

The Future of Teams

Sally Thornton

Founder + CEO, Forshay

WTF matters?



WTF matters?



Our stories.







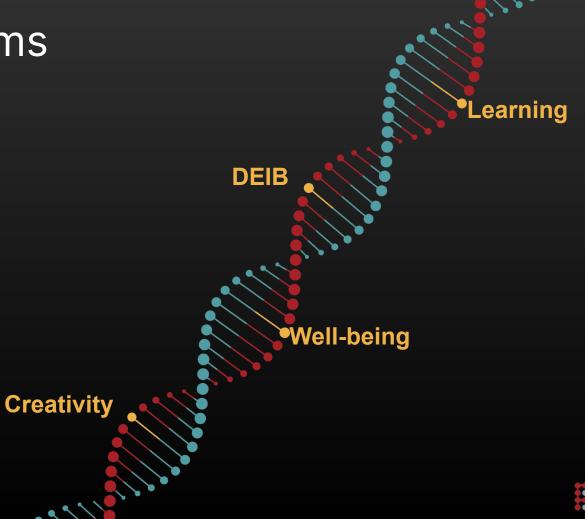








Science of Teams



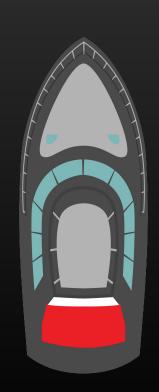
Who is on your team?

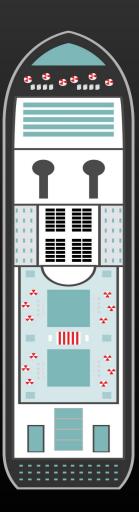




Teams: What's true no matter the size









Teams: Interrelating Parts

Creativity









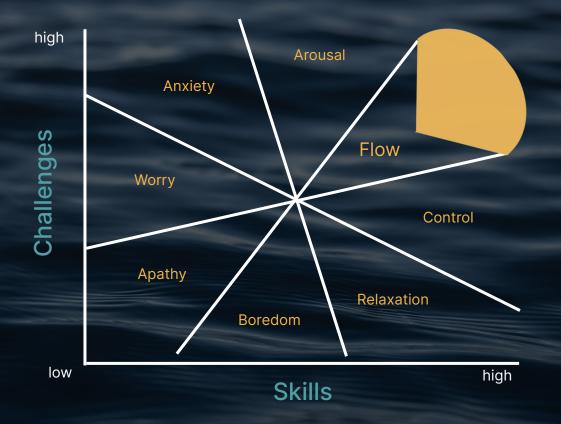


Creativity for All

Generating or regognizing ideas, alternatives, or possibilities that may be useful in solving problems, or communication with others?



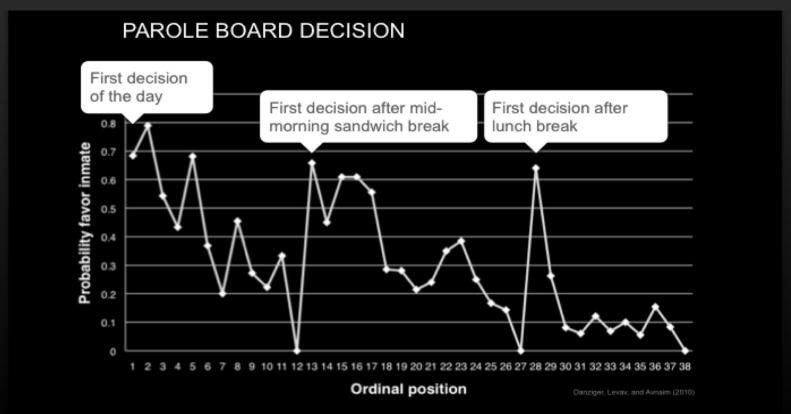






90 MINUTES

WHEN creativity is optimized





Original ideas = teams who co-create Goals Jobs Norms on how to collaborate

Original ideas = teams who co-create

Goals

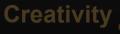


Norms on how to collaborate

Teams: Interrelating Parts









Neuroscience: Wellbeing + Creativity

Sense-making: Rest is crucial for consolidating memories, reflecting on past experiences, and planning for the future

