

LEAN IN DESIGN FORUM MAY 1-2, 2024

#LCIDesign24

Lean Into Design Thinking

Emotional Intelligence in Design and Delivery



P2SL

Neelanjana Sen, AIA, NCARB, LEED AP BD+C Jennifer L. Storey, AIA, EDAC, NCARB

May 2, 2024 – 3:30-4:15



This Is Us





Jennifer

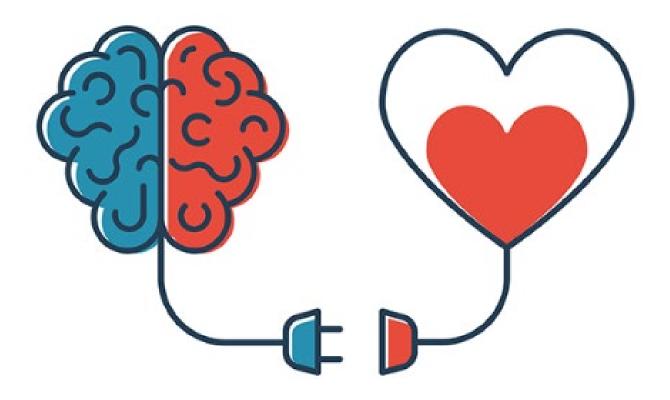


Neelanjana



What is Emotional Intelligence







Our Emotional Intelligence Journey

Harvard Business School

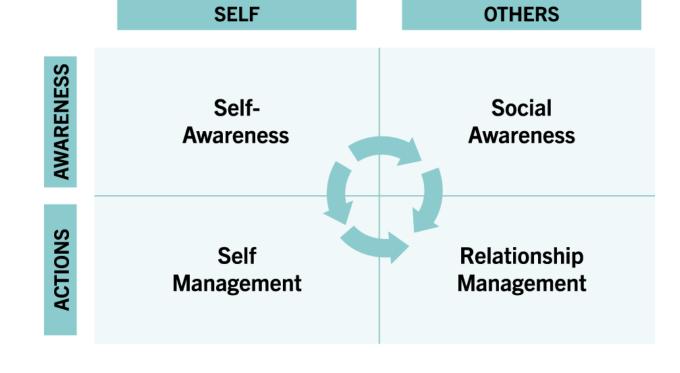








4 Core Competencies of Emotional Intelligence





Our Emotional Intelligence Journey





The words we use to describe the phases of the project



Visioning

Designing

Delivering



Listening

Aligning

Maintaining

What we are doing emotionally during these phases



Layering with Lean





Visioning

Designing

Delivering



Listening

Aligning

Maintaining



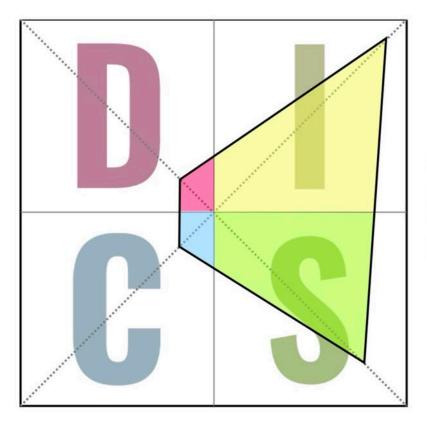


Getting to Know Yourself & Your Team



P2SL

Neelanjana:



Great that you took the test.

Here is your result and the analysis.

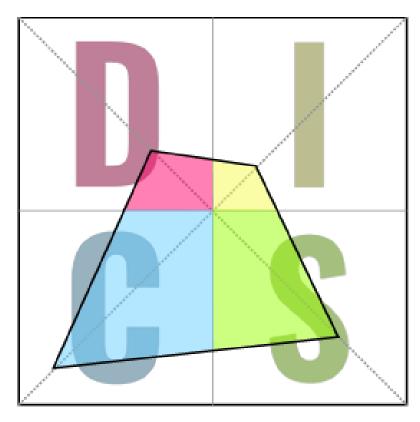
- Dominant style the maker: 13
- Value of the creator: 20
- Steady style the connector: 18
- 💙 Compliant style the analyst: 11

Great that you took the test.

