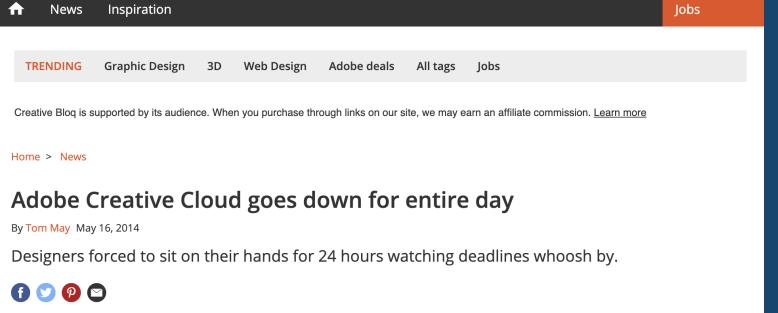
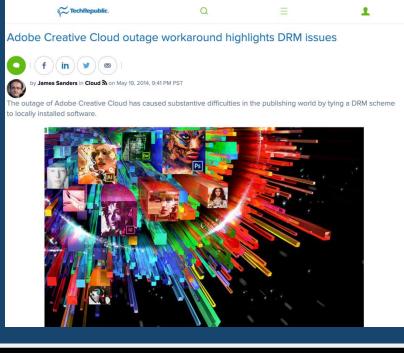
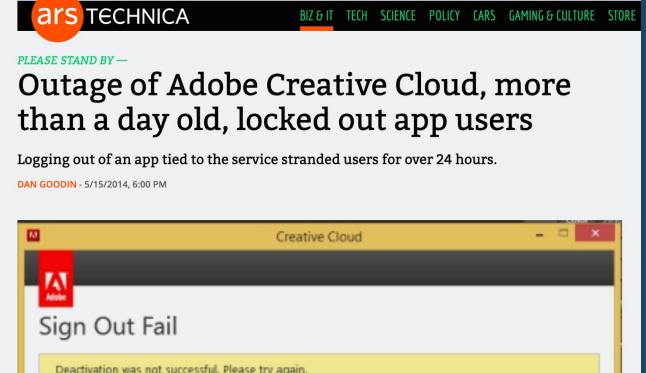
Decision-Making in Consensus Cultures











Today's Agenda

- 1. What kinds of decisions do we own?
- 2. How do we navigate a consensus culture?
- 3. Three tools to make better decisions, faster
 - a. Decision Owner Levels
 - b. Stakeholder Mapping
 - c. Resistance as a Resource

What scope should we take on?



What risks should we mitigate, & how?

- 1) Create your personal "top 5" decisions list
 - Prioritize 1-5





- 2) Create a group list of the top 3
 Ignore the O, F, O columns for now
 - 05:00



Group Priority	Own?	Decision	Facilitate?	Owner
1	X			
2			X	name
3	X			



What is Consensus Culture?



Geert Hofstede
Cultural
Dimensions
Theory

Collectivism

- Group cohesion
- Harmony
- Shared goals
- Loyalty
- People defined by rolls
- Nonverbal cues
- Preserve relationships
- Collaborative decision-making group-foct

Individualism

- Individual over group
- Autonomy
- Personal achievement
- Self-reliance
- People defined by traits
- Direct communication
- Self-expression
- Independent decisionmaking, hierarchy



Group Activity

- 1. Compare your scores & discuss implications
- 2. Come up with pros & cons of collective vs. individual values





Three Tools





SELL

CONSULT

AGREE

VOTE

- Majority Voting: A decision is made if it receives more than half of the
- involving multiple rounds of anonymous feedback and convergence of expert opinions. Ranked-Choice Voting: Members rank options in order of preference and votes are redistributed until Multi-Criteria Decision Analysis multiple conflicting criteria, such as one option achieves a majority. Weighted Scoring or Analytic Hierarchy Process (AHP). Rorda Count: Members rank

PROCESS Delphi Technique: A process

Nominal Group Technique (NGT) A structured method for

brainstorming and prioritizing ideas through silent idea generation, discussion, and private ranking.

