### 100% LIVE

# Enterprise Design Behavioral Patterns

### **INTERSECTION GROUP**

### We help people create better enterprises.

	Behavioural Patterns
	(12) Human Interest
	(13) Nurtured Trust
	(14) Powerful Questions
	(15) Listening to Understand
m	(16) Hint
	17 Tangible Presence
11/2	(18) Walking Your Talk

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## Human Interest

You want other people to know you care about them.

#### In this context:

When you focus too much on the content of your work and not enough on other people, they can feel excluded and ignored.

Therefore:

You talk with them about their goals and concerns.

### **Consequently:**

They see you care about their goals and concerns and take a personal interest in them.



## **Nurture Trust**

You need other people to trust you as an advisor, partner and co-worker.

In this context:

The people around you often find it difficult to trust you.

Therefore:

You prioritise being trusted in how you engage with them.

### **Consequently:**

You become a trusted advisor, partner or co-worker to them. They come to you for advice and invite you to participate when important decisions need to be made.

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## **Powerful Questions**

You need to explore the full wisdom of other people to co-design great enterprises.

#### In this context:

The first answers you get when interviewing someone seldom give the full picture. **Therefore:** 

You learn to ask powerful questions:

> Explorative, Circular, Scaling, Hypothetical, Miracle (what-if?)

### Consequently:

You help your interview partners understand their own design challenges better and leads to the trust you need.



### **Listen to Understand**

You need to explore the wisdom of other people to co-design great enterprises.

#### In this context:

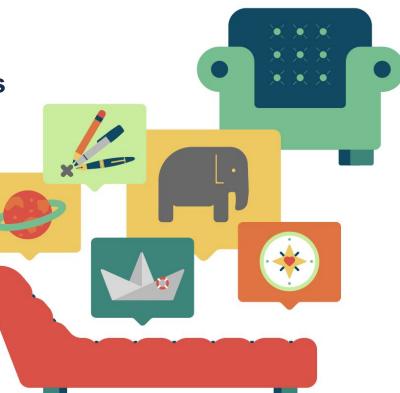
EDs are often so focused on their design activities they forget to really listen to the people.

### Therefore:

You are aware that successful communication always starts with excellent listening skills.

### **Consequently:**

You gain knowledge of the bigger picture of the enterprise. Your deliverables will increase in depth and accuracy. You are building better relations of trust and coalitions.





You want other people to actively contribute to the enterprise design work.

#### In this context:

You run the risk of teaching too much and telling people what to do more often than you should.

### Therefore:

You let people discover what they need to know and what they should do, rather than telling them.

### **Consequently:**

People have experienced the "aha moment" of connecting the dots by themselves.



## **Tangible Presence**

You want other people to feel they know you well enough to trust your intentions and actions. In this context:

You are so busy collecting information and creating things,

you often disappear from their sight for weeks.

Therefore:

You reserve enough time to have regular formal and informal interactions with them.

**Consequently:** 

Because they regularly interact with you and the work you do, they feel they know you well enough to trust you, your intentions and your work.



## Walk your talk

You want other people to feel they can predict your actions and trust your promises.

#### In this context:

It is easy to lose track of what and when you promised to deliver. Non-reliability leads to a decline of trust.

### Therefore:

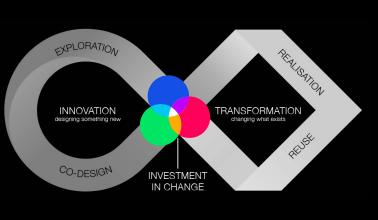
You stay in regular contact with people about your progress and possible changes in what you are doing and planning.

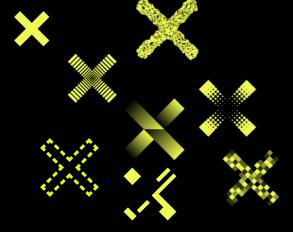
### **Consequently:**

Because you do as you promise and keep them informed, people are confident they can predict your actions. They feel you are reliable.



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EDGY

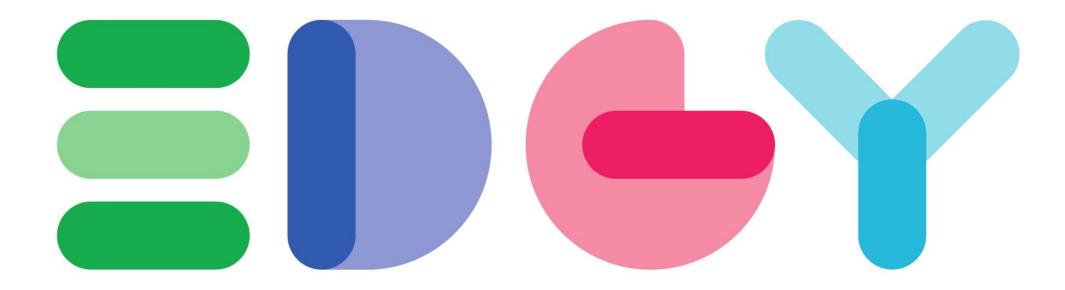
Community and Events <text><text><section-header>

