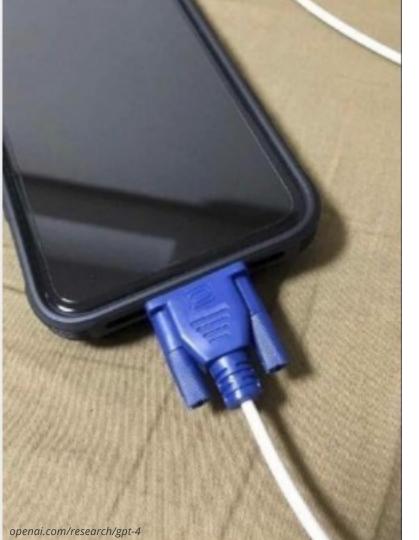


# Navigating Change Management For Analytics & Al in Business

#### **Today**

- **01** State of Al
- **02** Context of Change
- **03** People-Integrated Approach
- **04** Use Cases: Tools & Tech | Culture | Process
- 05 Powering your Change Journey

State of Al



#### User:

"What is funny about this image?"

#### GPT-4:

The humor in this image comes from the absurdity of plugging a large, outdated VGA connector into a small, modern smartphone charging port.



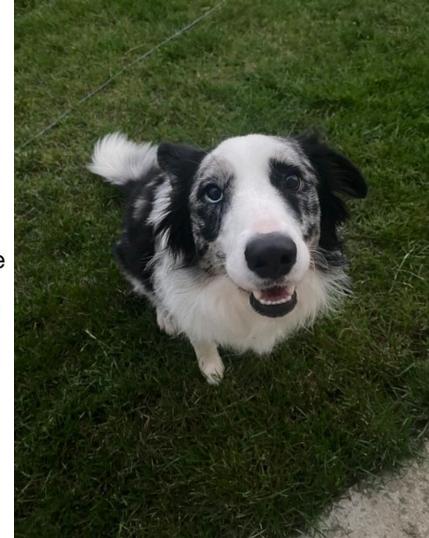




#GPT4 saved my dog's life.

After my dog got diagnosed with a tick-borne disease, the vet started her on the proper treatment, and despite a serious anemia, her condition seemed to be improving relatively well.

After a few days however, things took a turn for the worse 1/





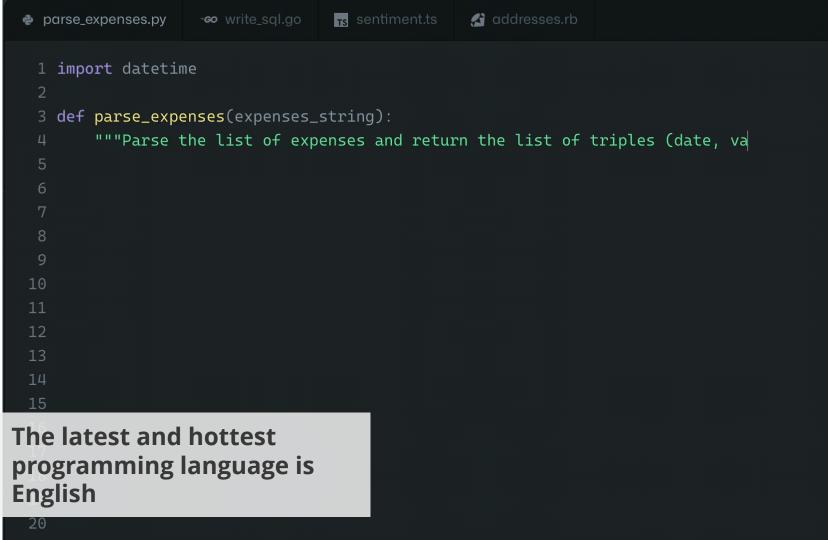


A short movie "Dog and Boy" created jointly by Netflix Anime Creators Base, technology developer Rinna Inc, and WIT STUDIO.

As an experimental effort to help the anime industry, which has a labor shortage, we used image generation technology for the background images of all three-minute video cuts!





