

# **Facilitating with Technology**

**Busting the Myths**

**Unveiling the Mysteries**

**Understanding the Means**

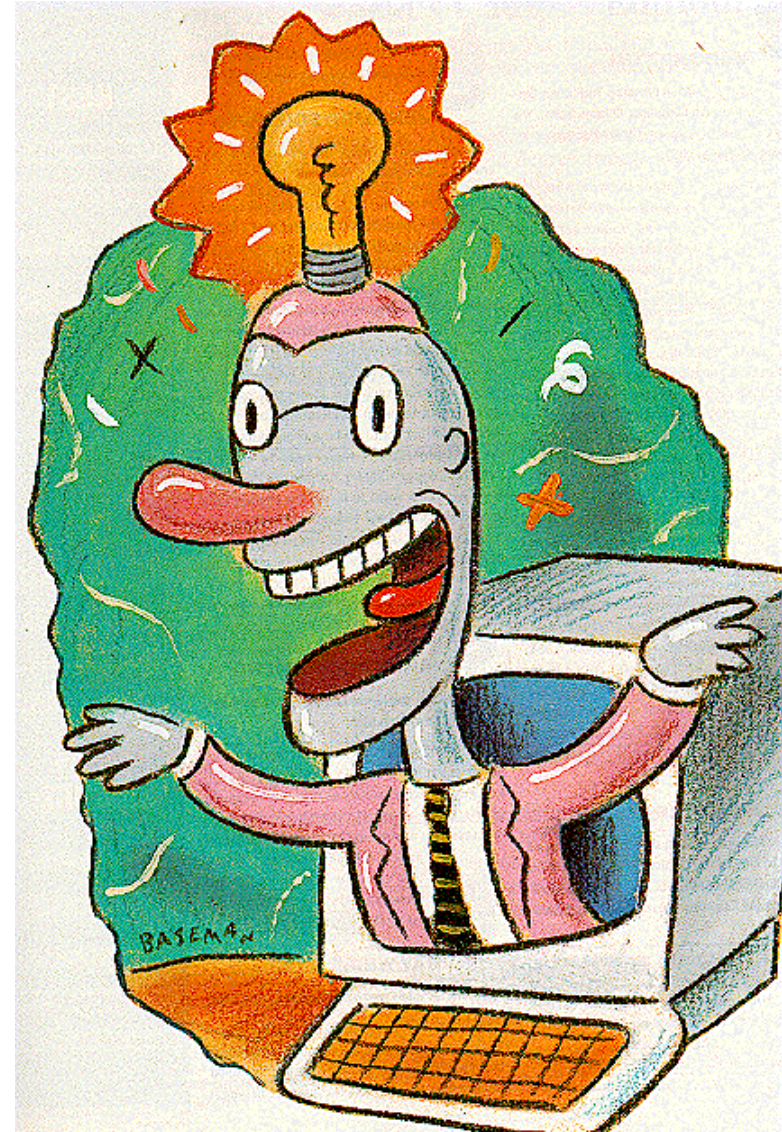


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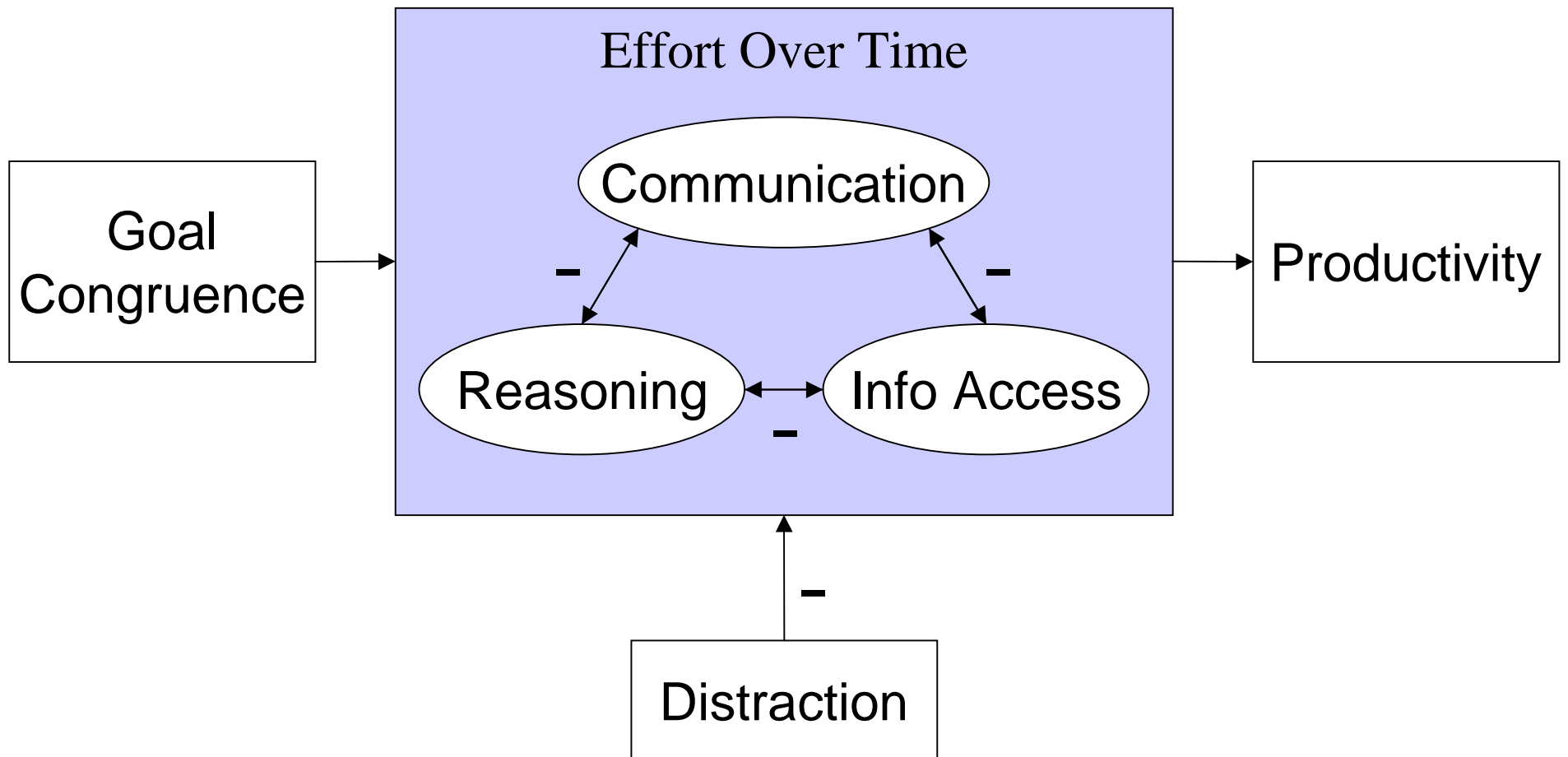
**You'd have to  
have to be  
brain-dead to  
use computers  
in a meeting!**



# **Topics of Discussion**

- **Why facilitate with technology?**
  - The roots of group productivity
  - The role of the facilitator
  - The role of technology
  - Client trends
- **Myths**
- **Mysteries**
- **Understanding the means**
- **The facilitator's highest calling**

# The Roots of Productivity



# **The Role of the Facilitator**

- **Design a process**
- **Based on predictable group dynamics**
- **Monitor and intervene to enhance**
  - **Communication**
  - **Reasoning**
  - **Information access**
  - **Goal congruence**
- **To assure the group achieves it's goal**

