Leadership Development in a Learning 2.0 World

Learn as you work. Work as you learn.



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Agenda

- What are we talking about?
- Leadership Development
- Learning 2.0
- Using 2.0 for Leadership Development
- Implementation and Sustainment
- Summary
- Q and A



What are we talking about?





Leadership Development

Processes, programs and activities provided by organizations to help the management team develop capability and improve skills

Learning 2.0

Informal learning facilitated through the use of Web 2.0 technologies and user generated content



Leadership Development Today

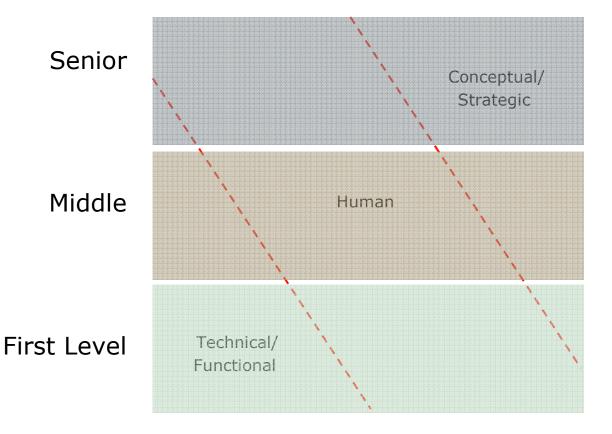
nexient

A Global Knowledge Company

Do Nothing	Self developmentSink or swim	Observe and adaptEmergent practices	
Formal Training	ConsultantsVendorsBusiness schoolsInternal	Personal growthFeedback drivenConceptual understandingSkill building	
Mentoring and Coaching	Job assignmentPersonal coachingAssessment	Performance appraisalMentor programsOJT	
Action Learning	action reflection blanking	Learning by doingReflectionFacilitated	

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Competencies by Level





A Common Process

Plan		Competency developmentRoadmaps			
Assess	Organizational needs assessmentIndividualized gap analysis				
Buy/Build	 Internal program design Purchase vendor programs Curriculum 				
Implement		nrollment MS			
Evaluate		erformance esults			



Key Issues in Leadership Development

- Relies on delivery of explicit knowledge vs. leveraging tacit knowledge emerging from experience
- Separated from the context of actual work. Based on artificial experience vs. natural experience
- Event based vs. continuous process
- Mismatch to the dynamic and rapid pace of the work of the manager
- Ignores power of new technologies to overcome these issues
- Ignores that managers are really a network of individuals, not an organizational hierarchy



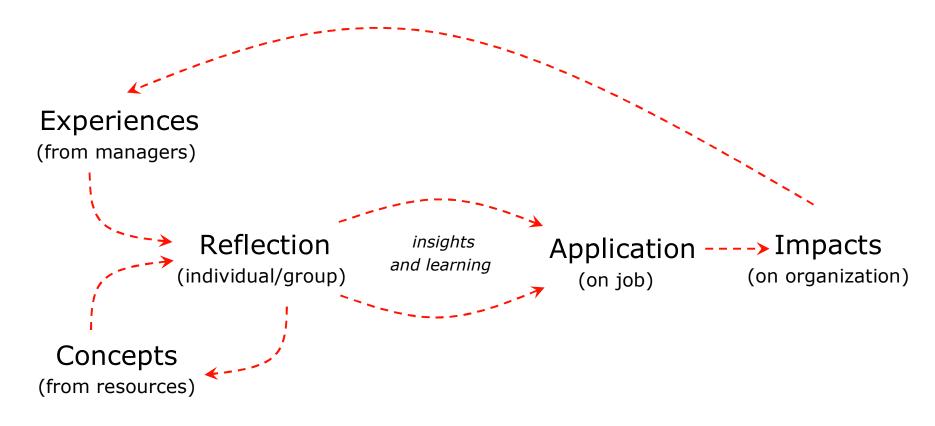
Improving Leadership Development

- Incorporate the **natural experience** of the manager as essential component of the learning (social learning)
- Provide access to insightful models, theories, principles and concepts to help make sense of experience
- Continuous opportunities to reflect on experience in light on new conceptual understanding
- Continuous opportunities to share and challenge competencies to expose alternate ways of behaving
- Improved learning from organizational impact of new behaviours
- Combine the above into a continuous process rather than series of events or structured curriculum

Adapted from Mintzberg, Managers not MBA's



A Leadership Development Process



Adapted from Mintzberg, Managers not MBA's



Your Reflection

- Share Leadership Development practices in your organization
- What are the implications for transforming leadership development?



