

2008 Annual PACE Forum Detroit Michigan, USA Emotional Intelligence and Effective Leadership

Revising Perceptions of Design & Engineering Leadership for High Performing Collaborative Teams



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Presentation Outline

- Abstract
- Introduction
- Definition of Emotional Intelligence & Leadership
- Emotional Leadership Skills and Strategies
- Emotional Intelligence in Collaboration
- Emotional Leadership and Intelligence Types
- Culture and Interpersonal Communication
- Emotional Leadership in the Design Process
- Question and Answer



Abstract

Emotions are considered private issues and counter productive within the workplace and academia. Research however, indicates that performance is largely influenced by the emotional relationship between people and leaders, the working atmosphere, and the understanding of moods and feelings. Leaders can greatly improve productivity and innovation through increased knowledge of emotional intelligence, which is vital to the success of the product development process. This paper presents research based on emotional leadership experiences with collaborative teams and demonstrates the importance of effective leadership. Both engineers and designers seeking creative ways to sustain high-performing interdisciplinary teams will improve their leadership skills by applying emotional leadership techniques. Emotions are also an essential part of the design process adding extensive value to the product development process. Through ongoing collaborative projects as case studies this paper presents insights, skills, and solutions relating to emotional intelligence and strategies in leading teams with exceptional results.



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Introduction

Brigid O'Kane

•Associate Professor of Industrial Design, College of DAAP, University of Cincinnati

•Coordinator and Creator of the Transportation Track in the Industrial Design Program

•Co-Coordinator for the PACE Center for Global Design and Manufacturing

•\$421 million PACE gift - in-kind contribution, with partner from ME - Sam Anand

•Cofounder and Board Member for Manifest Creative Research Gallery and Drawing Center

•10 years of industry experience at General Motors Design Center, Lead Creative Designer







What Is Leadership

•Google: Leadership = 484,000,000 hits Leadership definition = 24,000,000 hits

- Persuade people to do what they do not want to do, or do what they're too lazy to do, and like it
- The art of influencing and directing people
- Design leadership spreads from project design management to strategic design leadership in a DYNAMIC process.

There are *three* basic ways to explain how people become leaders:

- **Personality traits** (born to be a leader)
- Great events (war)
- Transformational process (practice)

Bass, Bernard (1989). Stogdill's Handbook of Leadership: A Survey of Theory and Research. New York: Free Press

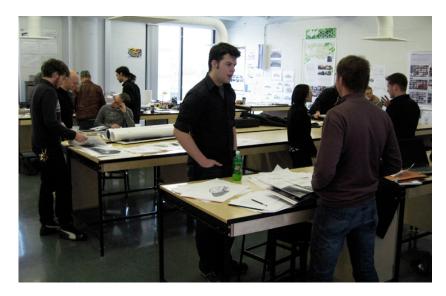


Redefine Leadership in a Changing World

Four Economic Stages of Evolution:

1. Hunter Gatherer

- 2. Farmer and Agriculture
- 3. Industrial Age (control)
- 4. Information Knowledge Age



•Today team members are making **different demands** because they are more knowledgeable

•Strategic leadership includes people and project

•Today leadership is inspiring people to move and think for themselves

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Motivation of Leadership

- •Leader moving in the right direction
- •Look at systems and structure
- Inspiring leaders can motivate others





When everyone buys into an established direction it can build great momentum!



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What is Emotional Intelligence

Google: Emotional Intelligence = 2,600,000 hits

Emotional Intelligence (EI) is:

- Skill to perceive, assess, and manage the emotions of one's self, of others, and of groups.
- Two times as important in contributing to excellence than intellect and expertise alone.
- Academic Intelligence (IQ) has nothing to do with emotional life or emotional intelligence
- Understands different ways of thinking, in addition to your own and others emotional make up