# Design a Process...

## **Goal Attainment Process**

Understand the Problem - Develop alternatives

Evaluate Alternatives - Make a choice

Make a plan

# ...Based on Predictable Group Dynamics

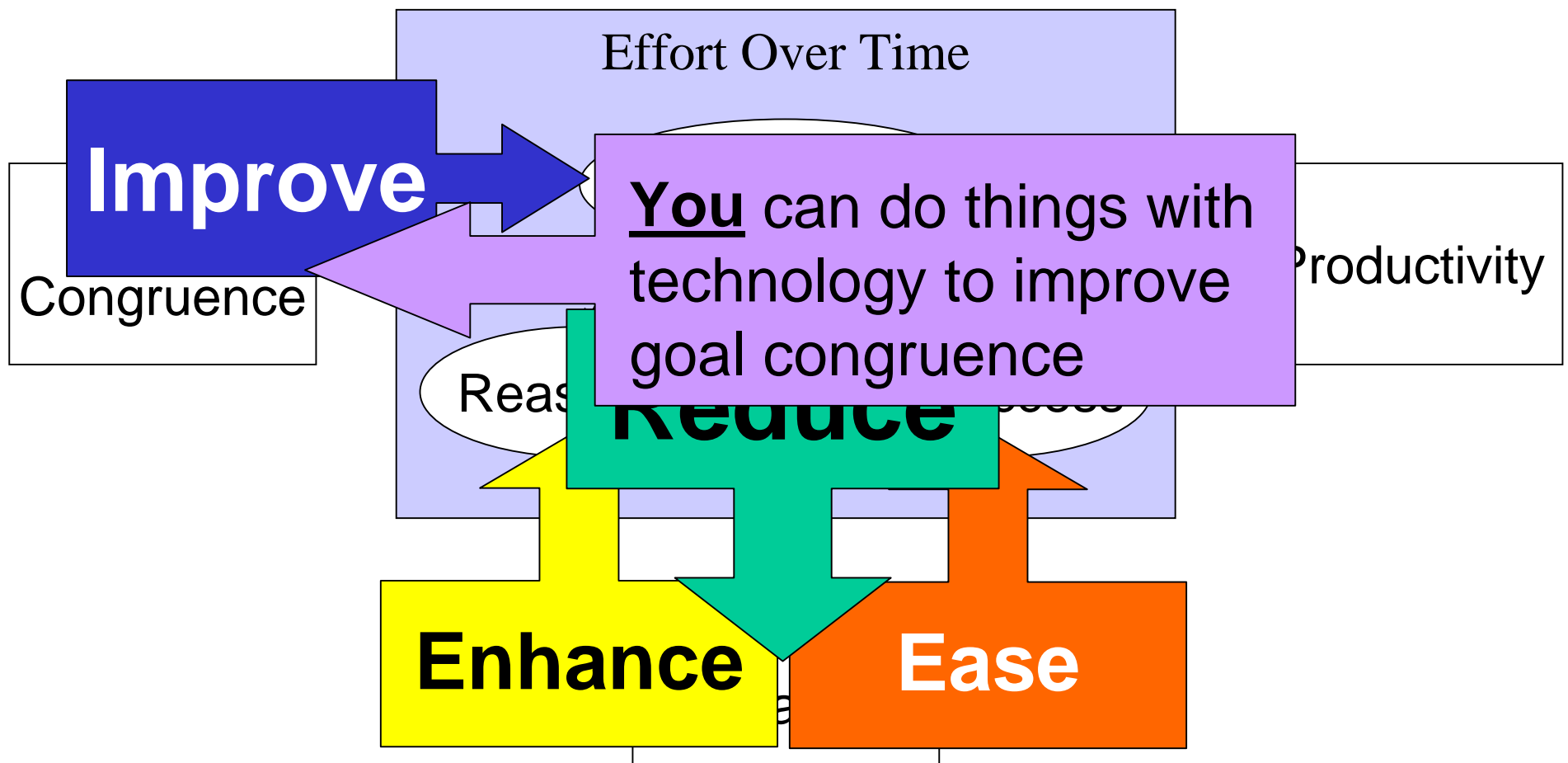
## Goal Attainment Process

Understand the Problem - Develop alternatives  
Evaluate Alternatives - Make a choice  
Make a plan

## Group Dynamics

Diverge – Converge  
Organize – Elaborate  
Agree

# The Role of Technology in Facilitation





# **Group Dynamics Techniques**

- **A combination of technology and talk**
- **Creates a pattern of group interaction**
  - **Repeatably**
  - **Reliably**
  - **Predictably**

# **Hands-on with GroupSystems**

- **Electronic Brain-writing Divergence**
- **FastFocus Convergence**
- **Crowbar Consensus**
- **Popcorn Sort Converge/Organize**
- **Bucket Walk Consensus**
- **Point-Counterpoint Impasse Breaker**

# **Busting the Myths**

- **The tyranny of the technical**
- **Technology indicates illness**
- **Instant information overload**
- **Too, too, too hard**
- **You can be replaced by a button**