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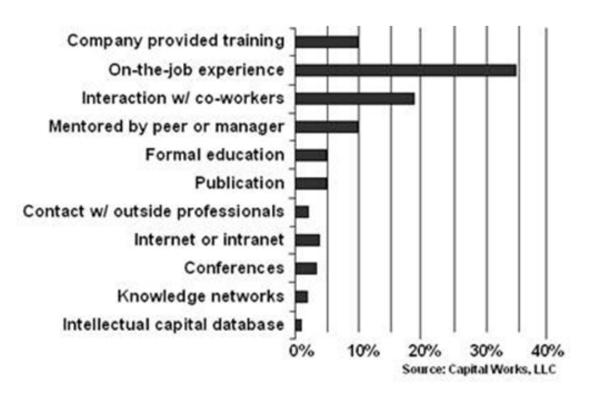


How did you learn to do your job?

- A. Company provided training
- B. On the job experience
- C. Interaction with co-workers
- D. Formal education



How did you learn to do your job?



"The best learning happens in real life, with real problems and real people, and not in the classrooms."



Informal Learning @ Work



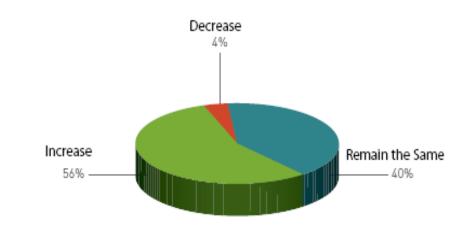


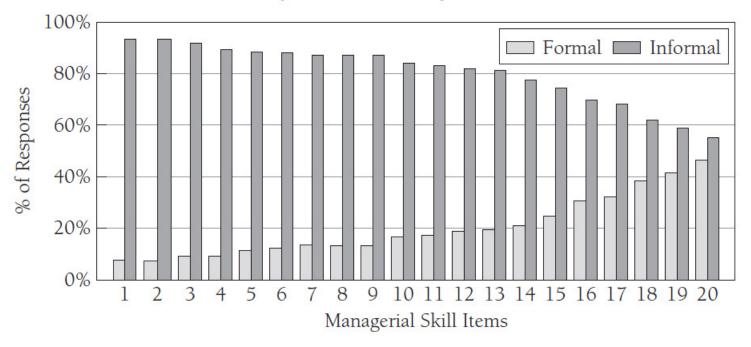
Figure 24: Projected Usage of Informal Learning Over the Next Three Years

Source: ASTD/I4cp Tapping into the Potential of Informal Learning Study



Informal Learning and Management Skill Proficiency

Figure 1. Core Managerial Skills and Frequency Distribution of Extent to Which Participants Reported Learning Each Skill Formally and Informally





The Learning Continuum

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Natural Learning. Experiences and encounters with people, ideas, technology and objects that result in learning as an incidental byproduct. Experimentation. Reflection on consequences of actions.

Self-initiated and self-planned experiences – including the use of technology and media (social media, static knowledge sources, print), seeking out a tutor coach or mentor.

Communities of Practice

New job assignments and participation in teams, or other job-related challenges that are used for learning and self-development

Participation on improvement teams, team problem solving other vehicles designed to promote continuous learning for organizational improvement.

Non formal (semistructured)

Facilitated Action Learning where learning is a planned outcome from acting on real problems or tasks.