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Six Leadership Styles

- 1. Visionary Leadership inspires
- 2. Coaching Style encourages
- 3. Affinitive Leadership promotes harmony
- 4. Democratic Leadership collaborator
- **5. Pacesetting Leadership** high self-standards
- 6. Commanding Leadership tight control

http://www.12manage.com/methods_goleman_leadership_styles.html

•Keep a **balance** between different styles of leadership

•Equitable tension: creativity and productivity

•Enhance trust over time



The Importance of Emotion Intelligence

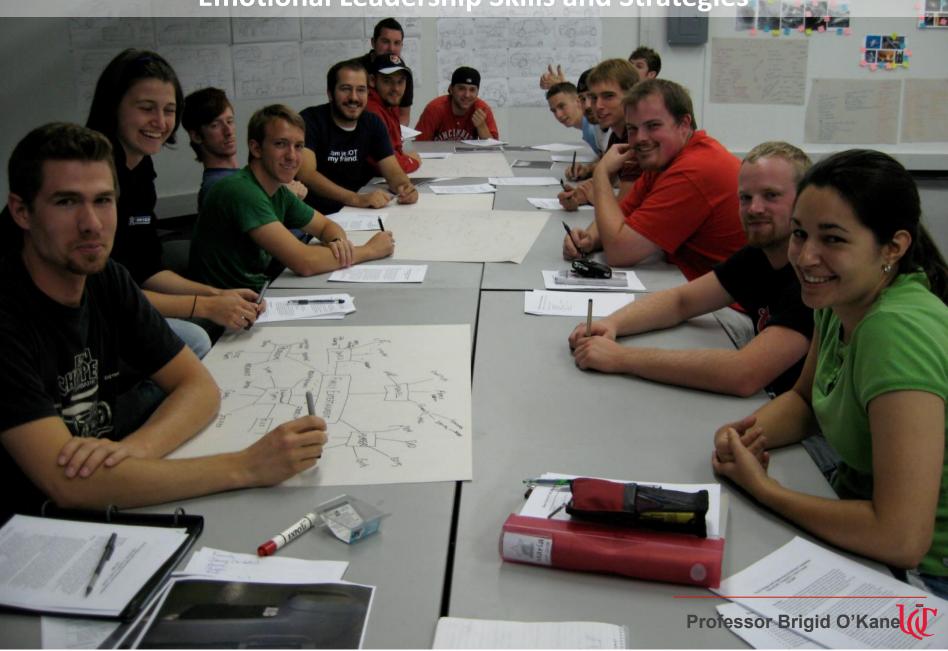
The Importance of Emotion

- Can not separate emotions from the workplace
- Western and eastern cultures are merging
- Positive and negative moods affect behavior
- In most circumstances the **emotional response is best**
- Emotional responses require a deeper understanding
- Balance between rational and emotional thinking



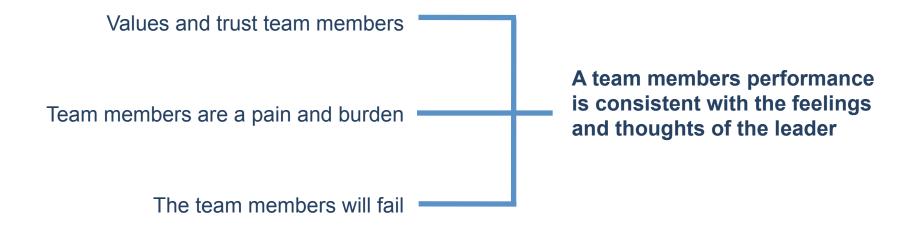


Emotional Leadership Skills and Strategies





Perceptions and Performance



Inspiring words can create worlds.

"The person we believe ourselves to be will always act in a manner consistent with our self-image."

