

**Geared for Growth** 



# Culture is defined by the way members of an organisation or group relate to:

Each other, Their work, The outside world



The way we think we are

**Perceived** culture



The way we like to be

**Desired** culture



The way we are

Actual culture



The way we have to be

Optimal culture

## What are Signature Moments?

#### **EXPERIENCES** are...

- Memorable
- Personal
- Revealed over time
- Useful
- Useable
- Enjoyable



### Criteria for Signature Moments

**EXPERIENCES** that...

- Entice
- Engage
- Extend

**Employee Expectations** 



Signature moments help us to develop and maintain a culture aligned to brand and values. They also help us to clarify what the future state looks like...before we get there

### Culture is a Journey and a Destination

What key moments / experiences can you give employees so they:

- o Can see the future
- Believe you are serious about getting there
- Want to come too



Questions to consider when creating signature moments

What are the signature moments that will:

- Shift people to new routines or habits?
- Change the stories people tell colleagues and friends about the company?
- Change the way people use metaphors and symbols in daily conversations and rituals?









- To symbolise how Telstra was empowering employees to make the right decisions, the management team removed the need for travel approvals. Staff could simply make these arrangements on their own through the SAP system...and no, they did not see a spike in unnecessary travel.
- To give teams an experience of what it means to be 'self-managed' in an Agile world, Telstra invested in a series of Hackathons, where staff could choose agenda topics on the day based on what was of most interest to them.
- Senior leaders were invited on a panel to 'listen' and 'learn' rather than 'speak' to the audience.







- To demonstrate ANZ's commitment to collaborative problem solving, IT staff were given one Friday off normal duties every month to participate in a Hackathon, where they could form their own teams (comprising people right across the company) and solve a customer painpoint together.
- The rate of customer resolutions and employee engagement reached record highs during their "Push It" program.







- To demonstrate how serious they were about empowering staff to make their own decisions related to customer experience, Jetstar delegated decision rights about applying charges for excess baggage to ground staff at the airport.
- For the first time, airport staff could choose to apply excess baggage fees at their own discretion.



#### **Geared for Growth**

Be Do Shift Transform

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