Structured and facilitated opportunities and experiences, to examine and learn from those experiences:

- Communication-based methods: interaction, dialogue, mediation
- Activity-based methods: experience, practice, experimentation
- Socially-focused methods: partnership, teamwork, networking

Designed on the job training or formal programs of mentoring and/or coaching.

On-demand e-learning, structured knowledge and other designed knowledge media.

Structured blended learning programs with or without collaboration

Formal Instructor led training (classroom or on-line) at a defined time and place

Formal programs (instructor led or e-learning) leading to a qualification or certification

Formal

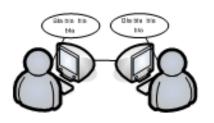
Formal education from academic institutions

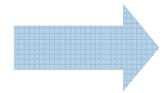
Core Tenets of Informal Learning

- Learning is social
- Knowledge is constructed
- Learning is contextual
- No learning without action, No action with out learning
- Learning is working, working is learning
- More pull, less push



Technology and Informal learning





CSCW

- Threaded Discussion
- Chat
- Shared whiteboards
- Video conferencing
- Collaborative workspaces
- Knowledge management
- Learning management systems
- Web meetings

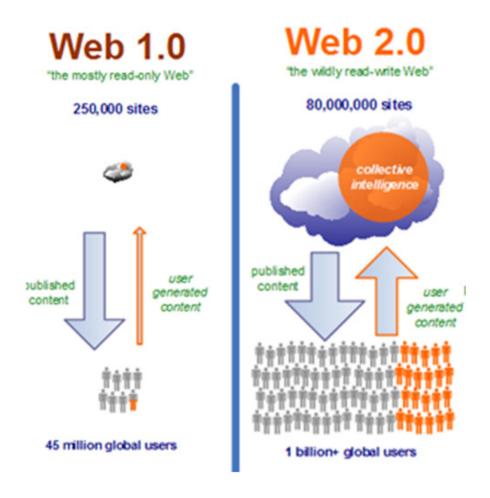




Web 2.0

- Social Networking
- Blogs
- Micro-blogging
- Wiki's
- Video-sharing
- Social rating
- Social bookmarking
- RSS

Web 2.0: Collective Intelligence





Learning 2.0







Learning 2.0

Using the collaboration, communication and user generated content features of Web 2.0 technologies to facilitate learning from work experience



How is Learning 2.0 is being used

Formal Learning Wrapper

• The Amazon model. Web 2.0 tools made available in conjunction with formal learning programs (e-learning or classroom)

Embedded/Integrated

 Collaborative and social learning activities are an integral part of a formal learning program

Communities

 Natural or defined communities that use informal learning in the course of doing their work

Free-Form

Used by individuals based on personal preferences and on an adhoc basis



Project Next



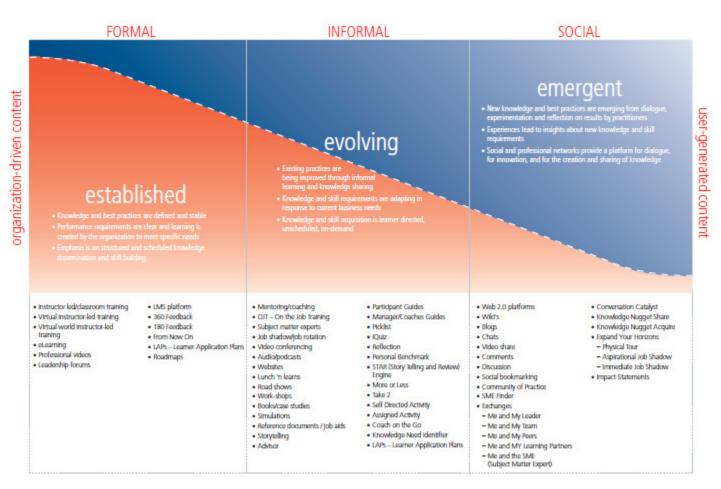
"Social Constructivism"

NEXT is inspired by the instructional design philosophy that says that people learn best when they:

- Interact with the learning material
- Construct new material for others
- Collaborate with other students and experts about the material

Nexient Informal Learning Framework







Informal Learning Assets at Nexient

The 5 Essentials for Learning and Performance

Effective workplace learning has 5 essential components.

