

# COLLABORATION

Vying  
for  
Virtual



Heavyweight  
Bout

GRANT  
"The Yorkshire Terrier"  
WRIGHT

vs.

PADDY  
"Peaky Blinder"  
DHANDA



Fighting  
for  
Face  
to Face

Three  
Rounds

# MANIA

LIVE at BUSINESS ANALYSIS CONFERENCE EUROPE 2024

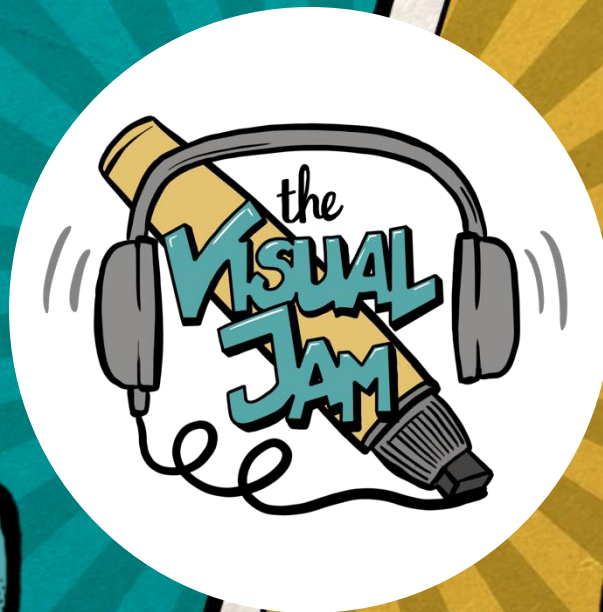


LIVE

BREAKING  
NEWS

Grant  
**'The Yorkshire Terrier'**  
Wright

Paddy  
**'The Peaky Blinder'**  
Dhanda



# ROUND 1



**BUILDING  
RELATIONSHIPS &  
NETWORKING**

# ROUND 1

**FACE TO FACE**



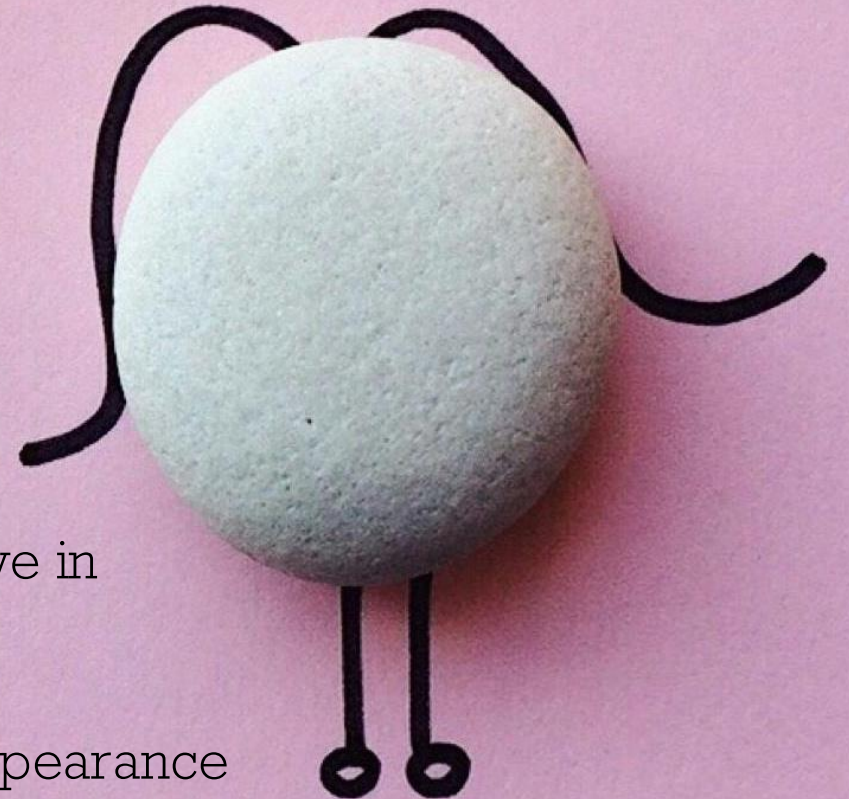
# SPEED NETWORKING



1. Get into pairs
2. Identify 10 things you have in common in 60 seconds

Rules:

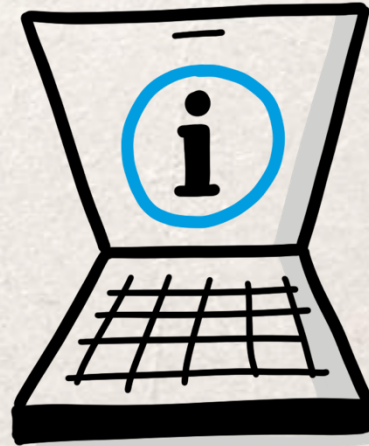
- Cannot include physical appearance or gender



# ECONOMIC ERAS



Industrial  
Economy



Information  
Economy



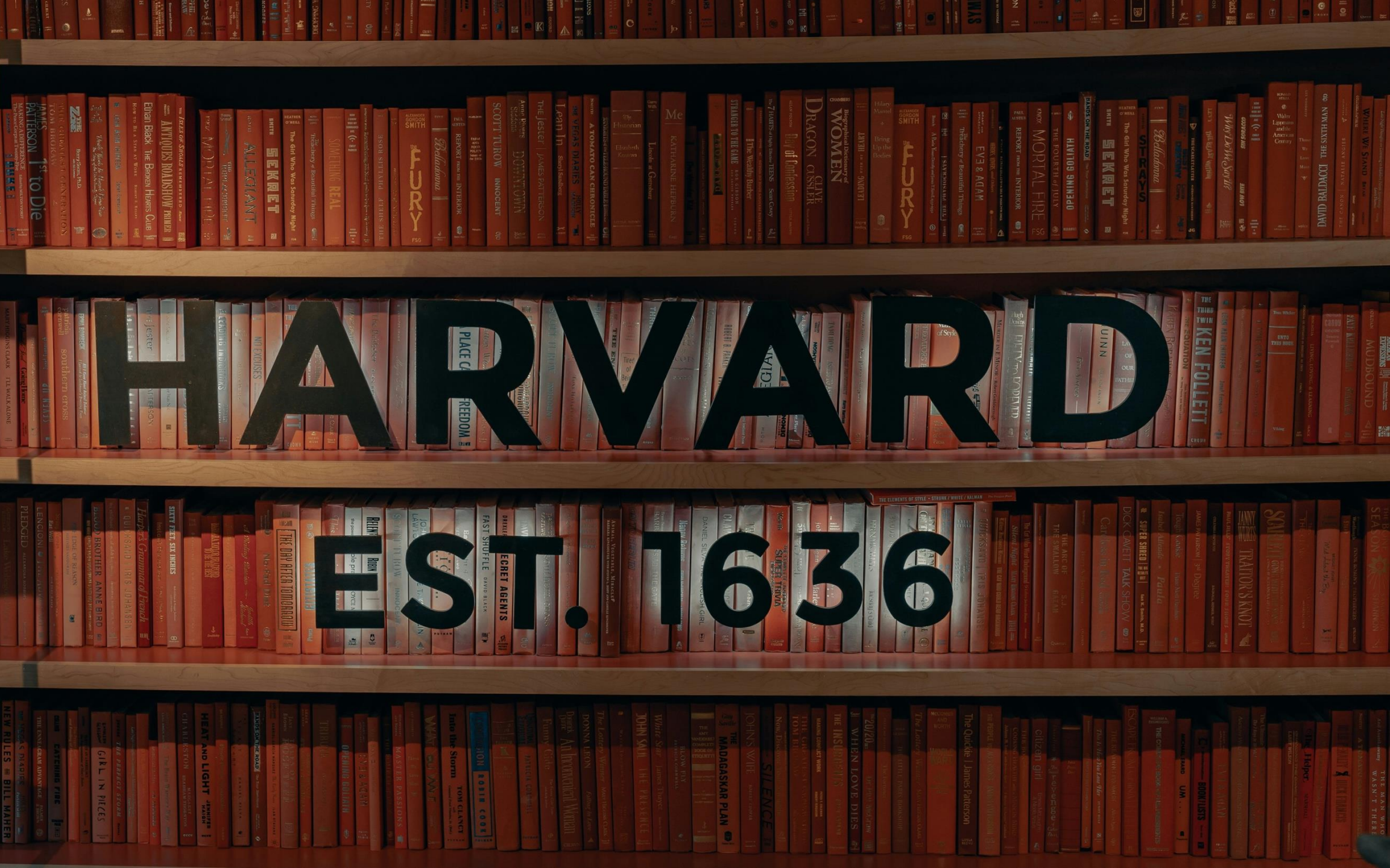
Connection  
Economy

# SUPER CONNECTORS

Linked 

Uber





HARVARD

EST. 1636

THE MAN WHO WAS SILENT  
THE GIRL WHO WAS SILENT  
SECRET  
MORAL FIRE  
EVA & ADAM  
FURY  
DRAGON GISHBI  
REPORT FROM THE INTERIOR  
THE FOURTH CITY  
HAYTOD SHIMBO  
DANCE ON THE ROAD  
THE GIRL WHO WAS SILENT  
SECRET  
MORAL FIRE  
EVA & ADAM  
FURY  
DRAGON GISHBI  
REPORT FROM THE INTERIOR  
THE FOURTH CITY  
HAYTOD SHIMBO  
DANCE ON THE ROAD

MUDBOUND  
THE THICK KEN FOLLETT  
THE SOLUTION  
KATEP REPUBLIC  
OUR FATHER  
JUNN  
THE MAN WHO WAS SILENT  
SECRET  
MORAL FIRE  
EVA & ADAM  
FURY  
DRAGON GISHBI  
REPORT FROM THE INTERIOR  
THE FOURTH CITY  
HAYTOD SHIMBO  
DANCE ON THE ROAD

THE BROWN BOY  
THE PATRIOT'S KNOT  
SUPER SHERIFF  
DICK CAWET TALK SHOW  
THE ARC OF THE SWALLOW  
THE PATRIOT'S KNOT  
SUPER SHERIFF  
DICK CAWET TALK SHOW  
THE ARC OF THE SWALLOW  
THE PATRIOT'S KNOT  
SUPER SHERIFF  
DICK CAWET TALK SHOW  
THE ARC OF THE SWALLOW

THE MAN WHO WAS SILENT  
THE GIRL WHO WAS SILENT  
SECRET  
MORAL FIRE  
EVA & ADAM  
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REPORT FROM THE INTERIOR  
THE FOURTH CITY  
HAYTOD SHIMBO  
DANCE ON THE ROAD