# **Myth # 1**

## **The Tyranny of the Technical**

# Technology is cold



**Technology makes people feel  
distant from each other**



# Technology is unresponsive to individual needs and shifting group dynamics



**It creates barriers between people**





**People engage the computers  
instead of each other**



# Technology is artificial and low-touch



# Technology dominates the environment



# Technology removes the human element



# Fact #1

**You design processes so that people engage *one another* through the computers.**

## **Myth # 2**

**Technology Indicates  
Illness**

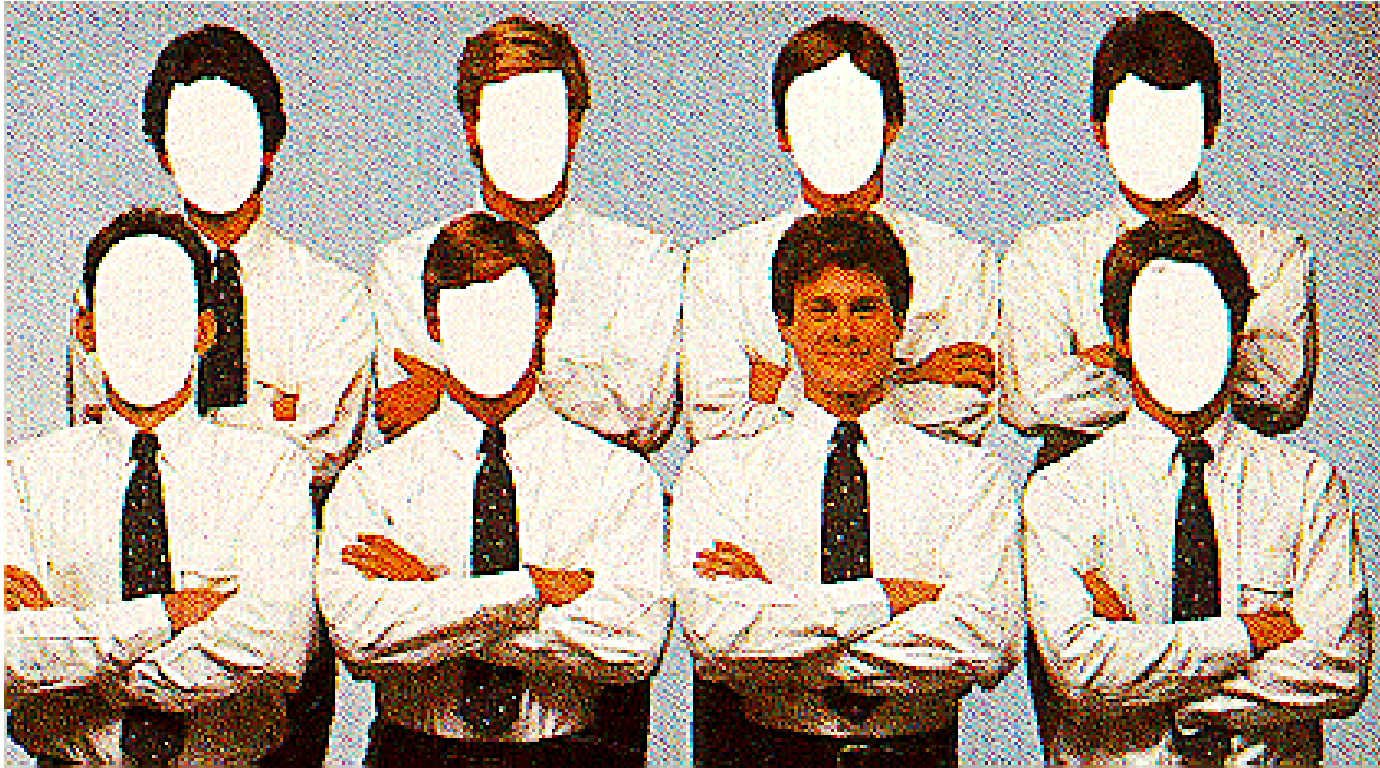


**We  
don't need  
anonymity.  
We are all  
open  
and honest.**



**I don't trust anybody  
who can't tell it to my face**





**I didn't get to be an executive  
by being anonymous**