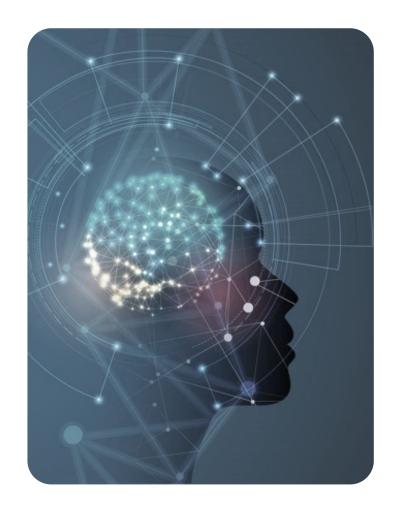


Context of **Change** 

Change is **inevitable**. Change is **constant**.

So why should we care (more) now?

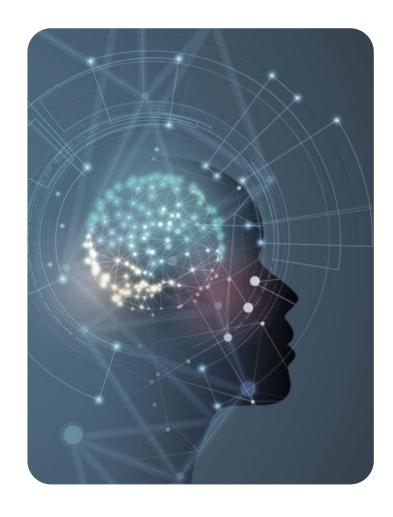
What makes you feel **excited** about Al? What makes you feel **nervous** about Al?



deliver actionable insights proactively



provide creative ideas & first drafts



summarize vast amounts of data



provide hypotheses & objective predictions



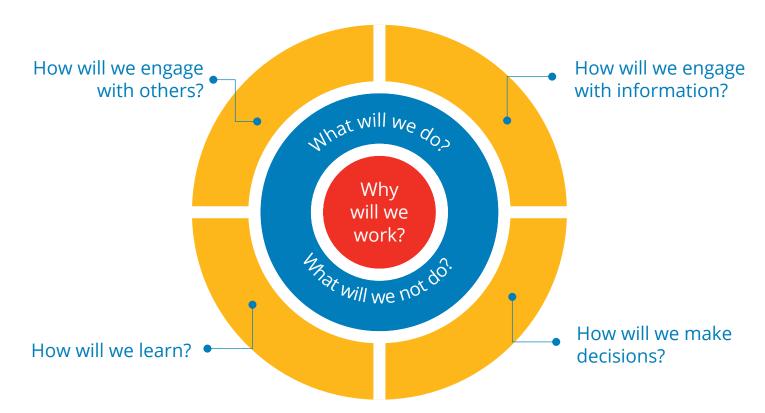
# Why is this important?

A foundational layer of intelligence could be embedded in every product, service & process

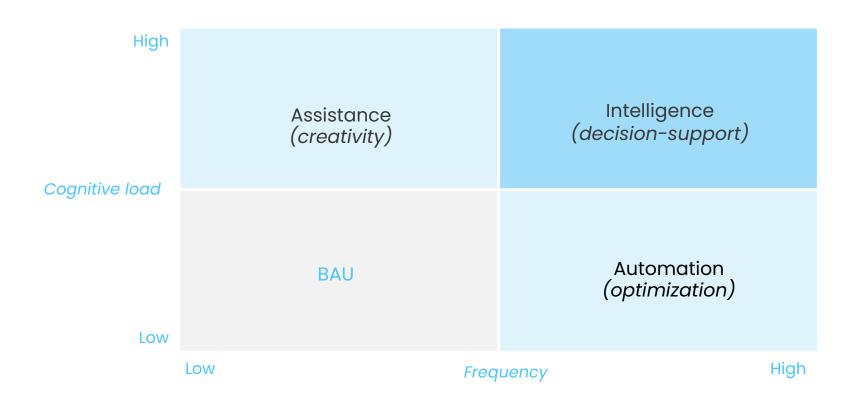
Al promises to deliver breakthrough productivity gains across all aspects of life, business and society

By when will it become irresponsible to not consult an Al before making big decisions?