# ROUND 1




















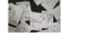




**VIRTUAL**



**FROM MY CAMERA ROLL**

# #REMOTE-FRIENDLY

<p><b>Team Canvas Session</b></p> <p>#team alignment #teamwork #conflict resolution #feedback #teambuilding #team #issue resolution #remote-friendly</p>  <p>The Team Canvas is Business Model Canvas for teamwork. It</p> <p>7 1159 + USE METHOD</p>	<p><b>How-Now-Wow Matrix</b></p> <p>#gamestorming #idea generation #remote-friendly</p>  <p>When people want to develop new ideas, they most often think out of the box in the</p> <p>4 1136 + USE METHOD</p>	<p><b>Team Purpose &amp; Culture</b></p> <p>#team #hyperisland #culture #remote-friendly #culture change</p>  <p>This is an essential process designed to help teams define their purpose (why they exist)</p> <p>7 1118 + USE METHOD</p>	<p><b>Active Listening</b></p> <p>#hyperisland #skills #active listening #remote-friendly</p>  <p>This activity supports participants to reflect on a question and generate their</p> <p>3 569 + USE METHOD</p>	<p><b>Stand up if</b></p> <p>#icebreaker #sharing #opening #energiser #online #remote-friendly</p>  <p>short, fun, energizing team activity</p> <p>3 556 + USE METHOD</p>	<p><b>Heard, Seen, Respected (HSR)</b></p> <p>#issue analysis #empathy #communication #liberating structures #remote-friendly #values</p>  <p>You can foster the empathetic capacity of participants to "walk in the shoes" of others.</p> <p>1 553 + USE METHOD</p>
<p><b>Stinky Fish</b></p> <p>#hyperisland #skills #remote-friendly #issue analysis</p>  <p>A short activity to run early in a program focused on sharing fears, anxieties and</p> <p>3 1114 + USE METHOD</p>	<p><b>9 Dimensions Team Building Activity</b></p> <p>#icebreaker #teambuilding #team #remote-friendly</p>  <p>9 Dimensions is a powerful activity designed to build relationships and trust among</p> <p>3 1080 + USE METHOD</p>	<p><b>What I Need From You (WINFY)</b></p> <p>#issue analysis #liberating structures #team #communication #remote-friendly</p>  <p>People working in different functions and disciplines can quickly improve how they ask</p> <p>1 758 + USE METHOD</p>	<p><b>Check-in / Check-out</b></p> <p>#team #opening #closing #hyperisland #remote-friendly</p>  <p>Either checking-in or checking-out is a simple way for a team to open or close a process,</p> <p>1 491 + USE METHOD</p>	<p><b>Appreciations Exercise</b></p> <p>#team #appreciation #self esteem #remote-friendly</p>  <p>When you hear about your strengths from others and acknowledge them to yourself,</p> <p>7 478 + USE METHOD</p>	<p><b>Feedback: Start, Stop, Continue</b></p> <p>#hyperisland #skills #feedback #remote-friendly</p>  <p>Regular, effective feedback is one of the most important ingredients in building</p> <p>471 + USE METHOD</p>
<p><b>Explore your Values</b></p> <p>#hyperisland #skills #values #remote-friendly</p>  <p>Your Values is an exercise for participants to explore what their most important values</p> <p>1 753 + USE METHOD</p>	<p><b>Leadership Pizza</b></p> <p>#leadership #team #remote-friendly</p>  <p>This leadership development activity offers a self-assessment framework for people to first identify what</p> <p>9 718 + USE METHOD</p>	<p><b>Lightning Decision Jam (LDJ)</b></p> <p>#action #decision making #problem solving #issue analysis #innovation #design #remote-friendly</p>  <p>It doesn't matter where you work and what your job role</p> <p>6 706 + USE METHOD</p>	<p><b>Trust Battery</b></p> <p>#leadership #teamwork #team #remote-friendly</p>  <p>This self-assessment activity allows you and your team members to reflect on the 'trust</p> <p>441 + USE METHOD</p>	<p><b>Letter to Myself</b></p> <p>#hyperisland #action #remote-friendly</p>  <p>Often done at the end of a workshop or program, the purpose of this exercise is to support participants in</p> <p>4 427 + USE METHOD</p>	<p><b>Action Plan Workshop: The Arrow</b></p> <p>#hyperisland #action #remote-friendly</p>  <p>This workshop aims to help participants define, decide and achieve their goals. By supporting participants to</p> <p>1 424 + USE METHOD</p>
<p><b>Looking Around</b></p> <p>#thiagi #concepts #remote-friendly #energiser</p> <p>Here's another jolt that explores one of our favorite themes: You have to unlearn something old in order to learn something new. A nice thing about this brief</p> <p>7 666 + USE METHOD</p>	<p><b>Team Self-Assessment</b></p> <p>#team #hyperisland #remote-friendly</p>  <p>This is a structured process designed for teams to explore the way they work together. The tight structure supports</p> <p>596 + USE METHOD</p>	<p><b>Doodling Together</b></p> <p>#collaboration #creativity #teamwork #fun #team #visual methods #energiser #icebreaker #remote-friendly</p>  <p>Create wild, weird and often funny postcards together &amp;</p> <p>3 586 + USE METHOD</p>	<p><b>Impact and Effort Matrix</b></p> <p>#gamestorming #decision making #action #remote-friendly</p>  <p>In this decision-making exercise, possible actions are mapped based on two factors:</p> <p>1 418 + USE METHOD</p>	<p><b>Powerpoint Karaoke</b></p> <p>#improv game #communication #presentation skills #skills #remote-friendly</p> <p>Powerpoint Karaoke is an improv game where volunteers take turns presenting slide decks that they've never seen before, in front of a live audience.</p> <p>2 407 + USE METHOD</p>	<p><b>Who are you? The pirate ship exercise (dinámica del barco pirata)</b></p> <p>#team alignment #team #remote-friendly #teamwork #warm up #icebreaker</p>  <p>This an easy but powerful exercise to open a meeting or</p> <p>13 399 + USE METHOD</p>