### Learning and Knowledge

A set of connected Open Source tools for your Enterprise Design practice

Events for a global community of thinkers and practitioners Publications, content, courses and digital tools with our partners





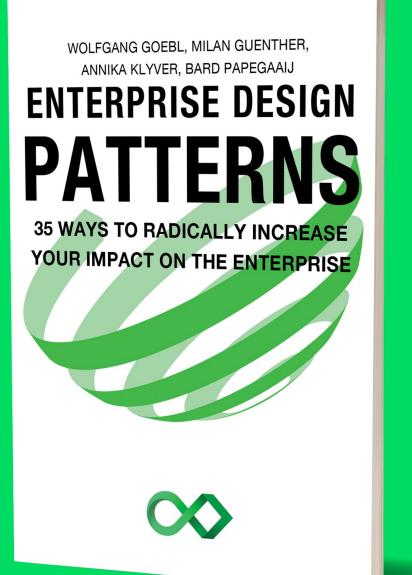
## March 29, 2023



### **Patterns**

Journey to impact Behaviour patterns Practice patterns Creations patterns

enterprisedesignpatterns.com



#### Impact Patterns .....

1 Personal Enterprise Vision	
<ol> <li>Personal Enterprise Vision</li> <li>Pre-existing Wisdom</li> <li>Coalition Building</li> </ol>	
Contraction of the starter	
6 Shared Enterprise Vision	
oare negotiation space	
8 Clear Ownerships	
9 Foundation of Change-Portfolio	•••••• 46
(10) Shepherded Realisation	••••••48
(11) Leaving	•••••• 50
(11) Leaving	••••••52

#### Behavioural Patterns ......

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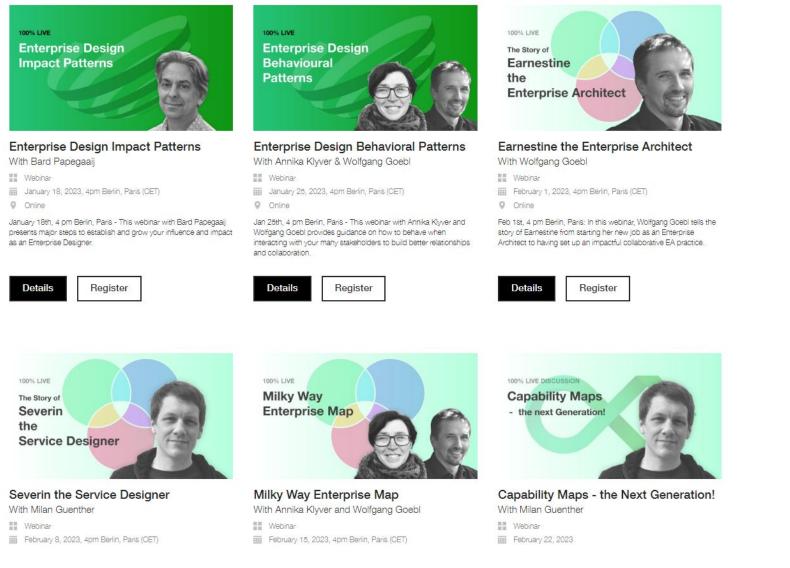
	54
12 Human Interest	. 04
13 Nurtured Trust	56
A Powerful Comer	58
14) Powerful Questions	60
15) Listening to Understand	62
6 Hint	64
7) Tangible Presence	
B) Walking Your Talk	56
, manning four talk	8

ractice Patterns	70
(19) Evidence	
20 Outside Inspiration	
(21) Hypotheses and Validation	
(22) Wearing Their Shoes	
(23) Dancing to Enterprise Rhythms	
<ul> <li>(23) Dancing to Enterprise Rhythms</li> <li>(24) Corporate Politics.</li> </ul>	
(24) Corporate Politics.         (25) Focus, Shift, Refocus	
(25) Focus, Shift, Refocus	
(26) Just Enough Design         (27) Unintended Concerning	
(27) Unintended Consequences	

Creati	ons Patterns90
(21	B) Human Language
(29	Captured Stories
(30	Depicting Shared Understanding
(31	) Moments in time
(32	Toolkits Sparking Change
(33	Toolkits Sparking Change 100
34	) Beauty
6	) Tangible Futures
(35	) Management Instruments 106

ossary	
ferences	08
ferences	10
out the Authors	10

### **Upcoming Webinars**



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https://intersection.group/events/?archive=false



Vienna, September 18-19, 2023





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## Thank you!



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