Here is your result and the analysis.

- Dominant style the maker: 11
- Influential style the creator: 12
- Steady style the connector: 16
- Compliant style the analyst: 21

Jen:



The Critical Thinker (high C; second preference S) believes he can prevent problems; uses defense strategies to avoid difficulties; has a strong awareness of what is right and wrong; and is rational.

S) contacts people to create a pleasant and friendly environment; builds bridges between individual employees and work teams; is often too understanding.

The Harmonizer (high I; second preference



Getting to Know Yourself & Your Team



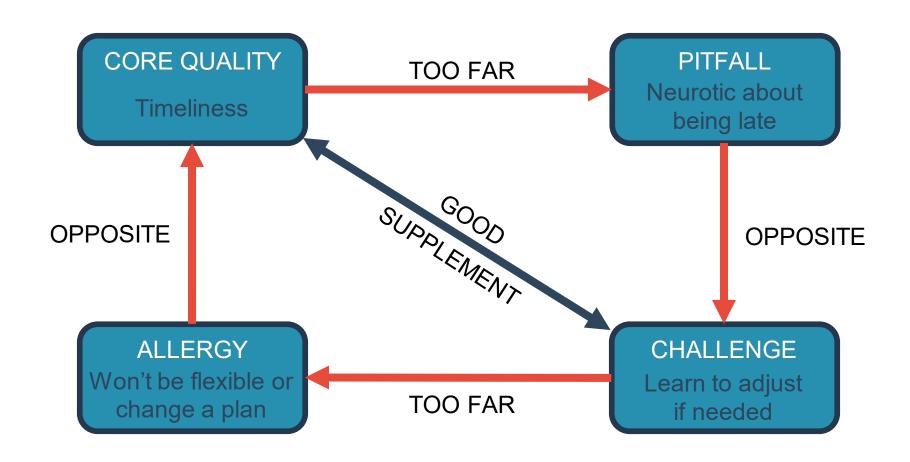






Self Awareness Reflection





^{*} Daniel Ofman's Core Quadrant Model



Looking through your El Lens



Rules of the game

- Select one person to be your Artist
- The rest of the team open the envelope to identify the word that you will help your Artist draw.
- There are "forbidden words" words that you cannot use to describe what needs to be drawn.
- If you say one of the forbidden words you must dismiss that card and start over with another word.

You have:

- 4 mins to describe and draw as many words as you can
- 2 mins for Group Reflection
 - Did you notice certain personality traits in your team?
 - Did you notice a core quality effecting how you worked together?
- 2 mins to Report Out
 - Did what we said or how we approached the game influence your ability to be successful?



Looking through your El Lens



Online Stopwatch - vClock



What Tools Can We Use in Design?







Visioning

Designing

Delivering



Listening

Aligning

Maintaining



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What Tools Have You Used?