**COST EFFICIENCY**



**GLOBAL CONNECTIVITY**



**FLEXIBILITY**

# ROUND 1 VOTING



**ROUND 2**

**BRAINSTORMING  
& PROBLEM  
SOLVING**



# ROUND 2



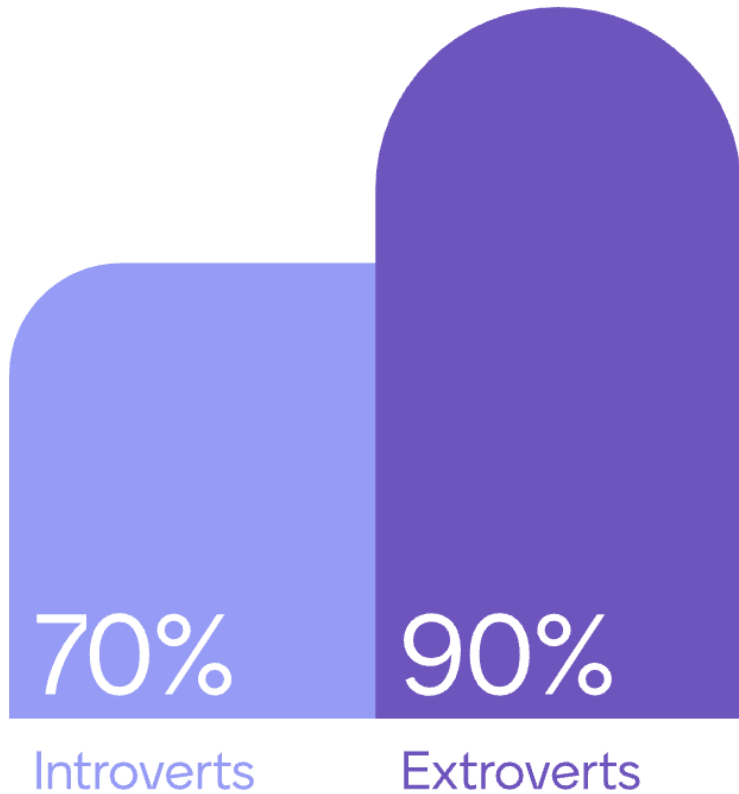
**VIRTUAL**

**INCLUSIVE**

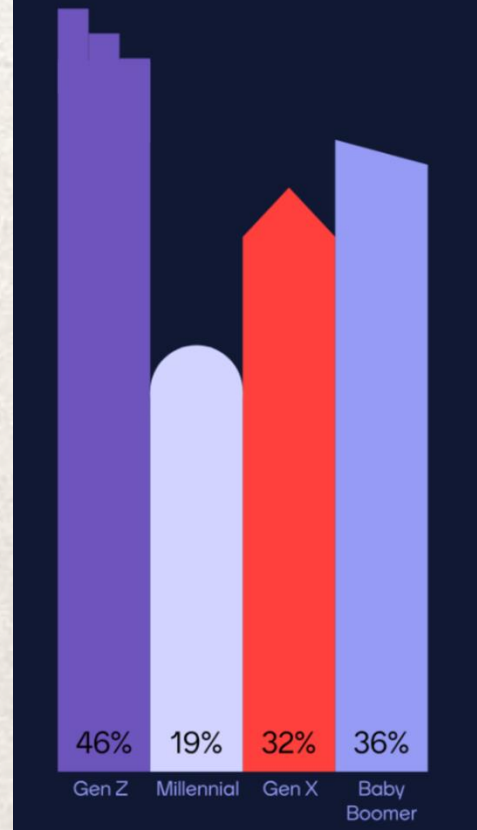


# INCLUSIVE

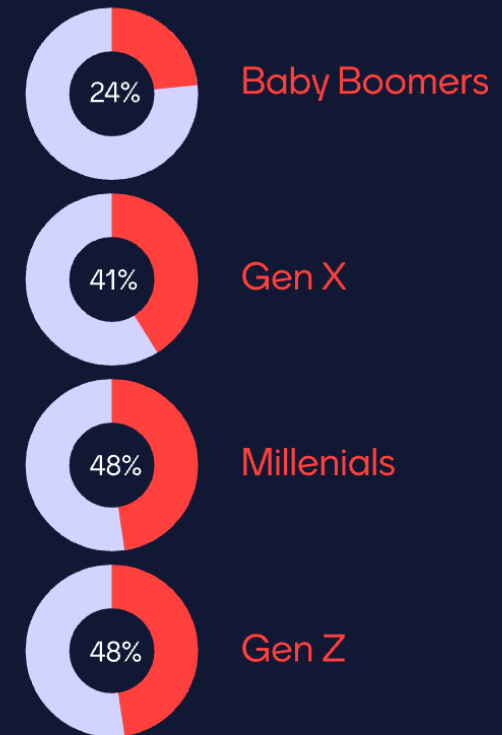
"The meetings I attend are effective"