### Al and future of work



# **Opportunities for AI intervention**



# Responding to the AI opportunity

$$Results = AI \times E^2 \times D^2$$
Results Engineering Design

$$1/e = d x c x t$$
Error Data Compute Technique

$$OE = T x C x G$$
Organizational Fffectiveness

OR Talent Culture Governance

Change happens -> Change can be *engineered*.

According to **Gartner**, in **2023** the global spend on Digital Transformation is forecasted to reach **\$4.6 Trillion**.

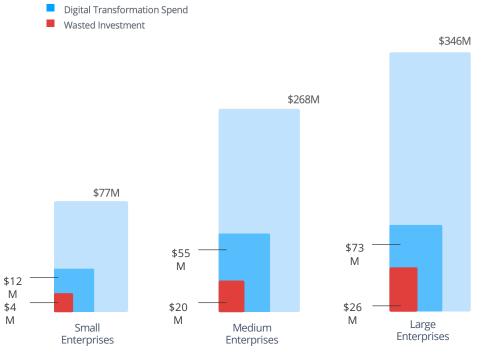




# Digital Transformations spends & wastage

Strategic spend

- An average of \$48 million is spent on digital transformation projects by organisations but failure to meet these goals can result into an average of \$17 million wasted investment.
- Large organizations waste more than 6X as much as small businesses on failed digital initiatives
- 60% of decision makers are concerned about whether digital projects will provide the expected ROI because end users aren't adopting the technology quickly enough
- 60% say change management programs are "no longer fit for purpose"
- 62% are "concerned" that a lack of understanding of new applications is increasing risk
- 63% say a one-size-fits-all approach to technology support and training "isn't applicable"



As per a Gartner Press release citied in the WalkMe report – The State of Digital Adoption, 2022-23

#### Positive or Negative... Change is on everyone's mind

Workers are thinking about it...

Leaders and boards are thinking about it...

62%

36%

78%

62%

US Adults say Al will have a major impact on the workplace over the next 20 years.

Global workers fear AI will eliminate their job.

World 50 C-suite members are worried about AI privacy.

Of global leaders are optimistic about Al.

*42%* 

Of GenZ workers are **afraid** to tell their managers they are using Al for work.

69%

of workers with 15+ years of experience haven't used AI

https://www.pewresearch.org/internet/202 3/04/20/ai-in-hiring-and-evaluatingworkers-what-americans-think/ https://www.bcg.com/press/7june2023frontline-employees-how-ai-will-changeiohs/

https://www.businessinsider.in/tech/news/some-42-of-gen-z-workers-are-nervous-to-tell-their-manager-they-are-using-ai-at-work-new-surveyfinds/articleshow/100416686.cms

David Wilkie interview, InvestmentNews, Here's how c-suiters feel about remote work, Al and 'Succession"; June 6, 2023 https://www.bcg.com/press/7june2023-frontline-employees-how-ai-will-change-jobs/

#### But Decisions aren't rational, Choice isn't conscious

#### How we interpret new information Context **Stimulus** Emotional **Action** Goals Appraisal, Incoming Change Mental models

### **Change messes with our minds**

Your brain on change

heightened uncertainty

bending mental models

happening too fast





# This opportunity also comes with human risk

What are your concerns around AI?

#### <u>Uncertainty</u> includes concerns about:

- Reliability and accuracy
- · Pace of change
- Job displacement

Uncertainty

"I feel things will move at an explosive pace from here onwards.. and the pace at which it may start replacing jobs may be so fast that we may not have time to come up with alternate job ideas."

- TME Professional

Identity

#### <u>Control</u> includes concerns about:

- ownership and control
- · misuse and unethical use
- · data privacy and security

"Encryption of information shared. If not done properly will make a lot of critical worldview opinions public in case of a breach."

- Al Professional

#### <u>Identity</u> includes concerns about:

- · Human creativity and thinking
- Human distinctiveness

"That eventually humanity is so dependent on it, that we might lose our grip on original thought."