Brian Tracy, Speaker and Author

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The Importance of Every Team Member

Leaders and team members

- It is human nature to have preference
- May have a favorite person/ task
- Consider Philosophy of Non-Isolation

Those practices----

- Create negative feelings and resentment
- Divide the group

Things to consider

- Appreciation for sacrifices and contributions
- Respect for what people can bring





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Effective Listening

Reading a Situation:

- First distinguish the feelings of the individuals
- Then distinguish the feelings of the group
- Initiate positive actions
- Lead the group toward desired goals

Effective Listening Skills:

• Builds trust and enhance creativity

Negative Listening Habits:

• Work against the mission of building trust





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Effective Listening

Six Negative Listening Patterns:

1. The Faker:

Not concentrating on the speaker

2. The Interrupter:

Too anxious to speak his words without allowing speaker to finish

3. The Intellectual or Logical Listener:

Always trying to interpret what the speaker is saying and why

4. The Happy Hooker:

Use the speakers' words to pretend to understand speakers' points

5. The Rebuttal Maker:

Always want to make the speaker see the other point of view

6. The Advice Giver:

It prohibits venting; could belittle the speaker by minimizing concerns with a quick solution

The Emotional Intelligence Activity Book, by Adele B. Lynn (AMACOM Books)



Effective Listening

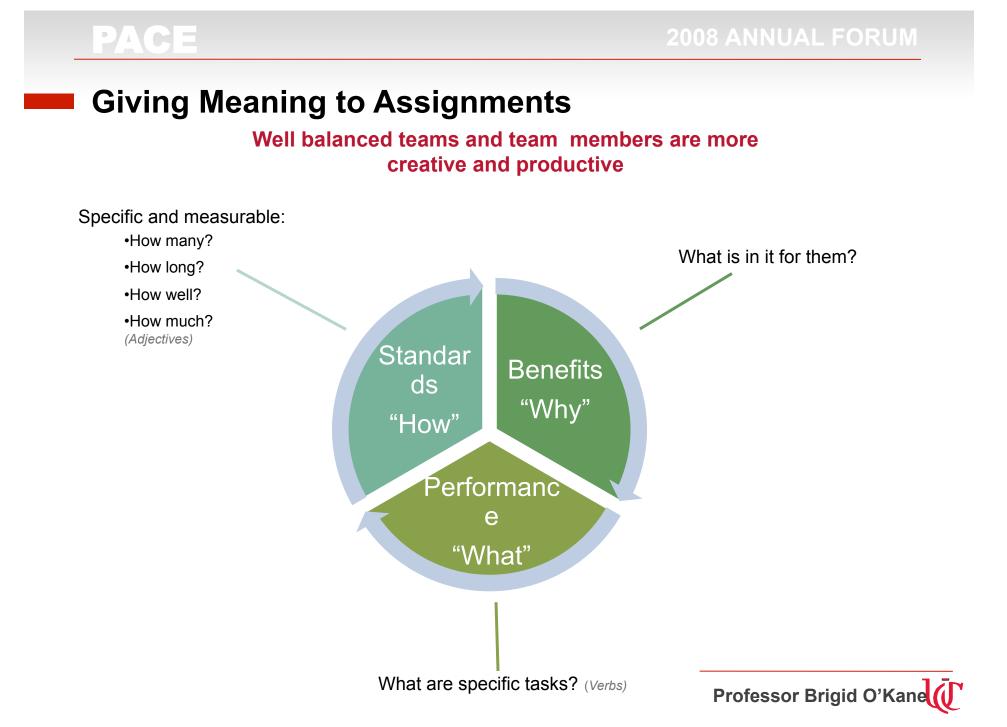
Twelve Positive Listening Strengths:

- 1. Listen for ideas, not facts: ask yourself what they mean
- 2. Judge content, not delivery: i.e. what they say, not how they say it
- 3. Listen optimistically: don't lose interest straight away
- 4. Do not jump to conclusions
- 5. Be flexible: adjust your note-taking to the speaker
- 6. Concentrate: don't start dreaming and keep eye contact
- 7. Do not think ahead of the speaker: you will lose track
- 8. Work at listening: be alert and alive
- 9. Keep emotions under control: when listening
- 10. Open your mind: practice accepting new information
- 11. Breathe slowly: and deeply
- 12. Relax physically: get comfortable

