

Helping your team to thrive together

OUR TEAM EVENTS OFFER







Having worked with hundreds of teams over the years, we noticed one component that helps great teams succeed and last - it is their connectedness with their authentic selves and each other. It goes beyond IQ and EQ.

We call it:

Connectedness Quotient



Connectedness Quotient

In today's hybrid world, developing connectedness has become easier and harder at the same time:

Easier

We can connect to each other any time, anywhere

Harder

High workload, stress, societal polarization and hybrid

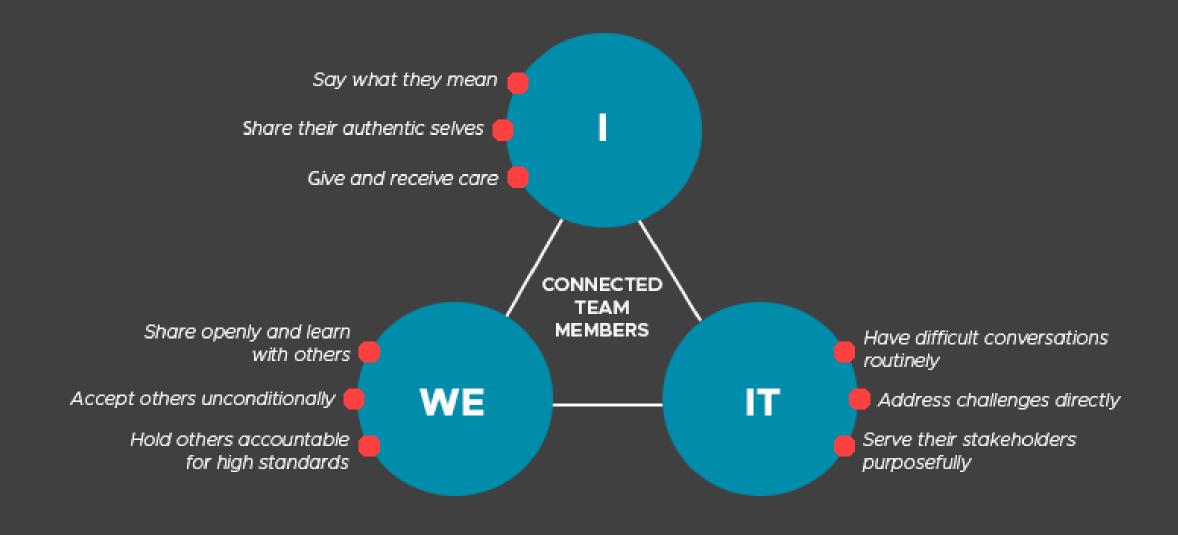








In our work we focus on developing team connectedness on three dimensions that support each other:



Our games are built on the following principles:





1. Make it short & simple



2. Learn by choice



3. Hold up a mirror



4. Keep it real



5. Be compassionate



6. Help people Help each other



7. Find the collective why; become together



8. Generate energy that lasts



9. Steadily build momentum



10. Work together



11. Be humble



12. Have fun

In our team development journeys and games we help teams become skilled at increasing their connectedness during the 12 Team Defining Moments:



FROM

Celebration and appreciation Episodic, forced and non-specific	Often, specific, authentic, with gratitude (share good mornings, thank you's)
2. Getting to know each other Only my business persona	Sharing my true self (human-to-human)
3. Goal setting Non-specific and not aligned	Inspiring, aligned and SMART
4. Serving together Taking for granted, mechanical, individualistic	Deeply enjoying flow and appreciating others
5. Group reflection & learning Limited and only when asked	Continuously looking for learning
6. Making decisions Spontaneous, personality driven	Aligned decision rules (I decide/I decide we discuss/we decide we discuss)
7. Managing commitments Unclear and uncertain	Clear follow-through. Renegotiate if necessary
8. Feedback and coaching Episodic and trying to fix the other	Continuous, and acknowledging intrinsic wholeness of everyone, always
9. Challenge To be avoided. Get rid of it fast.	Embraced as a collective growth opportunity
10. Tough issues & conflict Avoid or fight each other	Lean in, discover underlying interests that transcend and include diverse positions
11. Hurt Denying, blaming and judging	Acknowledge, process, amend and learn together
12. Departures, endings Making it wrong, trying to hold on at all cost	Seeing team changes as part of natural cycle

At team kick-offs, or during short team development events, we deploy a Connected Teamwork game that quickly breaks the ice.



Join a room Hide Full + New Room **(a) (b) (a) (c) (c)** 2/20 FULL 2/20 **(a) (b) (a) (a) (b) (b) (b) (c) (c)** Join Room 1/8 3. 2/20 John Room **2/8** 2/20 Join Room 1/8 Join Room

Our games help people connect to other human-to-human and creates team principles that teams continue practicing daily.



What clients are saying:



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"This was different, it was very different. It was sort of a movement, something you felt in your heart, and you could see it in the way people were acting and speaking. They were using it, the skills, they were speaking it and using the language. Operating despite their fears... Our culture was thriving, like for the first time we were acting as a global team."

Terri Kingstone,

Former Senior Business Manager, Microsoft Consumer Customer Support



"...you always say, there's a no pedestal thing in your work with us. I think that is important we didn't want to have pedestals. We wanted people to feel when they come into a team meeting, they weren't being reviewed, they were actually bringing ideas forward. It was a discussion amongst peers it wasn't a formal review meeting. That's the tone that our leaders had, and I think it resonated."

Marc Stolte,

Chief of Staff, Microsoft, EPG, Culture & Strategy Transformation Journey



"...goes well beyond simple moderation and team building. Hylke's research interviews and disciplined process ensures that you will get results."

Chris Anderson,

CEO, 3DR; former Editor-in-Chief, WIRED Magazine



"This work has produced a level of transparency and trust we had never before seen on the team."

John Rex,

Former CFO Microsoft North America



Specifically, provide the following support before, during and after team events:

- Online pre-event Connected Teamwork Survey to assess the key enablers and blockers of team connectedness;
- Preparatory discussions with team leader and event leaders to prepare the event
- Ensure compatibility of game with client environment
- Conduct the event and deploy the game (90'-3 hours)
- Debrief with team leader and event leader