Divergent thinking: Ability to generate and make sense of novel ideas





New Superheroes: Well-Rested Teams

Neuroscience Vs Social Science Discover

Prefrontal Cortex



Defend

Flight, Fight, Freeze



Nervous system

Sympathetic + Parasympathetic



Discover

Prefrontal Cortex



Defend

Flight, Fight, Freeze

Nervous system

Sympathetic + Parasympathetic

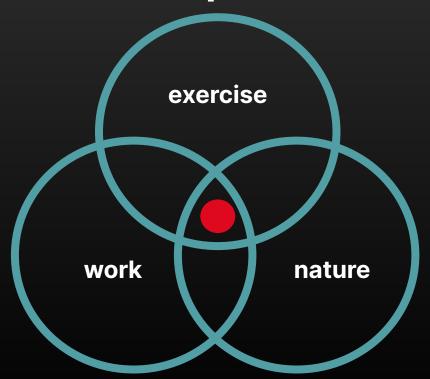








Multipliers





Team Wellbeing + Creativity: Avoid Collaboration Overload



Teams: Interrelating Parts

Diversity, Equity, Inclusion & Belonging



Well-being

Creativity



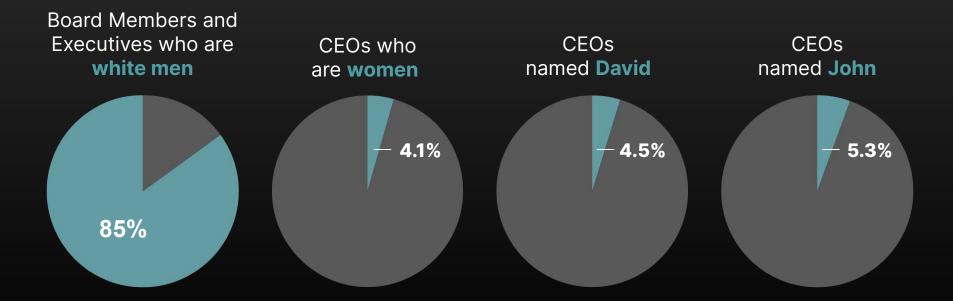
Diversity

WORKFORCE DEMOGRAPHICS "representation"





2016 Fortune 500 CEOs





Diversity

WORKFORCE DEMOGRAPHICS "representation"



Inclusion

ORG CULTURE "Invited to the party"



Diversity

WORKFORCE DEMOGRAPHICS "representation"



Inclusion

ORG CULTURE "Invited to the party"

Belonging

FITTING IN + CONTRIBUTING "Choose the DJ"



Energy Wasted By "Covering"

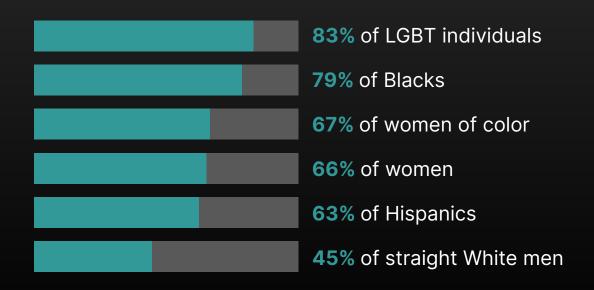


Energy Wasted By "Covering"

Even 45% of straight white males report downplaying their differences

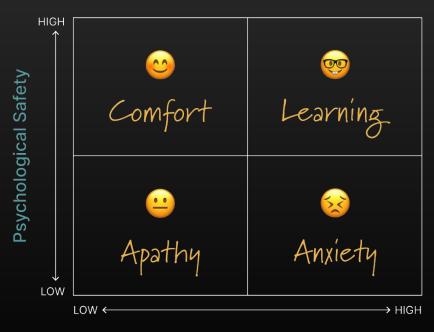
Percentage of employees who reported covering at work:

61%





Optimum Teaming



Performance Standards



Spending zero on DEIB is EXPENSIVE



Teams: Interrelating Parts

Creativity







Learning

Longitudinal Study - Intelligence

"Failure is an opportunity to grow"

GROWTH MINDSET

"I can learn to do anything I want"

"Feedback is constructive"

"My effort and attitude determine my abilities"

"I am inspired by the success of others"

"Challenges help me to grow"

"I like to try new things" VS.