http://www.1000advices.com/guru/people_skills_listening_12rules_gm.html

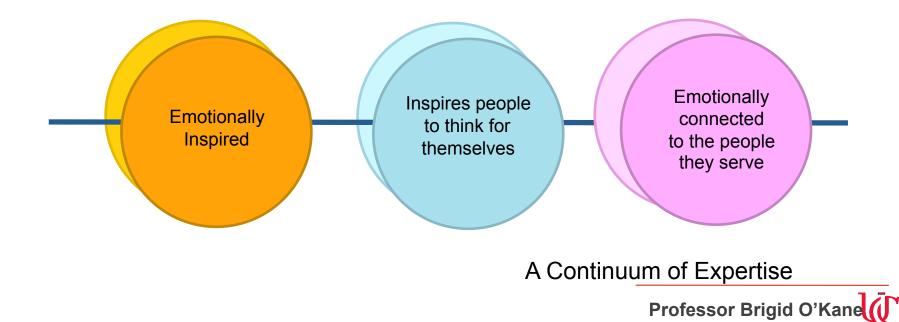


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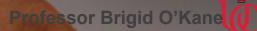


A Whole and Well Balanced Leader

- Emotionally inspired by what they are leading
- Emotionally inspiring to the people they are leading
- Emotionally connected to the people they serve the customer
- Inspiring a generation of future leaders



Emotional Leadership in COLLABORATION



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Emotional Leadership in Collaboration

•The best **discoveries and innovations** often come as the result of collaboration

•Emotional leadership builds strong associations between work and personal life

•These associations create strong bonds between team members



"Collaboration creates a feedback loop that you don't get on your own. The more different ideas you have the healthier your intellectual culture is. Working in a team environment is more likely to lead to new and surprising innovations."

Jason Franz 2007. Executive Director, Manifest

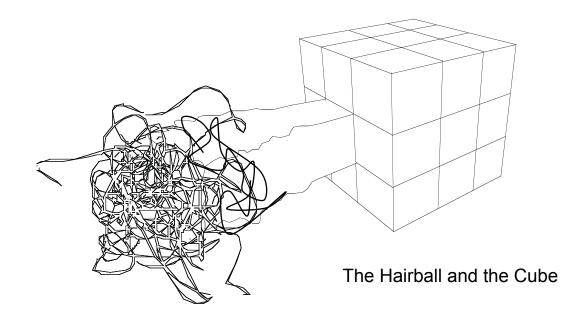




Emotional Leadership in Collaboration

Differences between different disciplines can be the single, most destructive factor within the development process

- Hairball: Industrial Designer
- Cube: Engineer

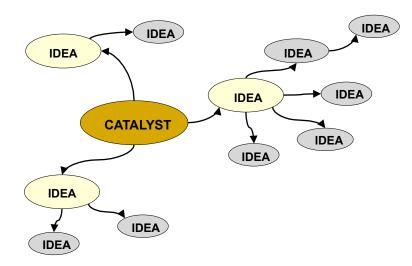




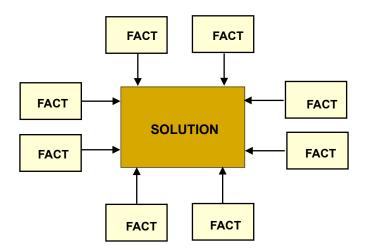
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Divergent and Convergent Thinking

- Industrial designers thinking is divergent
- •Engineers thinking is convergent



Divergent Thinking Industrial Designer



Convergent Thinking Engineer

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Collaborative Environment and Emotional Intelligence

- Understand that differences may be a misconception and not necessarily the truth
- Positive team climate links to productive momentum
- Leadership with Emotional Intelligence enhances the possibility of discovery, creativity and innovation







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Types of Intelligence

Intelligence may control the mechanism of civilization, wisdom may direct it, but spiritual idealism is the energy which really uplifts and advances human culture from one level of attainment to another. Anonymous Source: Urantia Book 81:6



There are several ways to define intelligence

- Intelligence may include traits such as creativity, personality, character, knowledge, or wisdom
- Some psychologists prefer not to include these traits in the definition of intelligence

Seven Intelligences

Linguistic Intelligence	Textual or Word IntelligenceLike to write, read and listen.			
Interpersonal Intelligence	Social IntelligenceEnjoy being around people and having friends			
Intrapersonal Intelligence	 Self-Confidence Intelligence Deep awareness of inner feelings, strengths and weaknesses. 			
Kinetic Intelligence	 Motion/ Energy Intelligence Learns best by moving around, toughing or acting things out. 			
Spatial Intelligence	 Architectural / Artistic Intelligence Thinks images patterns. Like to draw, paint, sculpt and participate in art activities. 			
Logical-Mathematical Intelligence	 Sequential / Engineering Intelligence Explores patterns, categories and relationships. 			
Musical Intelligence	 Hearing/Balance Intelligence Sensitive to a variety of sounds in the environment. 			