 Integrative Decision-Making (IDM): A process from sociocracy where proposals are developed collaboratively, objections are resolved through structured rounds of dialogue, and decisions are made based on consent rather than

CONSENSUS

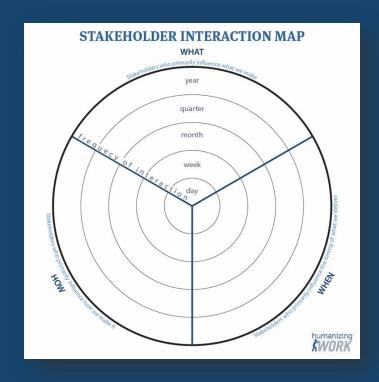
Consensus Decision-Making reach an agreement that all can accept, such as Modified Consensus

Full Group/ Team

Single

Decision

Maker



Resistance as a Resource

Five Layers of Resistance

5	We doubt the COLLABORATION of others
4	There are OBSTACLES to implementing the solution
3	We can see SIDE EFFECTS of the proposed solution
2	We don't agree about the SOLUTIONS
1	We don't agree about the PROBLEM

Decision Owner Levels



TELL

2 SELL

3 CONSULT

4

AGREE

VOTE

- Majority Voting: A decision is made if it receives more than half of the votes.
- Ranked-Choice Voting: Members rank options in order of preference, and votes are redistributed until one option achieves a majority.
- Borda Count: Members rank options, and points are assigned based on positions in the rankings.

PROCESS

- Delphi Technique: A process involving multiple rounds of anonymous feedback and convergence of expert opinions.
- Multi-Criteria Decision Analysis (MCDA): Evaluates options against multiple conflicting criteria, such as Weighted Scoring or Analytic Hierarchy Process (AHP).
- Nominal Group Technique (NGT): A structured method for brainstorming and prioritizing ideas through silent idea generation, discussion, and private ranking.

CONSENSUS

- Integrative Decision-Making (IDM): A process from sociocracy where proposals are developed collaboratively, objections are resolved through structured rounds of dialogue, and decisions are made based on consent rather than majority rule.
- Consensus Decision-Making: Group members discuss until they reach an agreement that all can accept, such as Modified Consensus or Gradients of Agreement

Full Group/ Team

Single

Decision

Maker



Group Application



- **TELL**
- **SELL**
- **CONSULT**
- **AGREE**

VOTE

- Majority Voting: A decision is made if it receives more than half of the
- Ranked-Choice Voting: Members rank options in order of preference and votes are redistributed until one option achieves a majority. multiple conflicting criteria, such as
- Borda Count: Members rank options, and points are assigned based on positions in the rankings

PROCESS

through silent idea generation, discussion, and private ranking

Delphi Technique: A process Integrative Decision-Making involving multiple rounds of anonymous feedback and (IDM): A process from sociocracy where proposals are developed collaboratively, objections are convergence of expert opinion: resolved through structured roun Multi-Criteria Decision Analysis of dialogue, and decisions are made (MCDA): Evaluates options against

CONSENSUS

based on consent rather than

or Gradients of Agreement

Weighted Scoring or Analytic Consensus Decision-Making Group members discuss until they Nominal Group Technique (NGT): reach an agreement that all can A structured method for brainstorming and prioritizing ideas