- Analytics Professional

Fractal Research, The AI of the Beholder, April 2023. N=176



Control

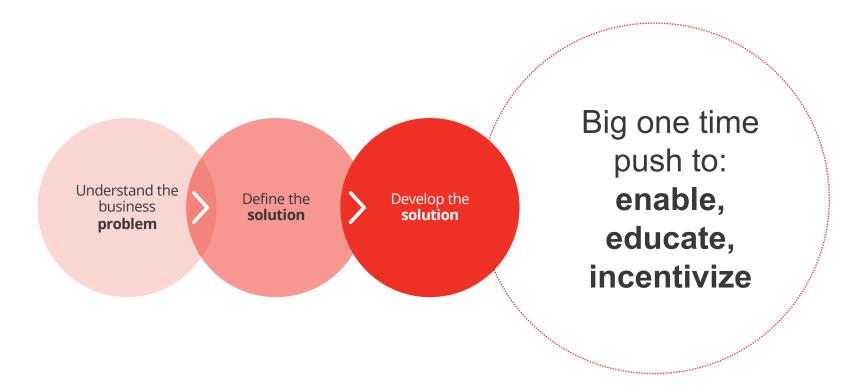
Approach to **Change** 

We tend to think...

It's a step in the process.



#### A solution-led approach to change



#### What this misses

#### Assumptions within a solution-led approach to change

# Business needs = people's needs.

People's 'what's in it for me' question is rarely as simple as meeting business objectives.

# People can tell you what they need.

Requirements gathering only captures known, functional needs, not the complete view.

# People will do what you tell them.

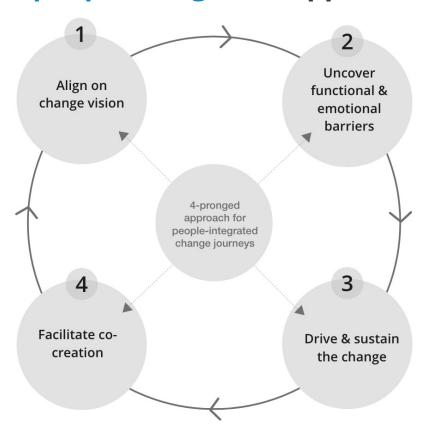
Corporate cultures are shifting away from top-down to decentralized decision-making.

# "People don't resist change, they resist being changed. "

Any technology that doesn't directly benefit the person who must use it will **fail** or be **subverted**.

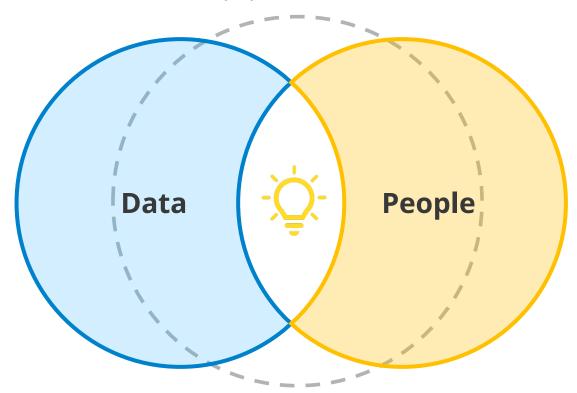
- Peter Senge

#### Instead, adopt a people-integrated approach to change



### The people behind the data

Building successful solutions starts and ends with people who will use it.



The data about people

# **Principles to Drive Adoption**



adoption not just as a change management problem but as a behaviour change problem.

