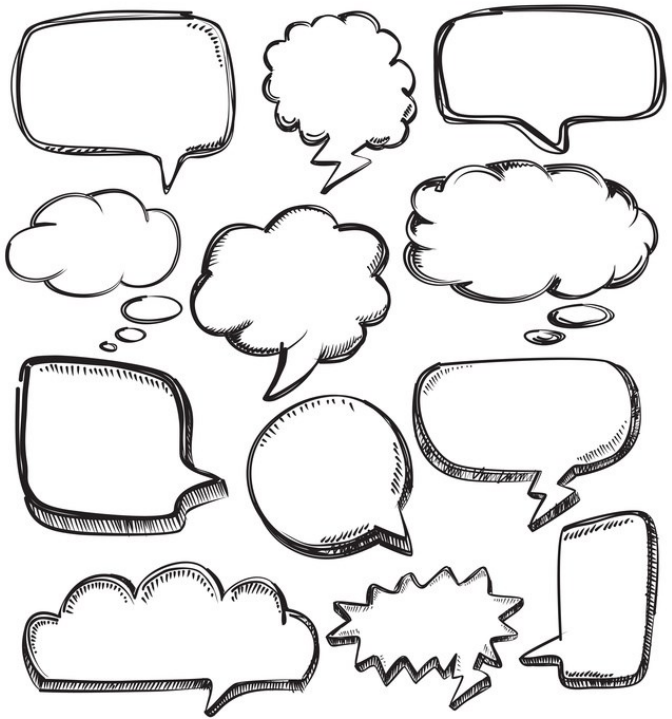
And to make it real…



let‘s

give it a try!

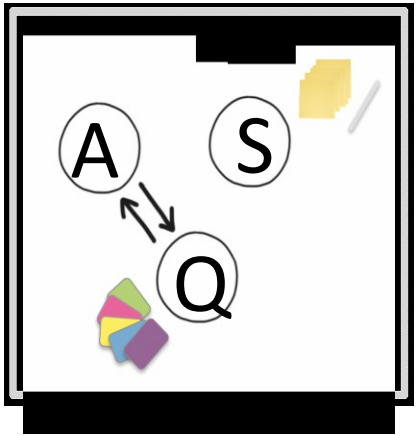
Ready?

THINKERS TRIO

Beginning

Discover the perspective
of a person (i.e. a customer)

- Q asks questions
- A answers questions
- S takes notes



Middle

Change the perspective

- S explains their understanding
- A & Q listen

End

Discussion & joint
understanding

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THINKERS TRIO

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Discover the perspective
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Discussion & joint understanding

PRINCIPLES

Only open questions (use the cards)

No coordination of answers and no discussion

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A PRACTICAL GUIDE TO SLOW THINKING in projects

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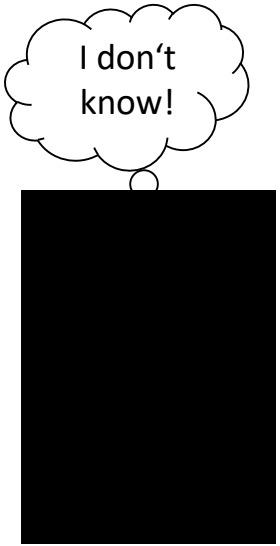
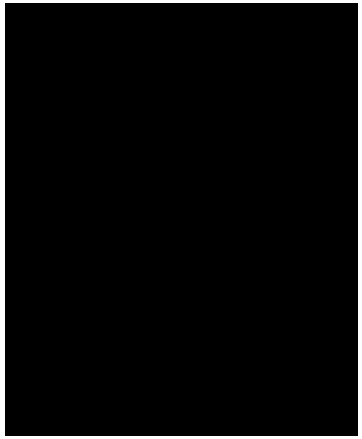


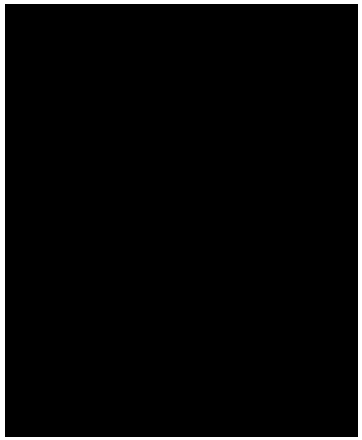
Firstly

1



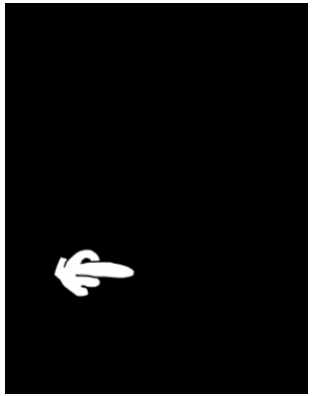
Before a project

2



Before a meeting

3



In a meeting

4

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im-patience

lat. Impatentia industria*

*in reference to the unparalleled Christian Moser and his
“Monsters of Everyday Life” (in German: “Monster des Alltags”)

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We are uncovering better ways of collaborating in interdisciplinary projects.
We appreciate the value of:

Questions **before** answers

Observations **before** evaluations

Change of perspective **before** point of view

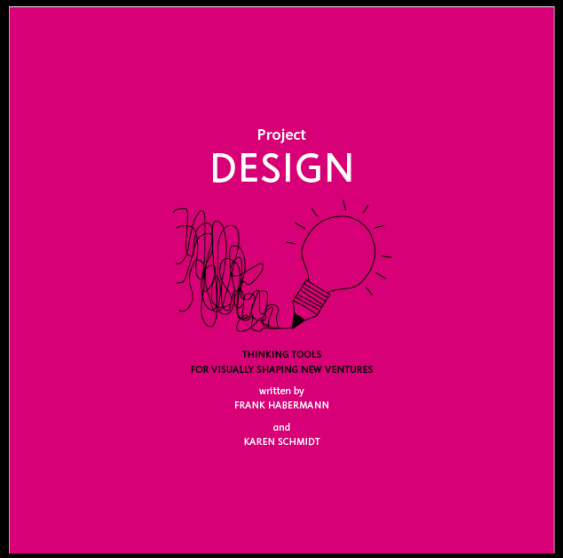
Self-reflection **before** criticism

People tend to “think fast”. This can lead to undesirable effects. The items on the left side facilitate “slow thinking”. They improve the quality of the right side and should therefore be applied consciously and intensively.

Apply the items on the lef side one time more
than your intuition tells you to!

Over the Fence – overthefence.com.de/manifesto

The BOOK PROJECT



MANAGE

LEAD

25 visual thinking tools for project leaders

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THE PROJECT CANVAS

PROJEKT TITEL:

High-end materials at
https://www.stattys.com/project/project-design.html

ZWECK

Welche Absicht steht hinter dem Projekt? (auch Herausforderung, Ursache)
Warum ist das Projekt wichtig und bedeutsam – und für wen?
Inwiefern wird das Projekt die Zukunft verändern – und für wen?

BUDGET

Wieviel Geld wird benötigt/ist verfügbar?

... für das TEAM (intern/extern)
... für die notwendigen ressourcen

TEAM

Wer ist dabei/ sollte es sein?

... im Kernteam
... im erweiterten Team
... als externe Partner
... als Projektleiter/Projektmanager

UMFELD

Bekannte Kräfte, Bedingungen, Ereignisse und Menschen, die das Projekt beeinflussen.

... Wer/was unterstützt das Projekt?
... Wer/was behindert das Projekt?

MEILENSTEINE

ANLÄSSE ZUM FEIERN

Welche Etappenziele sind wichtig?

Termine für...
... Zwischenergebnisse
... wichtige Entscheidungen
... sicht- und messbare Erfolge

QUALITÄT

Was macht die KUNDEN wirklich glücklich bezogen auf...

... das ERGEBNIS des Projekts?
... die MEILENSTEINE auf dem Weg dorthin?
... die Art der Information/Mitarbeit im Projekt?

ERGEBNIS

Was genau soll das Projekt für die KUNDEN liefern?

Was ist es am ehesten?
... ein neues Produkt/ein neuer Service
... neue Erkenntnisse/Wissen

KUNDE

Wer ist eigentlich Kunde?

Menschen, die...
... das Projekt finanzieren (SPONSOR)
... das Projekt starten & beenden (EIGENTÜMER)
... die Projektergebnisse erhalten (EMPFÄNGER)

Bei mehreren Kunden:
Gibt es absehbare Konflikte?

RESSOURCEN

Welche Ressourcen werden benötigt?

... Projektarbeitsräume
... Besprechungsräume (vor Ort/virtuell)
... Arbeitsmittel (inklusive Software)/Materialien

RISIKEN + CHANCEN

Welche unsicheren Ereignisse würden, im Falle ihres Eintretens, den Projekterfolg gefährden beziehungsweise beflügeln?

Sicher eintretende Ereignisse und beeinflussbare Ereignisse sind als UMFELD-Bedingungen zu berücksichtigen.

ZEIT

Wann startet das Projekt tatsächlich? Was wird dafür benötigt? (z.B. Vorbereitungen, Dokumente, Freigaben)
Wann ist das Projekt wirklich abgeschlossen? Was wird dafür benötigt? (z.B. Dokumente, Freigaben)
Wie flexibel sind die Start- und Endtermine des Projekts? Wie flexibel sind die Termine der MEILENSTEINE?

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Over the Fence overthefence.com.de
(THE PROJECT CANVAS Version 3.0, Nov 2016)

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Seminar/Training
In-house Event

Mastery workshops
1,5 days

For people and organizations who want to be more agile in projects.

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Over the Fence

PROJECTS NEWLY DISCOVERED

Manifesto | Book | Canvas | Events | Coffee | Services | Start | Blog

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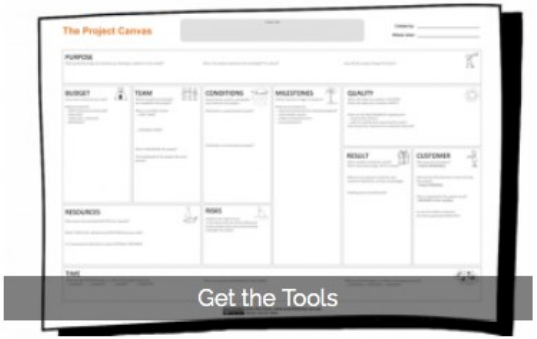
The simple path to better projects

- use it
- share it
- co-create it



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