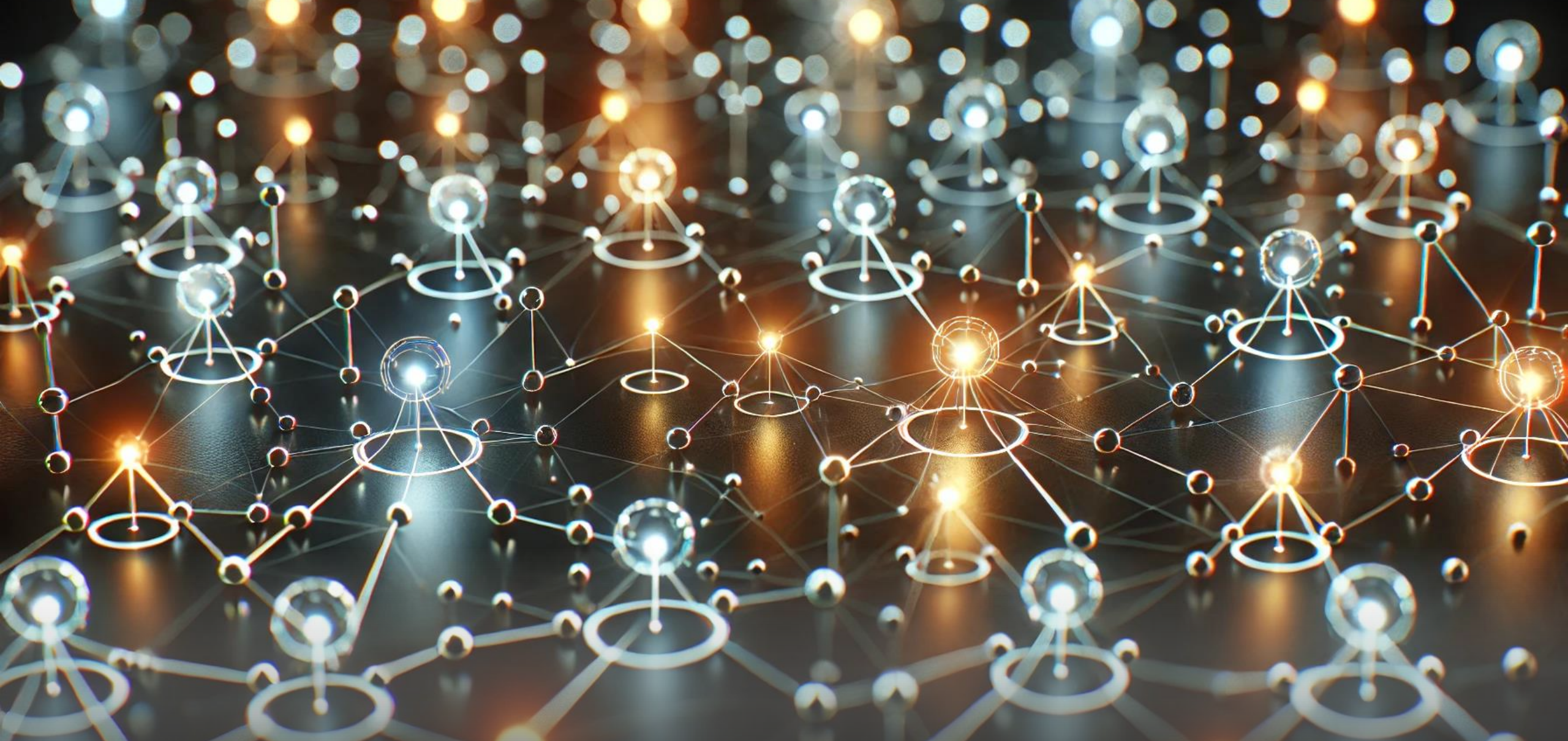
Identify as Introvert



Those who would like an anonymous way to respond



The State of Meetings Report (Mentimeter)



**AGILE & RESPONSIVE**

# COLLABORATION AT SCALE



# CROWD SOURCING



# ROUND 2

**FACE TO FACE**



# WHAT CAN YOU DO WITH A FRISBEE?

A hand is holding a white frisbee in the foreground. The frisbee has a blue logo of a mountain range with a blue arc above it. Below the logo, the text "CACHE VALLEY ULTIMATE" is written in a bold, blue, sans-serif font. Underneath that, the word "CHAMPIONS" is written in a larger, bold, blue, sans-serif font. At the bottom of the frisbee, the words "SPONSORED BY" are visible in a smaller font, followed by a star and some partially obscured text.

CACHE VALLEY ULTIMATE  
CHAMPIONS  
SPONSORED BY ★



**20%**  
**MORE**  
**IDEAS**

**PLATE**



**SLICE**





**MORE CREATIVE**

# ROUND 2 VOTING



**ROUND 3**

**KNOWLEDGE  
SHARING**



# ROUND 3



**VIRTUAL**



**FLEXIBLE LEARNING**

# NSYNC



William

Capacity - 21 +

Current points 10

Points 11

Story points

0 1 2 3

5 8 13 21

People

Jacob Kotowicz

William Lakeman

Maya Mostajo

Priya Weinert

Finn Houglum

Backlog | 4

Expose payment initiation API

New payment creation flow

Payment currency dropdown

In progress | 3

New payment creation flow

Integrate with payment gateway

API endpoint for transaction history

New payment creation flow

Next Sprint | 2

Update profile page

