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Art and Science of Influence

Raleigh Business Analysis Development Day Priti Acharya & Felicia Joyner October 18, 2016

Goals

- Present three keys of influence
- Understand brain science for influence
- Realize that you are already influencers
- Practice influence techniques
- Influence change and enable positive impact

Contents

- 1.Defining influence
- 2.Brain science and formula
- 3. Three keys of influence
 - Focus and measure
 - Find vital behaviors
 - Engage all six sources of influence



What is the definition of influence?

A.To cause (someone) to do something by asking, arguing, or giving reasons.

B.The power to change or affect someone or something: the power to cause changes without directly forcing them to happen.

C.To make (someone) do something by using force or threats.



Source www.merriam-webster.com/dictonary

Brain science







Brain science

Relies on use of methods



Not on special luck or how you try



It is about gaining and retaining attention



Don't know how to do It.



Brain Theory

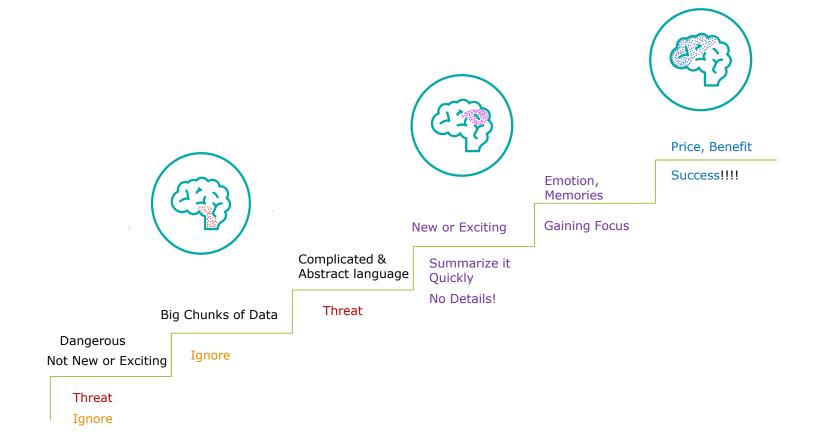
	Lizard Brain	Mammal Brain	Human Brain
Location	Brain Stem & Cerebellum	Limbic System	Neocortex
Action/Reaction	Fight Flight	Emotions Memories Habits	Language
Competency	Autopilot	Decisions	Reasons Rationalizes







Basic operating procedure



Formula



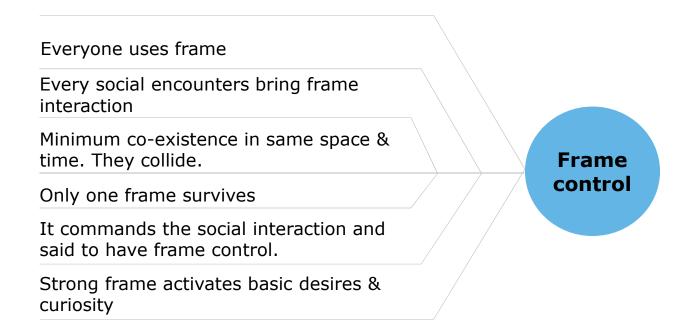


Set the frame

Frame: An instrument to pack your: power, command, strength, information & status.

Four types of Frame

- (1) Power
- (2) Price
- (3) Time
- (4) Analyst



Three keys to influence





Three keys to influence



<u>Mistakes</u>

- Vague, boring goals
- Infrequent or no measures
- Bad measures

Improving customer service



Agile software development team

Business Analysts and Product Owners want:

Unfocused objective:

I want the developers to deliver what they promised.

Focused objective:

Deliver the validation feature in sprint 1 (November 4, 2016)



Focus and measure

-Infrequent, no measures or wrong measures

Wrong measure

- Beds occupied
- Services provided

Weight loss

- Guess calories eaten in your head
- Write down the calories in the food log.