Seven Intelligences forms are developed by: Dr. William Rice, PhD and Tench Tilghman based on the work of Howard Gardner originally published in the book, **Frames of Mind**.

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Seven Intelligences

Linguistic Intelligence
Interpersonal Intelligence
Social Intelligence
Intrapersonal Intelligence
Self-Confidence Intelligence
Kinetic Intelligence

Spatial Intelligence

Logical-Mathematical Intelligence

Musical Intelligence

Interpersonal Intelligence

• The ability to **understand other people** and to responding appropriately to the moods and temperaments of others

Intrapersonal Intelligence

 Inward understanding of one's self is the key to self knowledge and to act upon this allowing understanding to guide one's behavior

Both interpersonal and intrapersonal skills are critical to a good leader.

"There and hundreds ad hundreds of ways to succeed, and many different abilities that will help you get there."

Howard Garner, author of Frames of Mind



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The Seven Forms of Love and Attention

Linguistic Intelligence	Gifts or Personal Recognition Items		
Interpersonal Intelligence	Quality Time		
Intrapersonal Intelligence	Practice or Accolade		
Kinetic Intelligence	Physical Contact or Touch		
Spatial Intelligence	Service or Doing Some Support Action		
Logical-Mathematical Intelligence	Educational Experiences		
Musical Intelligence	Recreational or Entertainment Activities		

The seven forms of love and attention are in part based on the work of Dr. Gary Chapman, marriage counselor, pastor, anthropologist, and author of The Five Love Languages. The map to the Seven Intelligences and additional clarifications and forms developed by: Dr. William Rice, PhD and Tench Tilghman.



The Seven Ways of Relating to Different Intelligences

Through words that are written or spoken.
 By direct communication and socialize / Interpersonal approaches.
• Empower them form the inside out and reassure them that they can be trusted.
 Different from culture to culture and when dealing with different sexes / physical contact as a means of communicating with this intelligence.
 Ideas can be clearly communicated by charts, drawings, graphs, and other visual means.
 It is best to be prepared, organized, and logical in your approach.
 Creative approaches to the conversation would most likely be appreciated.

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American Generation Cycle	Era / years	Era Type	Generation	Generation Type
Revolutionary Cycle	Age of Enlightenment (1701-1723)	Outer Driven	Awakening	Idealist
	Great Awakening (1724-1741)	Awakening	Liberty	Reactive
	French/Indian War (1742-1766)	Inner Driven	Republican	Civic
	American Revolution (1767-1791)	Crisis	Compromise	Adaptive
			_	
Civil War	Era of Good Feeling (1792-1821)	Outer Driven	Transcendental	Idealist
Cycle	Transcend. Awakening (1822-1842)	Awakening	Gilded	Reactive
	Pre Civil War (1843-1843)	Inner Driven	_none_	Civic
	Civil War (1843-1859)	Crisis	Progressive	Adaptive
World War	Reconstruction (1860-1882)	Outer Driven	Missionary	Idealist
Cycle	Missionary Awakening (1883-1900)	Awakening	Lost	Reactive
	World War I (1901-1924)	Inner Driven	G.I.	Civic
	World War II (1925-1942)	Crisis	Silent	Adaptive
Global Power	Superpower America (1943-1960)	Outer Driven	Boom	Idealist
Cycle	Boom Awakening (1961-1981)	Awakening	Thirteenth**	Reactive
	Information Revolution (1982-2001?)	Inner Driven	Millennial	Civic
	Power Down?) (2001?-2222?)	Crisis	(Homeland?)	Adaptive

http://www.timepage.org/time.html



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Generations Changing Over Time