Beyond solving for technological and organizational aspects of change, embracing the 'irrational' human behaviour aspect helps us to solve it



account for both, management needs and the user needs throughout

user centric approach enables one to understand the latent needs of the users along with accounting for stakeholder needs. Cocreation is the key, with the user at the centre



design not only for the functional but for emotional requirements too

design goes beyond features and visuals, to address the emotional requirements which is equally important, design for 'delight'



focus on the outcome not just the output

look beyond the adoption of the solution output as a metric and shift to achieving the intended business outcome



# Understand the human behind decisions



Use Cases & Types of Change

### **CASE STUDY**

**INDUSTRY: INSURANCE** 

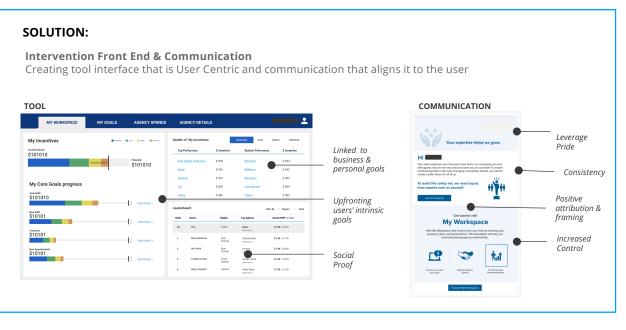
REGION: USA

B<sub>2</sub>B

#### **BUSINESS PROBLEM:**

Drive adoption of an internal tool for sales managers, which was developed for them to build better relationships with the right agencies

# **INSIGHTS:** Synthesis through the lens of the **Emotional Appraisal Framework:** Nurturing relationships with Agencies forms the basis for achieving business goals Frequent changes in the tool has reduced reliability on accuracy of the tool Perceived misalignment of the tool with sales managers' goals, hinders usage Engagement with the tool indicated lack of expertise



#### **IMPACT**





"Based on my prioritization, Agency A was not important but since the Agency Segmentation model has segmented it as High Potential, I am engaging with them more often." - **Sales Manager** 



## **Decision Backwards Approach:**

Start by identifying and examining points at which decisions are made for a more nuance understanding of the business context.



We start with understanding the current and the desired state – what are the key decisions we want to enable?

### **Our Decision Backwards Approach**

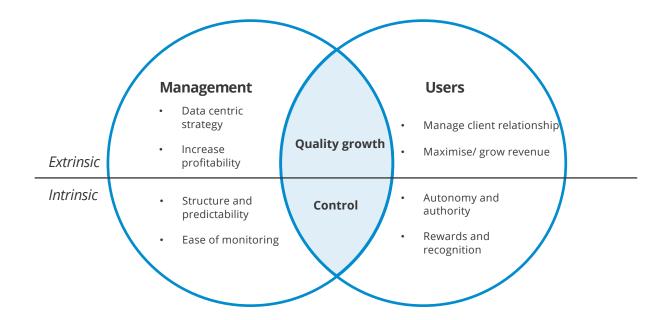


### We started here

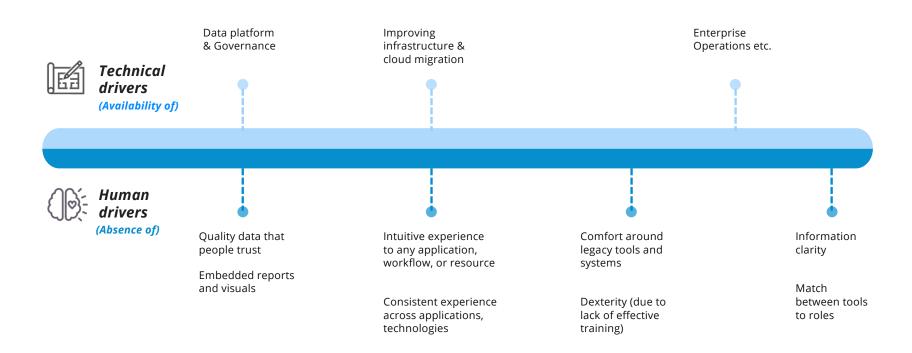
Current State	Desired Vision	Discovery	Synthesis & Strategy	Ideation & Solution Design	Implementation
Understand the ask and context  Understanding the Business Ask  Target audience: who we want to influence?  Listing the Implications of current behaviour/state	Define Business Outcome  • Set the vision • Identifying key decision/action to influence • Articulate business needs – what do we want to achieve and why?	Data Sensemaking Iterative process			
		,	Creating Experiences	Decoding Behavior	