API endpoint for transaction history

New global navigation bar

Notes & Next steps

Dot voting

Prepare designs for error states

Create copy for new payment creation flow

Enable changing profile pic

Align with the platform team

Implement the help button on profile page

Write email for payment confirmation flow

Align with mobile team on push notification for

Add error state copy for incoming email on

Integrate voice assistance for navigating the app and conducting transactions.

Generate summary doc

Sprint Planning Summary

Research statement

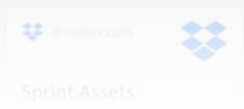
Summary: This report analyzes eight sticky notes left by insights into current tasks, priorities, and areas for improvement. Experience: The team is exploring features to enhance customer experience.

Technical documentation for messaging API

Confluence | Updated 1 minute ago

Finn

# CONTINUOUS COLLABORATION



# DYNAMIC PRESENTATIONS



## Benefits

Virtual presentations offer benefits that in-person events simply cannot match



# ROUND 3

**FACE TO FACE**





# ZOOM FATIGUE





**EYE CONTACT**



**REFLECTION**

# MOVEMENT





OVER 297

NORWICH 189

FIELD 78

HULL 38

NEWCASTLE 98

FILEY 23

SCARBOROUGH 23 HARROGATE 37½

MANCHESTER 81

YORK 17

DURHAM 78½

LEEDS 52

GLASGOW 223

ACCLESFIELD 100½

ROCHDALE 64

LONDON 229

BRADFORD 50½

SHEFFIELD 69

BEDFORD 165

OVERLOAD

WARRINGTON IN FLINNESS 134

BIRMINGHAM 155



# ROUND 3 VOTING



# CONCLUSION