1) Problem or Task

 Effective learning involves solving authentic problems or tasks

2 Connection

 Effective learning connects existing knowledge to new knowledge and helps learners understand why the skill is important.

3 Key Knowledge

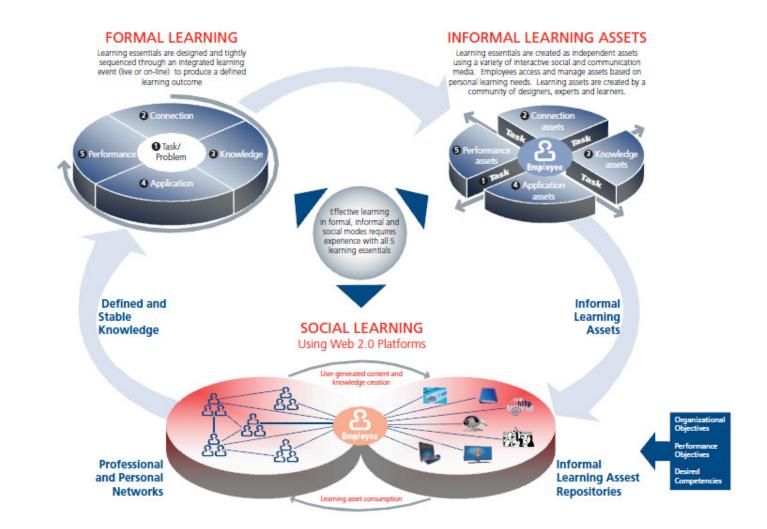
 Effective learning informs and demonstrates new principles, concepts, procedures and processes

4 Guided Application

 Effective learning provides many opportunities to apply and practice new skills with conformational feedback and personal reflection

Performance

 Effective learning is facilitated when new skills are integrated in the employees workflow



Communities of Practice (CoP)

Community of Practice

A group of people who share a concern, a set of problems, or passion about a topic, and who deepen their knowledge and capability for action through interacting and collaborating with others in the community on an ongoing basis

Domain

The professional field of work and areas of problem solving and innovation

Professional Management

Community

The people that participate in the community and their corresponding roles (formal and informal)

Managers

Practice

The work of the community. Actions, knowledge repositories, and learning generated in the course of working

Management Activity



Technology for Communities

Requirements

- Facilitates and stores rich conversations
- Encourages
 participation and
 collaboration through
 ease of use
- Supports rapid knowledge access. creation, sharing and ranking
- Promotes self administration



Applications













Integrated Features

- Profiles
- Calendar
- Knowledgebase
- Polls
- Presence (who's online)
- Forums
- File sharing
- Wiki articles
- Chat
- Blogs
- Social bookmarking
- Groups/subgroups

Integrating Learning and Work with CoP

Learning/Doing Community

Defined roles for community ownership and development

- Leaders
- Moderator
- Facilitator
- · Content owners

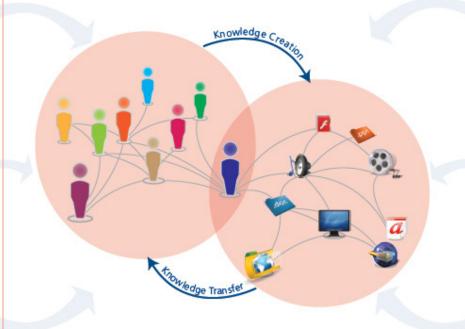
Active and sustained participation by all members

- Activity catalysts
- Blogs
- Invited guests
- Ask an expert

A calendar of activities to maintain participation and continuous learning

- Webcasts
- Exercises
- · F2F activities
- Assignments

Learn as you work. Work as you learn.