Living Generations and Their Significant Culture

Era	Generation	Sub-Generations	Time Table	Notable Occurrences
American High	Greatest	G.I. Generation	1911 - 1924	Experienced WWII in adulthood
(Great Depression and World War II)	Generation	Silent Generation	1925 - 1942	Experienced WWII in childhood
	Baby Boomers		1943 - 1956	Civil Rights Movement
Consciousness Revolution (Vietnam War / Counterculture / Cold War)	Baby Busters	Beat Generation	1957 - 1968	First modern "subculture"
		Generation Jones	1969 - 1971	Rise of the Arcade/Atomic Age
	Generation X	MTV Generation	1971 - 1980	Rise of Mass Media/end of the Cold War
		Boomerang Generation	1981 - 1985	Rise of Mass Media/end of the Cold War
Culture Wars	Generation Y	Echo Boom	1986 - 1994	Dawn of the 21st century
		i Generation	1995 - 2001	Rise of the Information Age/Internet
	Generation Z	The New Silent Generation	2001 - 2025	Wars on Terrorism/Globalization

http://en.wikipedia.org/wiki/List_of_generations



The Future Generation and Intelligence

Generation Z: (2001 - 2025) Also referred as the "New Silent Generation"

Wars on Terrorism/Globalization

Greatest generational gap since rock & roll



Generation Z is likely to live in a stricter world than their Generation X or Y counterparts, due to Generation Y's experiences with school shootings and the September 11th attacks.

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The Current Generation

Students Today:

- My space.com
- Face book.com
- Twitter.com
- Virtual identities
- Text / Audio / Video messages
- E-mail
- Skype / Gizmo5 / Jajah- internet telephone
- Video conference --host all schools
- Second life

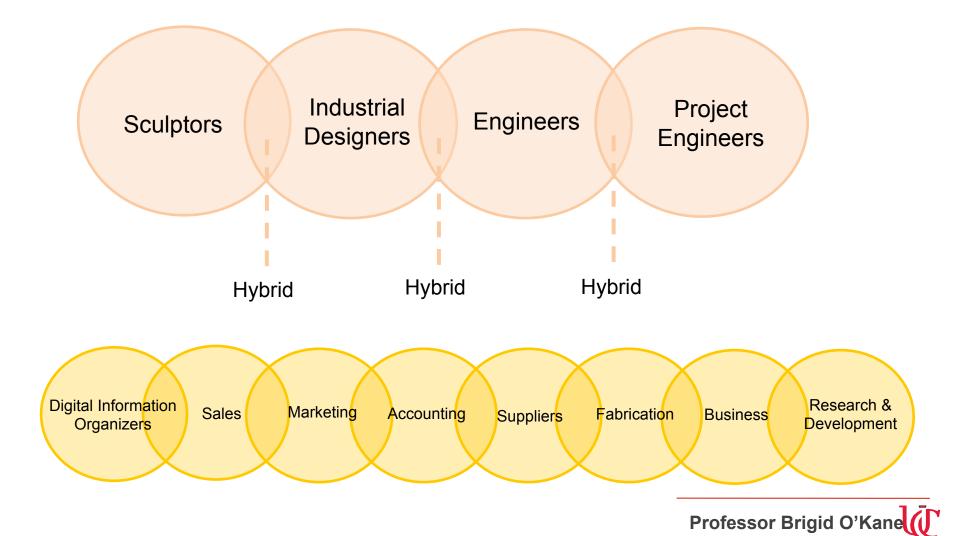


Picture from http://gizmo5.com/pc/



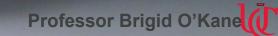


Multidisciplinary Teams and Different Disciplines



Culture and Interpersonal Communication

Finger Sculpture, Sun Kyoung Kim

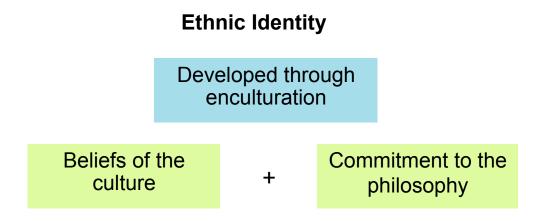


The Nature of Culture

Culture

- The **specialized lifestyle** of a group of people
- Consists of values, beliefs, artifacts, ways of behaving, and ways of communicating
- Includes members that have produced and developed their language, modes of thinking, art, laws, and religion