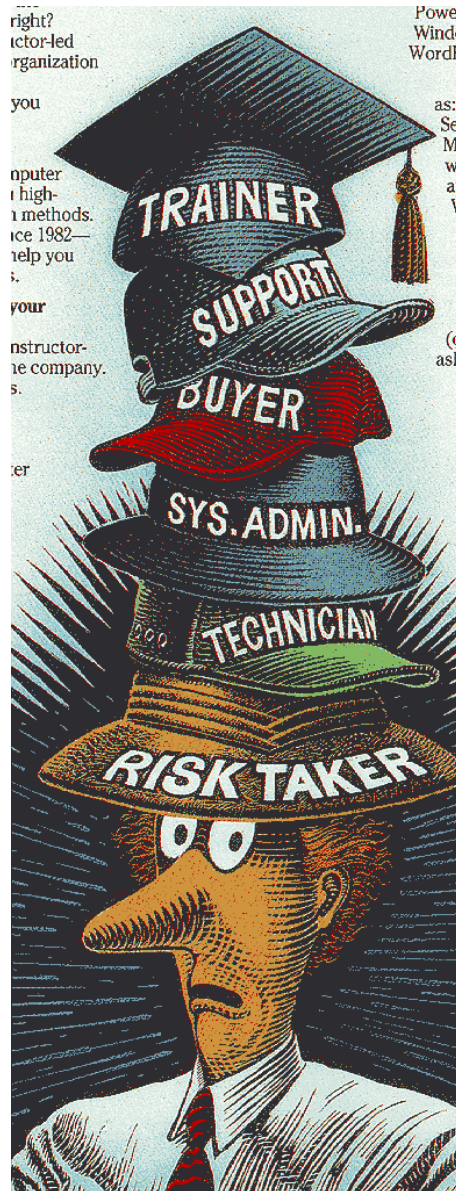


**We don't vote here, we arrive  
at a natural consensus**



**We don't need participation.  
I already know what my people think**

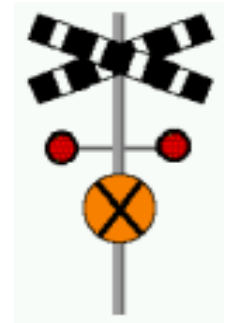
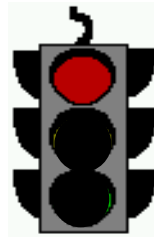
**I am paid  
to  
make  
decisions!**



**Why would  
I want to  
involve  
others  
in the  
process?**

# Technology Indicates Illness

## Structure is unnatural and constraining!



## **Fact #2**

- **People with robust, functional relationships gain cognitive, social, political, and economic benefit by using facilitation technology**

## **Myth # 3**

**You Can Be Replaced by a  
Button**

- **You're trying to substitute computers for thinking**
- **If you have technology you don't need a facilitator**