We identified the overlap in desired outcomes



# We captured functional needs with the emotional



INDUSTRY: SOCIAL IMPACT REGION: INDIA

B2B



### Client

A pioneering strategic philanthropic organization forging partnership linkages between donors, NGOs and causes



### **Problem Statement**

High scores on the NGO and Donor side of the business (in +80s), but the employee NPS score was very poor (-8)



### **Traditional Approach**

Management's diagnosis of the determinants of the low employee NPS score



### **Sub-optimal results**

No improvement in Employee NPS Score

# **Research Methodology**

**Connectome Ethnolab™:** Using Storytelling as a Research Tool for Understanding Organizational Behaviour 83 Participants | 5 sessions | 80 stories | 396 evaluations

The 5 sessions were held with the Associate Directors, Team Leads, Managers, Analysts and Associates



#### **Game Setup**

Each participant is sent a link to the game and is given 4 cue words: Events, People, Positive Emotions and Negative Emotions



### **Writing Phase**

Participants use prompts to write a story from their own experience, revealing underlying beliefs and emotions



### **Rating Phase**

Each anonymous story is rated by peers on the relevance and relatability of the actions and emotions



#### Reward

Highest rated stories are rewarded. These stories help reveal salient emotional states and decision drivers in relation to the product.

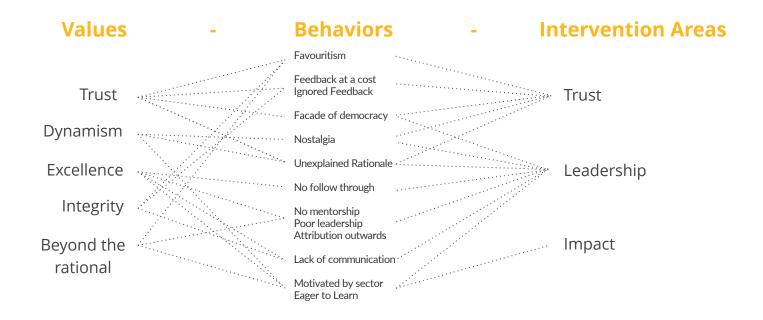








# **Strategy**



# **Intervention Design (Snapshot)**

**Intervention Area: Trust** 

**Acceptance: Release Connectome results** (Reduce Distrust)

**Behavior being addressed:** Ignored Feedback

**Time-frame:** Once, for 2 days

Led by the leadership     Discuss key findings  Asknowledge and own situation	TRUST   ACCEPTANCE  Break Expectations  Reduce prevailing distrust by accepting the findings as is. Break expectation of untrustworthy act of ignoring feedback.  Tone is key - connotation matters as much as the content.  Confident tonality to be used.
<ul><li>Acknowledge and own situation</li><li>Discuss solutions being developed</li></ul>	Set path forward  Negativity of the findings need to be countered with concrete plan of action. This brings in certainty of way forward. Bring senior leadership in setting out solutions.
Reveal the stories, displayed on a wall	Transparency  Leaving all the stories up for consumption for all lends authenticity
Stories are open for viewing for 2 days	to the proceedings and builds trust.

# **Impact**

-8 (prior to start of engagement) and
-15 (just before interventions were deployed)



INDUSTRY: PHARMA REGION: GLOBAL B2C

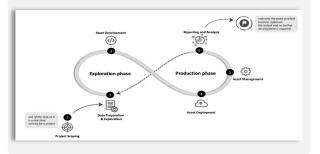
### Problem Identified

- Non-adherence to best practices: Tackling challenges from inconsistent documentation, code, and assets, affecting project quality and sustainability for a 100 member D&A team.
- Siloed Data Science and Insights team: Emphasizing limited collaboration and knowledge-sharing, causing inefficiencies and duplicated efforts.