Exercise: Key 1: Focus and measure

- Activity
- 1. Work with 1or 2 people near you
- 2.Pick one of the unfocused objectives ——— Unfocused objectives
- 3.Create focused objective
- 4.Create 1 measure

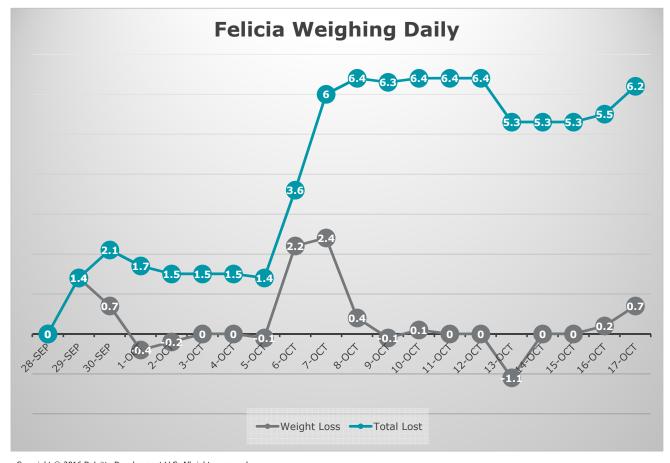


- a.)"We have really poor customer service."
- b.)"Our inner city kids need help."
- c.)"We want the agile team to deliver what they promised."

Key 2: Find vital behaviors Three keys to influence

Find vital behaviors

-Create your own study



Weight loss

- 1. Weight yourself daily.
- 2.Eat breakfast.
- 3. Workout at home.

Find vital behaviors

-"Dr. Web Search" is Your Friend



Agile software development vital behaviors

- 1. Co-locate
- 2. Use short delivery cycles
- 3. Provide access to customers



Three keys to influence

Engage all six sources of influence

Educational influencers, David Levin & Mike Feinberg -Knowledge is power program (KIPP)







(1)Personal motivation

Help them love what they hate

(2)Personal ability

Help them do what they can't

(3)Social motivation

Provide encouragement

Engage all six sources of influence (continued)

Educational influencers, David Levin & Mike Feinberg

-Knowledge is power program (KIPP)







(4)Social ability

Provide assistance

(5)Structural motivation

Do rewards and sanctions encourage them?

(6)Structural ability

Change their space

Exercise

Key 3:Engage all six sources of influence

	Motivation	ABILITY
PERSONAL	Do they want to engage in the behavior?	Do they have the right skills and strengths to do the right thing?
-	Make the Undersirble, Derisable	HELPING THEM SURPASS THEIR LIMITS
Social	Are other people encouraging and/or discouraging behaviors	Do others provide the help, information, and resources required at particular times?
	HARNESS PEER PRESSURE	FIND STRENGTH IN NUMBERS
STRUCTURAL	Are systems rewarding the right behavior and discouraging ineffective ones?	Are there systems that keep people in place and on progress?
STR	DESIGN REWARDS AND DEMAND ACCOUNTABILITY	CHANGE THE ENVIRONMENT

Key 1: Focus and measure

Key 2: Find vital behaviors

Key 3: Engage all six sources of influence

Set the frame

Tell the story

Reveal the intrigue

Offer the price

Nail the hook point

Get the deal

Exercise - Business case

Scenario

You, the BA report to a senior manager.

The **senior manager** has assigned you **two major projects**.

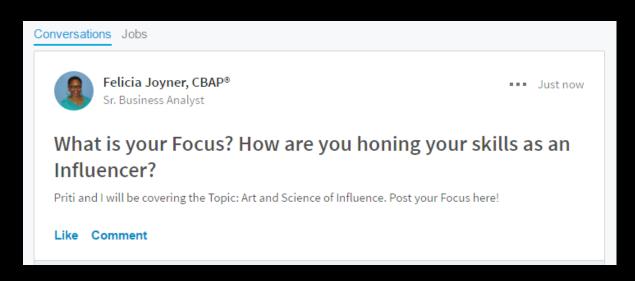
The **Vice President** of the department wants you to take on the lead role for the **most critical project** for the company. This will be a **short term project**.

How do you manage the situation with **your senior manager**, who **does not want you to leave** the current projects?

Use the **STRONG formula to pitch the idea** of moving to the critical new project proposed by the VP.

Influencer's Challenge

What is your Focus?



IIBA-RTP – LinkedIn Group

References

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