Social Learning Tools

- Blog
- Forums
- Wiki
- Comments
- Status
- Profiles
- · Content sharing/rating
- Tagging
- Contacts Polling
- Chat · Who's online

- Messages
- Friends

Knowledge Repository

Digital learning assets to sustain and grow knowledge

- Advisors
- Case studies
- eLearning
- · Interactive content
- · Learning activities

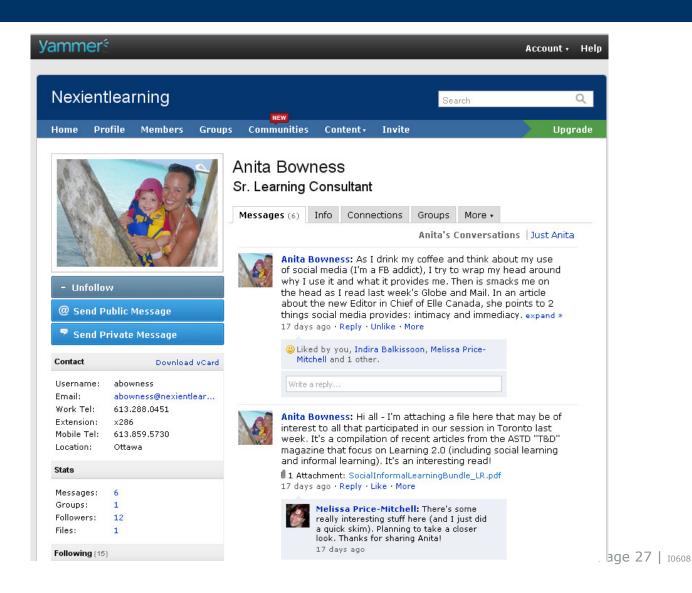
Shared work documents and support materials

- Documents
- Presentations
- Best practices

Digital and print job aids and performance

- Performance planners
- Guides
- Checklists
- Decision aids

Nexient – Social Media Explorers Community



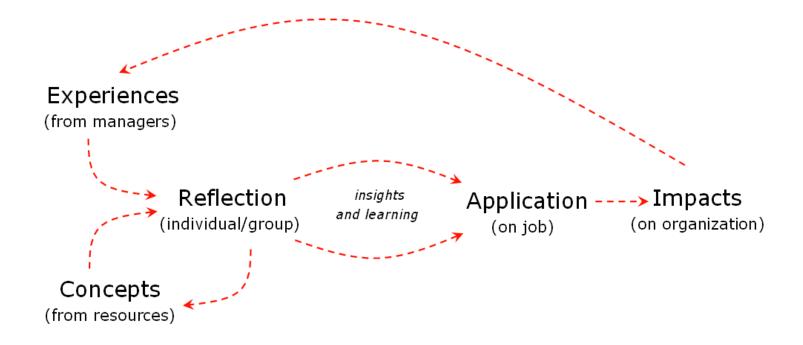
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Learning 2.0 and Leadership Development

How can we use the collaborative and community features of web 2.0 to improve leadership development?





Learning 2.0 for Leadership Development

Formal Learning Wrappers

 Web 2.0 tools made available in conjunction with Leadership development programs (e-learning or classroom)

Embedded/Integrated

 Collaborative and social learning activities are built into leadership development program

Communities

 Naturally emerging or defined Management Communities that use informal learning in a web 2.0 environment in the course of doing their work

Free-Form

Managers collaborate and communicate with each other using web
 2.0 tools. Learning is an incidental byproduct



A Management Community of Practice CoP

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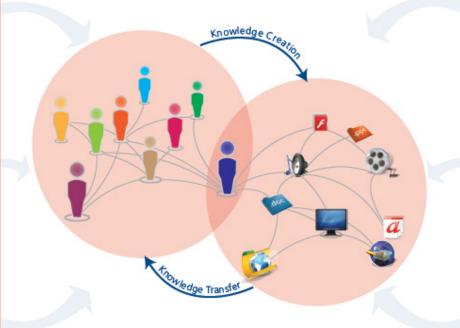
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Scheduled Activity

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Knowledge Repository

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Shared Knowledge

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Digital and print job aids and performance