Source: The Interpersonal Communication Book 11 th Edition, by DeVito





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www.catalanofamily.com/.../1985_family_portrait/



Factors Which Influence a Culture

Enculturation

Culture is transmitted **through generations** based on that native environment

Acculturation

The process by which one learns the different cultures and customs which **influences** the original culture

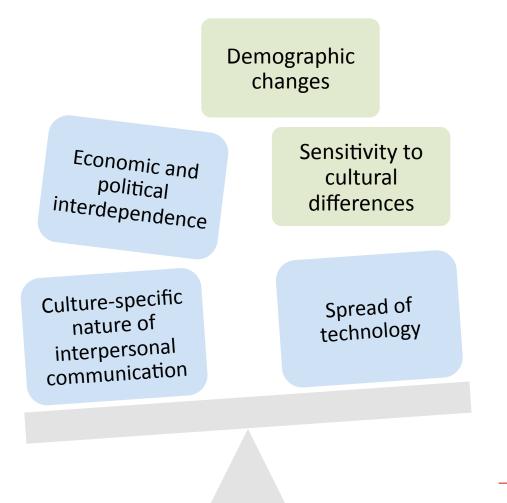
Intercultural Communication is Inevitable





Factors Which Influence a Culture

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How Culture Differ

Power Distances

- High-power-distance cultural countries rely more on symbols of power
- Low-power-distance cultural countries do not relay on symbols

Individual and Collective Orientation

- Individualist culture members are responsible for themselves and perhaps their immediate family (USA)
- Collectivist culture members are **responsible for the entire group (China)**

Feminine and Masculine Cultures

- Feminine culture, both men and women are encouraged to be modest and tender, to maintain the quality of life
- Masculine culture, men are regarded as oriented to success and strong, women are viewed as modest and tender



High-and Low-Context Cultures

High-Context Culture:

- Much of the information is communication is in the context or in the person
- Collectivist cultures—group oriented
- People spend more time getting to know one another inter-personally and socially before important transactions
- What is omitted or assumed is a vital part of the communication transaction

Low-Context Culture:

- Much of the communication is done by e-mail
- Individual orientation
- People spend less time getting to know each other before important transactions
- Most of the information is explicitly stated in the verbal message

The difference between high- and low-context orientation is partly responsible for the differences observed in Japanese and American business groups.

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Applying Emotional Intelligence

The Leader

- Different definitions of leadership
- Leadership approaches change over time and influence how best to lead
- Different leadership styles

The Team

- Different ways of thinking and different disciplines
- Different intelligence types
- Generation cycles that change over time
- Different generational creating generational gaps
- The future generation and current students
- Differences in cultures