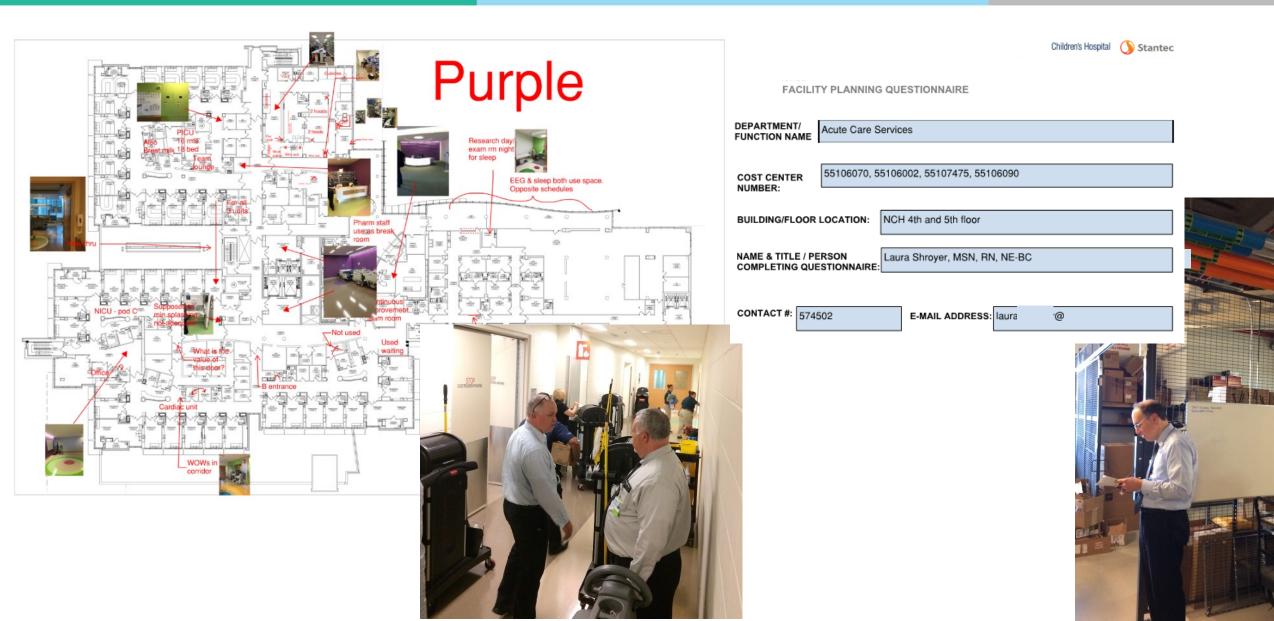


Plus Delta



Gemba for Team Understanding



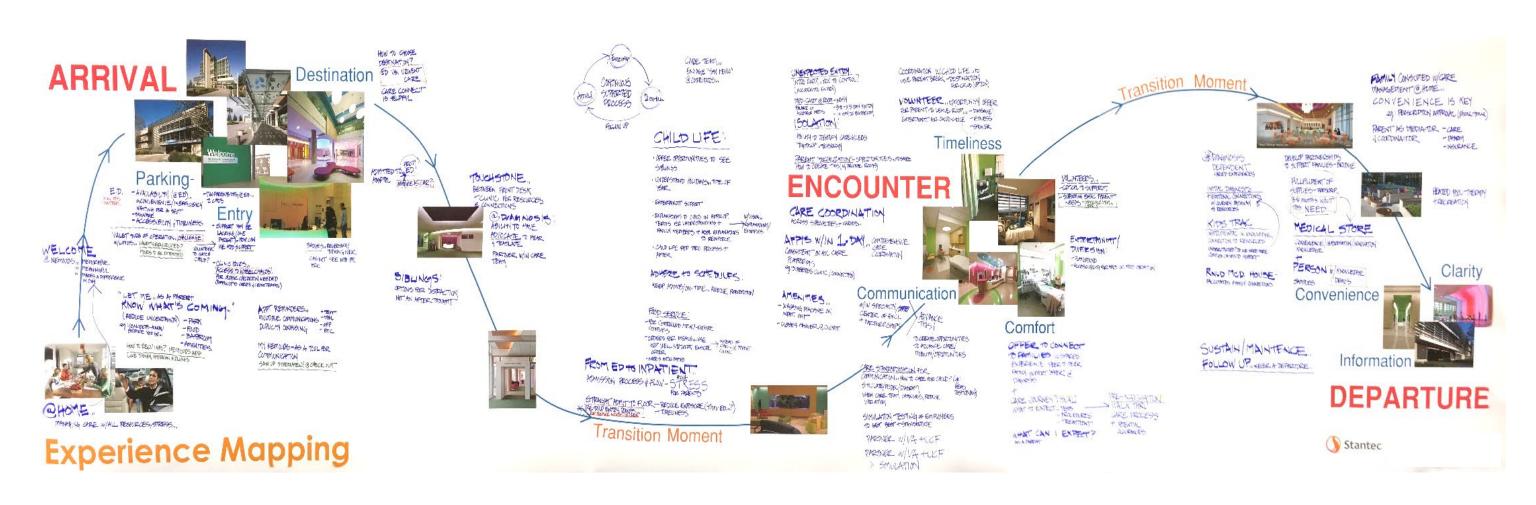




Experience Mapping for Perspective









Common Goal Brings Direction











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