"Failure is the limit of my abilities"

FIXED MINDSET

"I am either good at it or I'm not"

"When frustrated, I give up"

"My abilities are unchanging"

"I don't like to be challenged"

Feedback and criticism are personal

"I stick to what I know"



What would failure look like?



Learning

Design Thinking: rapid prototyping

Improv/Humor/Creativity: requires you listen to your partner, teaches "yes, and..." (builds on ideas)

Gaming: immersive, low-risk learning environment



Leaders - Learn (Behavioral Scientists)

- Outside Perspective
- Clean Data & Goals
- Practical Application





Work fulfillment - fueled by learning

What you do well

job

What the world will pay for



Work fulfillment - fueled by learning

Where you learn

passion

What you do well

job

What the world will pay for



Work fulfillment



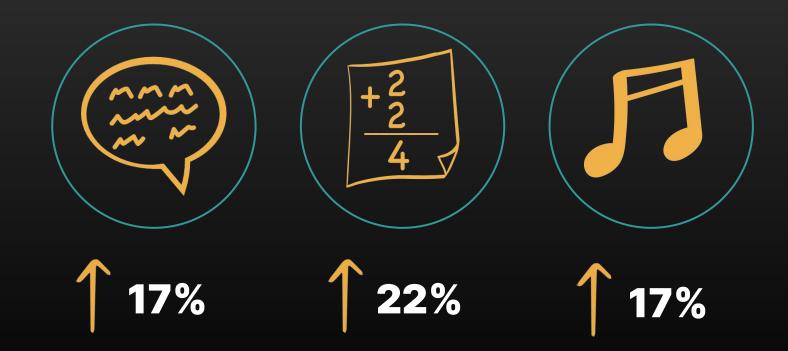


Learning + Emotional Reappraisal

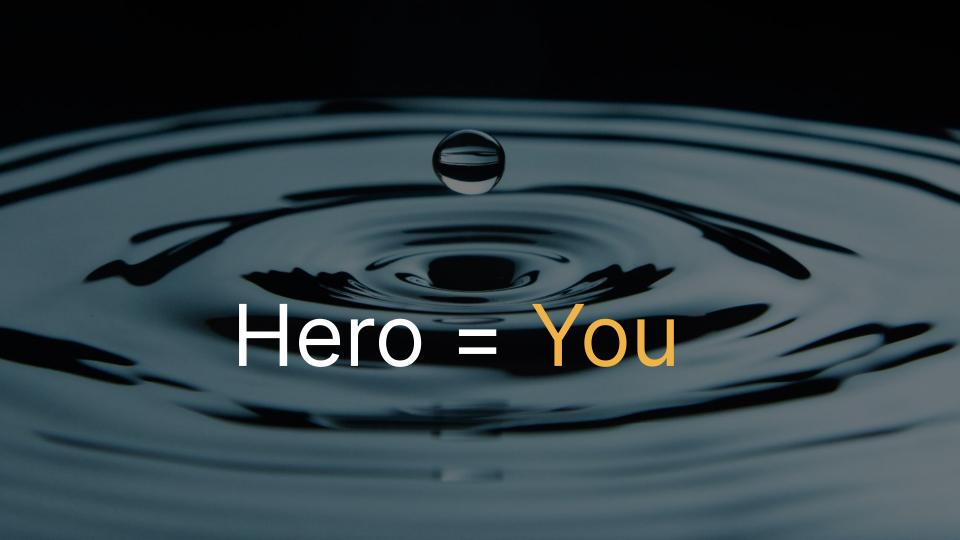


Positivity











Thank you

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in SallyThornton