#### **Requirement Gathering for SOPs** Ė Brainstorming 3 deep dive 1X1 Interviews session with DS sessions with with DS team Leadership Team Delegates + members to understand Agile Coach of Activity expectations the Teams

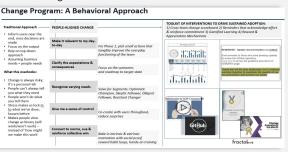
# 2 Challenges with Implementation

- Overcoming resistance to change: Examining the resistance faced during the change process.
- Unifying diverse processes: Discussing methods to align individual team processes into a cohesive, standardized approach that caters to various project phases.



# People-Integrated Approach

- **Behavioral workshops and interviews:** Detailing how engaging team members through interactive sessions helped identify pain points, fostering ownership in the change process.
- Single process workflow: Illustrating the benefits of streamlining processes into a coherent framework, promoting efficiency and collaboration.
- **Priority setting:** Demonstrating the importance of setting clear priorities, allowing the team to focus on impactful changes without overwhelming them.



# **SoP Change Program: A Behavioral Approach**

### **Past Approach**

- Inform users near the end, once decisions are made
- · Focus on the output
- Rely on top-down approach
- Assuming business needs = people needs

# PEOPLE-ALIGNED CHANGE

Make it relevant to my day-to-day

For Phase 1, pick small actions that tangibly improve the everyday functioning of the team

Clarify the expectations & consequences

Focus on the outcomes and roadmap to target state

Recognize varying needs

Solve for Segments: Optimistic Champion, Skeptic Follower, Diligent Follower, Resistant Changer

Give me a sense of control

Co-create with users throughout, reduce surprises

Connect to norms, cue & reinforce collective win

Bake in intrinsic & extrinsic motivation with social proof, reward habit loops, hands-on training

#### TOOLKIT OF INTERVENTIONS TO DRIVE SUSTAINED ADOPTION:

1) Cross-team change scoreboard 2) Reminders that acknowledge effort & reinforce commitment 3) Gamified Learning 4) Reward & Appreciation Mechanisms



### REMINDER : Update documentation on Github

Kind reminder to those who have pending updates to review the GitHub repository.

Click here to access the guideline document on confluence page.

Thank you all for your dedication. Let's continue working together to maintain the quality of our documentation and achieve our goals.







#### **BUSINESS PROBLEM:**

Redesigning the Data Science Confluence Page to Enhance Usability and Increase User Adoption of the Platform

#### **INSIGHTS:**

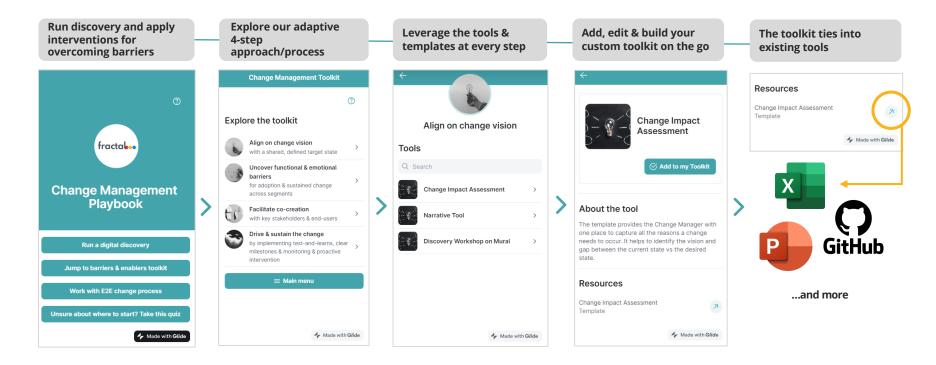
- High effort perception: Information is cluttered and not updated at regular intervals. Navigation is complicated.
- Status Quo Bias and Ambiguity
   Aversion: Users avoid uncertainty
   and prefer things that stay as they are, only
   choosing what they are confident of.
- Lacks visual saliency and perceived credibility: The Page's design is not good enough to be showcased to executive leadership.
- Cognitive friction: The design of Confluence is not the most user-friendly and lacks intuitiveness

#### LEVERS:

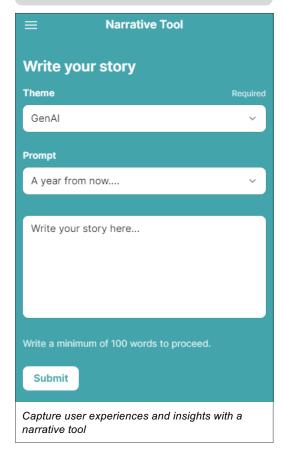
- Convenience: The integration to the internal platform reduces the effort perception to link other tools or upload files and pages.
- Sense of control: The project management tool provides flexibility to edit and customize according to the user's need.