## **Fact #3**

- **Technology is no substitute for facilitation**

# **Myth # 4**

## **Too, Too, Too Hard**





**Real Executives  
won't use keyboards**

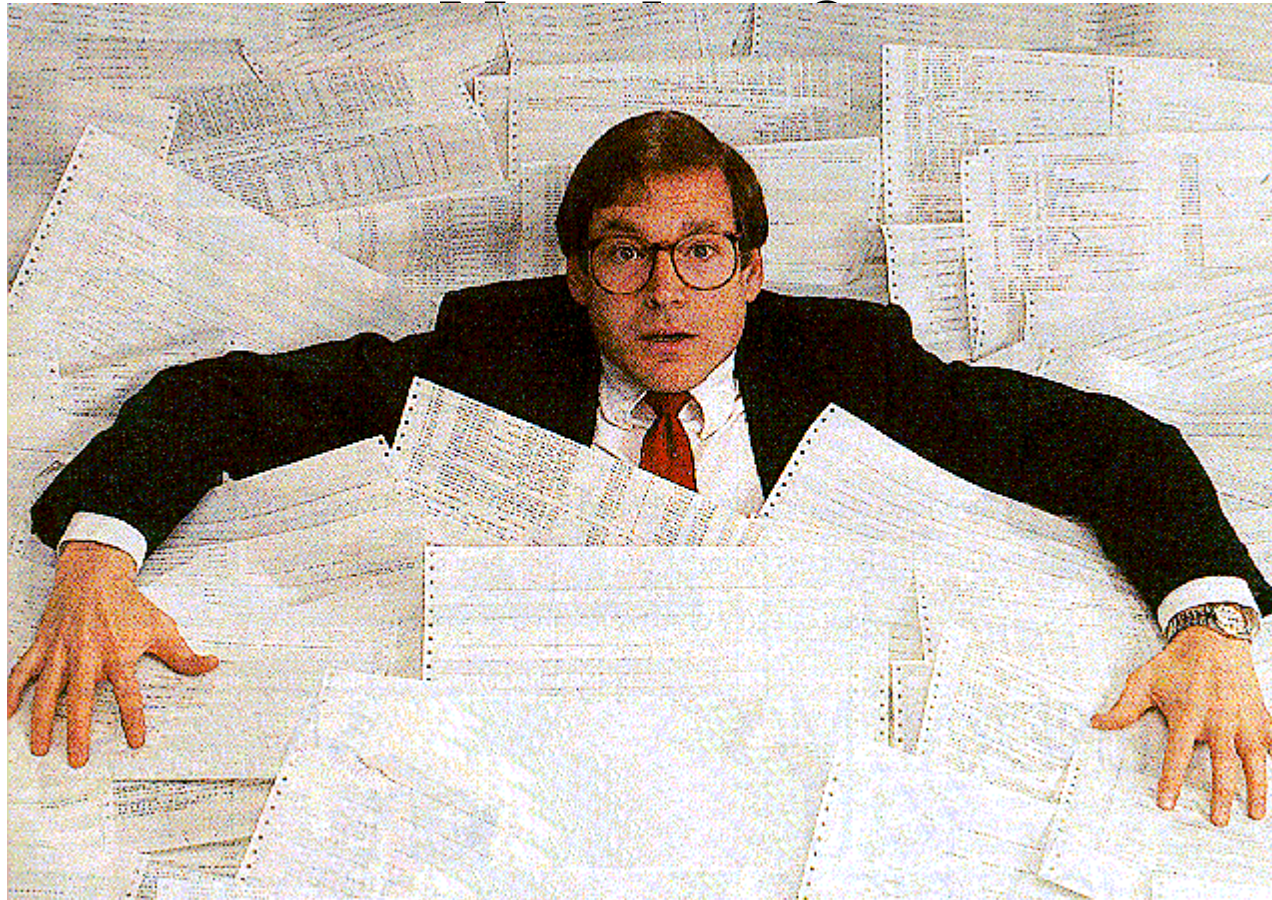
# **Fact # 4**

- **Fifth-graders do it**
- **Retired Admirals do it**
- **Non-typists do it**
- **Factory workers do it**
- **CEOs do it**
- **Grammar school teachers do it.**
- **IT'S EASY! (except...)**

# **Myth # 5**

## **Instant Information Overload**





**Can't take time to write,  
read, and evaluate all those ideas**



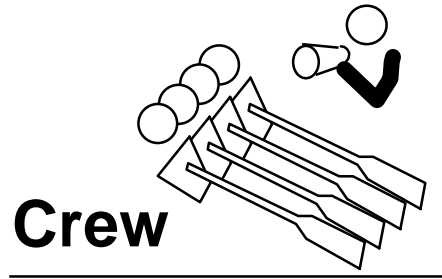
**I don't have time to play with computers**