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Management CoP Content (Explicit Knowledge)

- Learning assets seeded to jumpstart the community or to support learning initiatives within the community.
- Content supplied by the community
- Informal content created and shared and modified by the community
- Performance support tools to guide real time performance

Learning

Digital learning assets to sustain and grow knowledge

- Advisors
- Case studies
- eLearning
- Interactive content
- Learning activities

Shared Knowledge

Shared work documents and support materials

- Documents
- Presentations
- · Best practices

Performing

Digital and print job aids and performance tools

- · Performance planners
- Guides
- Checklists
- Decision aids

Knowledge repository

Facilitating the Community (Tacit Knowledge)

Leadership

Defined roles for community ownership and development

- Leaders
- Moderator
- Facilitator
- Content owners

Participation

Active and sustained participation by all members

- Activity catalysts
- Blogs

Community interaction

- Invited guests
- Ask an expert

Scheduled Activity

A calendar of activities to maintain participation and continuous learning

- Webcasts
- Exercises
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Productive Inquiry

- How do I do this?
- Has anyone else done this?
- What can I do about this?
- How do I avoid these mistakes?
- What do the experts say?
- Can I trust this advice?
- Here's how I do it?
- I tried that approach last week and this is what happened
- Here's what I suggest



Benefits of Management CoP

For the business

- Drive strategy
- · Faster problem solving
- · Quick diffusion of practices
- Innovation from knowledge creation
- Organizational knowledge

For the community

- Common language, methods, models
- Knowledge transfer
- Access to wider expertise
- Share and build influence

For the individual

- Job skills and knowledge
- Identity
- Rapid and immediate knowledge source
- Always on



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Management CoP Design Roadmap

Plan

Design

Prototype

Launch

Grow and Sustain

Identify audience, purpose, goals and vision for the community Define activities, technology, seed content, group processes and roles that will support community goals Pilot the community with a representative group to gain commitment, test assumptions, refine the strategy and establish a success story

Launch and
Market the
community to the
larger audience to
engage
newcomers and
deliver immediate
results

Manage and monitor group activities to meet organizational and individual goals. Use knowledge created by the community to inform new strategies and activities



Life Cycle for Members

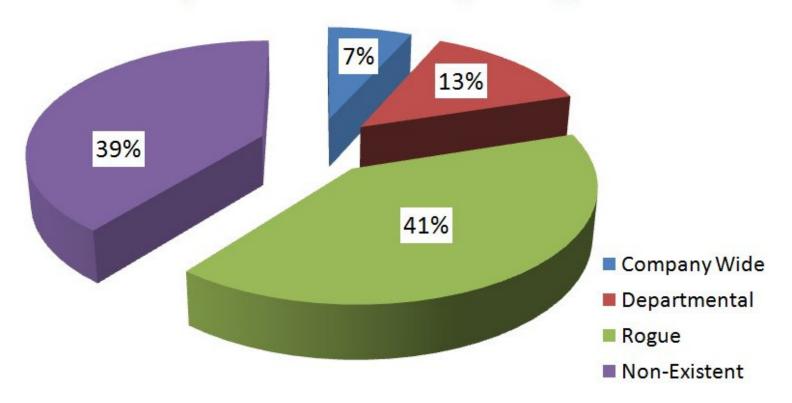


From http://blogs.zdnet.com/Hinchcliffe



Implementing Informal Learning

What does your Informal Learning strategy look like?





Summary

- Current leadership and management development will continue to have limited impact
- Natural experience, productive inquiry, and reflection on action are the key to improving leadership development
- Web 2.0 technologies provide a powerful opportunity to build experience into learning in an always available environment, but they are too fragmented
- Community technologies integrate the best of web 2.0 into one environment and avoid the "tool many tools" problem
- Planning, design, facilitation and sustainment of Management Communities of Practice will be a new competency of management development professionals



Questions/Discussion



Performance X Design

performanceXdesign.wordpress.com

Training Wreck

danpontefract.com