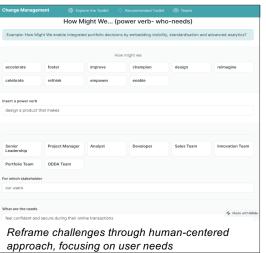
#### **SOLUTION:** Design Intervention Strategies **Home Page (Original) Home Page (Redesigned)** Leveraging a sense of Welcome to the belonging: High Effort Perception Data Science Team! Introducing the core values of due to **Information** org and a sense of pride for **Overload** being associated with the Community Creation and Broken Links and Lack Interaction Building: of Clarity on where to Centralized page for look for a particular introduction to the team, vacancies and contact information details Customization and sense of control: Ease of Usage and Simplified Navigation Content Hierarchy is Utilizing white space to direct user focus to relevant missina elements and content

# An interactive change levers playbook was created, to tackle barriers, track change for different sub-teams



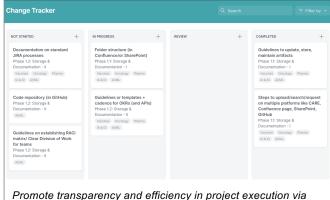
### Illustrative toolkit samples







Effectively monitor change initiatives, track milestones, and identify risks, providing visibility and facilitating collaboration among teams.



change initiative tracker

Change Management SOP Adoption Active Users Documents Uploaded Number of requests via chat Number of enquiries via email 100 52 32 12 SoP Completion 50 Avg. Training attendance Individual trainings completed 12 Employee engagement Change Elise Beverley Advocates of Hugo Saavedra the Month Fatima Delgadillo

Track and monitor the implementation and adoption of SOPs in your org. ensuring adherence to standardized processes and identifying areas for improvement.

Powering your **Change Journey** 

# Changing how we change isn't easy.

71%

of executives said that adaptability is the most important leadership quality.

https://hbswk.hbs.edu/item/sixunexpected-traits-leaders-need-in-the digital-era But..

Change is always risky business, professionally and personally.

Stress makes us commit to what we know, we might not even "see" the data.

We tend to view alternatives as binary, Instead of seeing the positive opposite.

# Leading change on your team



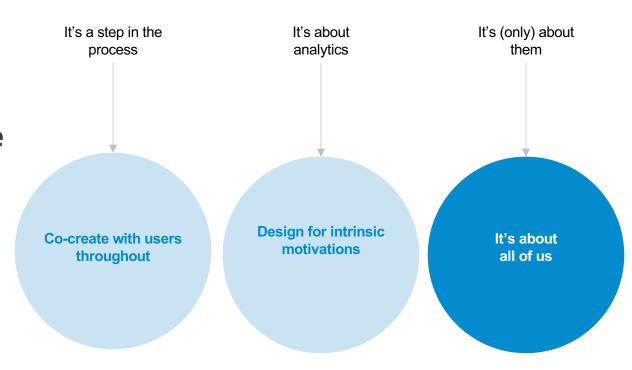
Three questions to ask your team

Have you spoken with an end user? to bring the user voice in

What are their goals? to shift from output to outcomes

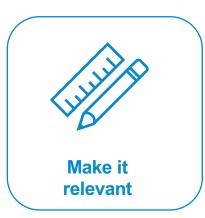
Why would someone want to do this? to consider intrinsic motivation

A behavior-led approach to change



# **SUMMARY**

### Behavioral strategies that increase receptivity & drive sustained change:









# Thank You

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A strategic partner to the most admired Fortune 500® companies globally, we help power every human decision in the enterprise by bringing advanced analytics & AI, engineering and design.