Full Group/ Team

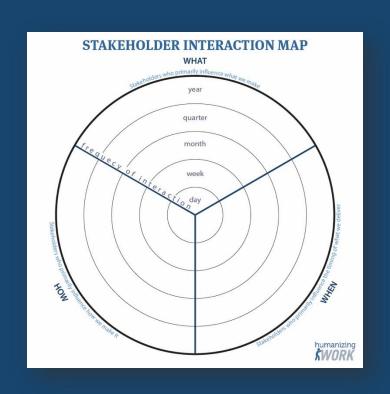
Single

Decision

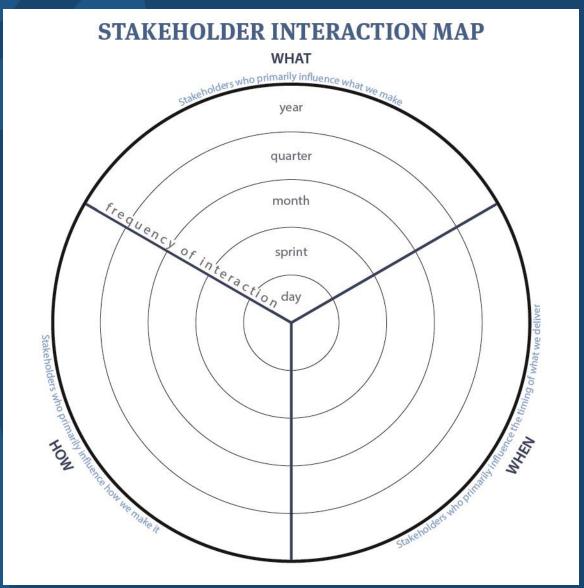
Maker

- Pick a decision from your 'Top 3'
- Identify a specific current example
 - Decide who the owner is
 - Agree on which level the owner should use and why
 - If it's a "4," discuss the tradeoffs of vote, process, and consensus

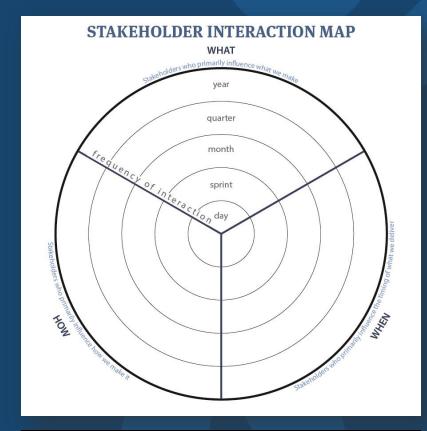
Stakeholder Interaction Map



Stakeholder Interaction Map



Individual Application





- Pick a decision from your 'Top 5'
- Identify stakeholders and write them at the appropriate locations
- Current reality vs. future state

Resistance as a Resource



Resistance as a Resource

Five Layers of Resistance

5	We doubt the COLLABORATION of others
4	There are OBSTACLES to implementing the solution
3	We can see SIDE EFFECTS of the proposed solution
2	We don't agree about the SOLUTIONS
1	We don't agree about the PROBLEM

Harsh Reality: you can't make anyone do anything

Hopeful Reality:

you might be able to change a point of view



RESISTANCE IS A SOURCE OF INFORMATION about

Them The Proposed Solution Me

RESISTANCE IS A SOURCE OF INFORMATION

Get Curious!





5.

4.

3.

2.

1.@humanizingwork

PROBLEM

5.

SOLUTION

4.

3.

2.

1. PROBLEM

5.

SIDE EFFECTS

4.

3.

2. SOLUTION

1. PROBLEM

- **5.**
- **4**.

OBSTACLES to implementation

YES!

3. SIDE EFFECTS

NO!

- 2. SOLUTION
- 1. PROBLEM

- **5.** DOUBT about the COLLABORATION of OTHERS
 - 4. OBSTACLES
 - 3. SIDE EFFECTS
 - 2. SOLUTION
 - 1. PROBLEM

RESISTANCE IS A SOURCE OF INFORMATION

Get Curious!

Group Application



Resistance as a Resource

Five Layers of Resistance

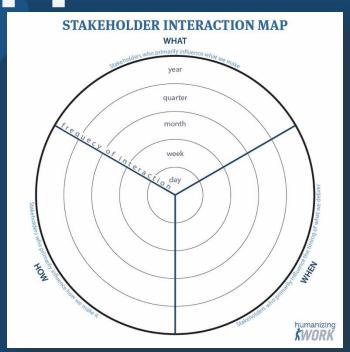
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07:00

- Pick a decision from your 'Top 3'
- Identify a specific current example
 - Brainstorm what resistance to a decision would sound like at each layer

Application?





Resistance as a Resource Five Layers of Resistance

5	We doubt the COLLABORATION of others
4	There are OBSTACLES to implementing the solution
3	We can see SIDE EFFECTS of the proposed solution
2	We don't agree about the SOLUTIONS
1	We don't agree about the PROBLEM

What ideas from today's discussion are you going to try out?

02:00