**I don't have time to stop for  
gas, I've got to push this car  
down to the railroad station  
to pick up my mother**

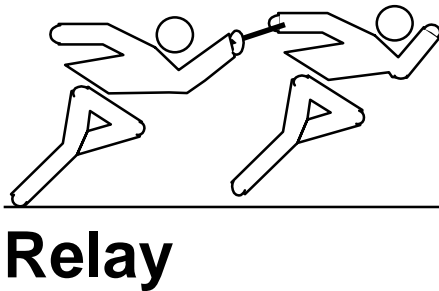


# **Understanding the Means**

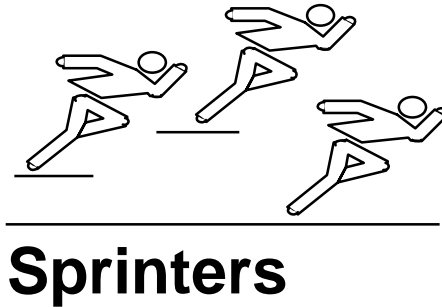
# Three Levels of Collaborative Effort



**Concerted Effort:**  
All must contribute  
simultaneously

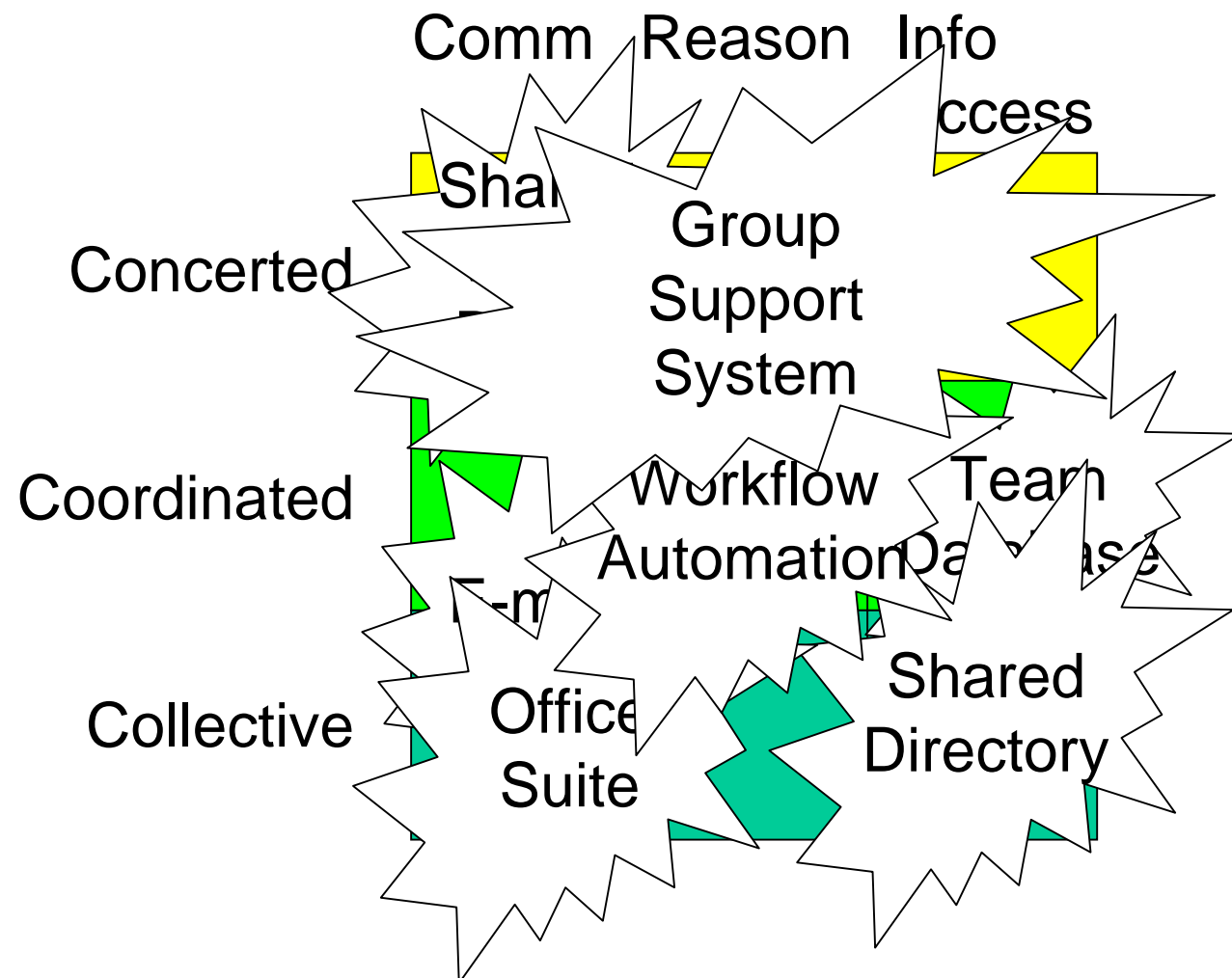


**Coordinated Effort:**  
Independent effort, critical  
hand-offs



**Collective Effort:**  
Uncoordinated Individual Effort

# The GroupWare Grid

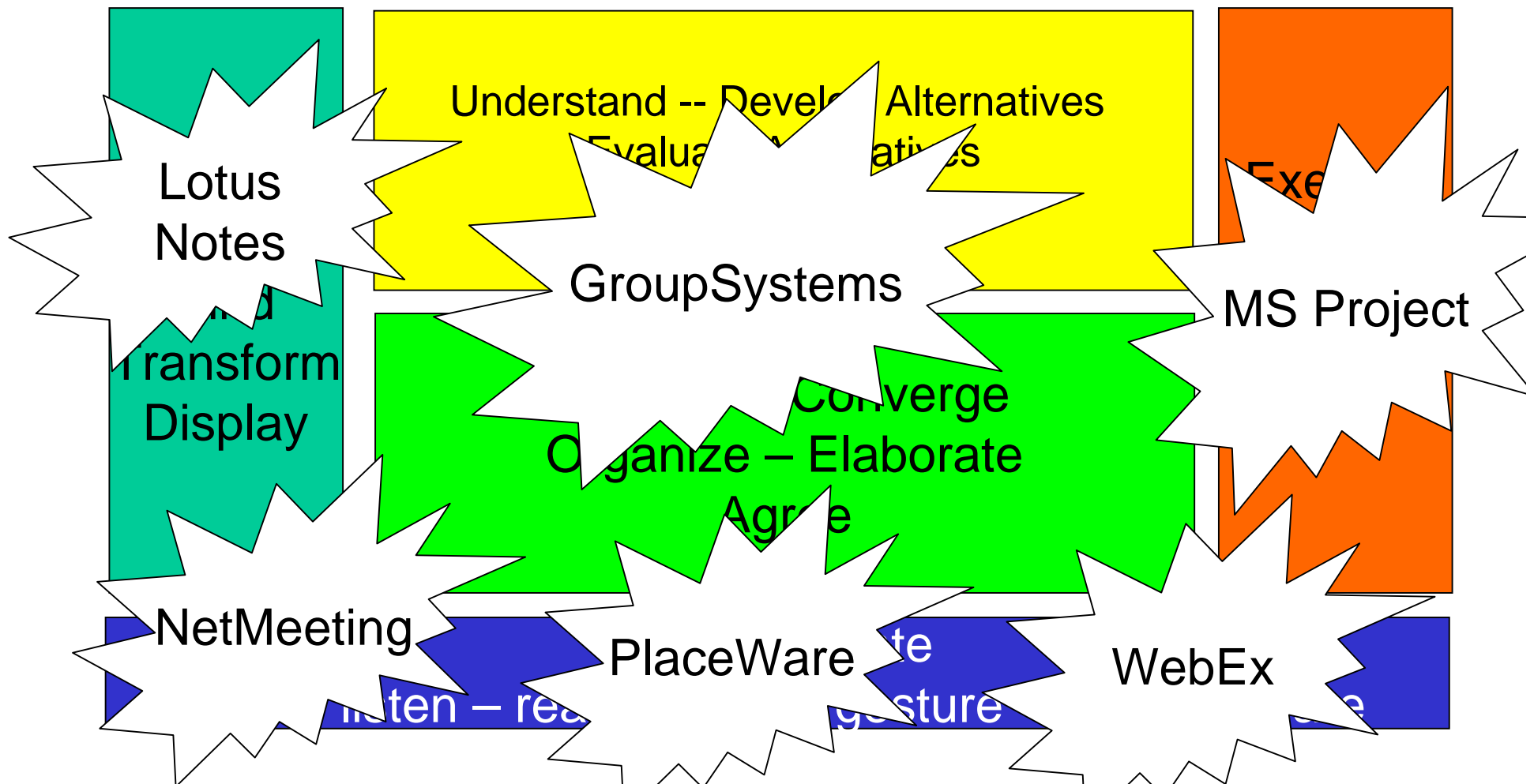




Inform

Reason

Act



# Results

- **50% reduction of client labor hours**
- **75 - 90% reduction of client calendar days**
- **10 X detail in**
  - **Requirements**
  - **Designs**
  - **Plans**
- **Client \$\$\$ saved**

# One Opportunity

- E-business will be \$2 trillion by 2002
- The biggest barrier to e-business implementation is...
  - Lack of standard methods and processes
- Facilitator/consultants (YOU!) hold the key

# **Your Prices Are About to Go Up**

- **Your customer is going on line without you**
- **Your customer doesn't know how to productively collaborate online**

# Consider This...

- **Facilitator/consultants can be the superheroes of cyberspace**





# **The Facilitator's Highest Calling**

- **The Leave-behind process**
  - **Teach a man to fish...**
  - **Make money in your sleep**

# **What to Check When You Buy**

- **Time-metered service (so you can make money in your sleep)**
- **Database Integrity**
- **Chronological Integrity**
- **Information Hiding – Drill down**
- **Drag-and-drop organizing**
- **Variety of Group Dynamics**

# **Take Home Messages**

- **Technology can be a powerful tool in the hands of a good facilitator**
- **Your clients are going on line, and they need you**
- **Earn money while you're not working – the leave behind process**

# Questions?

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- **www.groupsystems.com**



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