Manage Culture Shock

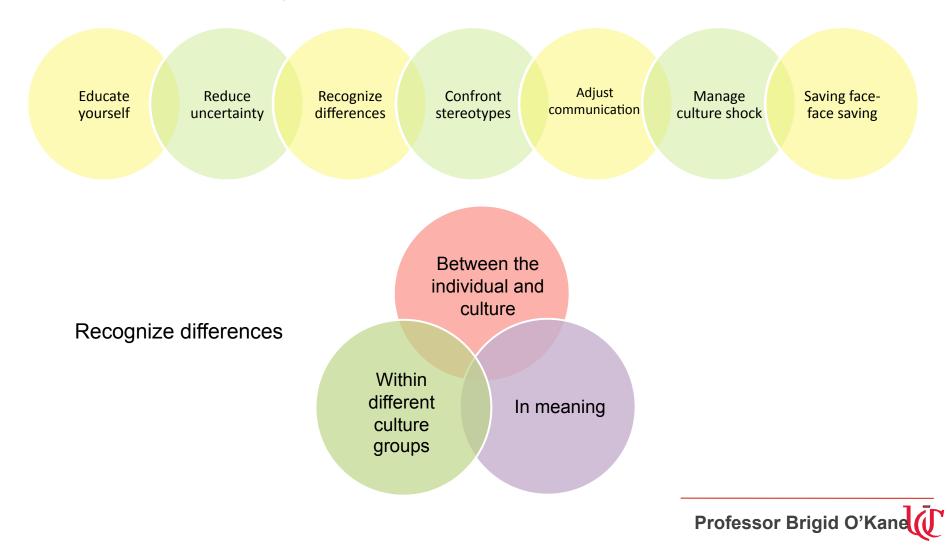
- How to ask someone for a favor or pay someone a compliment
- How to extend or accept an invitation for dinner
- How early or how late to arrive for an appointment
- How long you should stay when visiting someone
- How to distinguish seriousness from playfulness and politeness from indifference
- How to dress for an informal, formal, or business function
- How to order a meal in a restaurant or how to summon a waiter



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Intercultural Communication

Principles for improving intercultural communication





Design Process

Research and Brainstorming:

- •Making that emotional connection with consumers and the product
- •Industrial Designers encouraged to develop the ideas that do not work
- •Engineers eliminate ideas that do not work



Consumer Research and Brainstorming

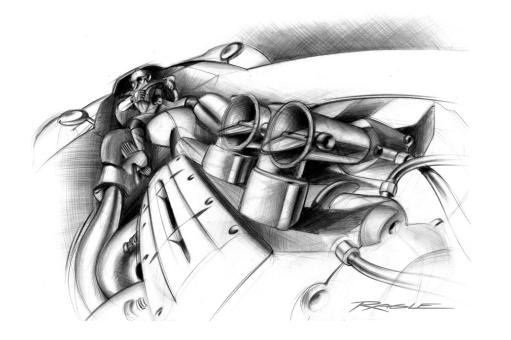


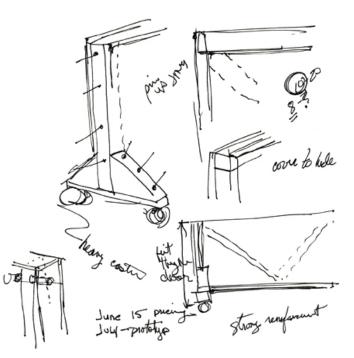
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Industrial Design Process

•Sketching exploratory creative thinking with inspiration and passion

•Emotional Design is not a new idea





Industrial Designer Sketch

Engineering Sketch



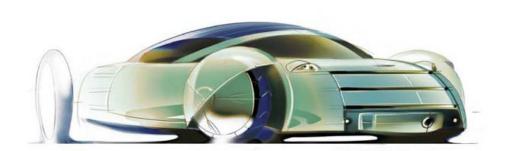
Emotional Design

•An affinity to the user and the product

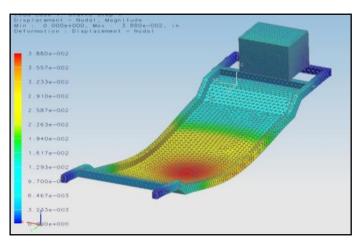
- •A products appeal due to the formation of an emotional connection to it
- •Acceptance of uncertainty from single solutions to multiple perceptions
- •Final design must capture the emotion and energy from the sketch and vision

"The emotional side of design may be more critical to a products success than its practical elements"

Donald A. Norman – Emotional Design



Digital Rendering Design Proposals



NX Chassis Analysis



Emotional Design

Aspects of Design That Relate to Emotion:

Visceral Design

Aesthetics - initial impact of a product Appearance – feel - touch

Behavioral Design

Use – the experience of the product Performance – function – understandability Physical feel - usability

Reflective Design

Rationalization – intellectualization Message Meaning - memories Cultural

The design of most objects is perceived on all three levels Good design should address all three aspects Donald A. Norman – Emotional Design



NX Chassis Analysis



Alias 3D Digital Rendering



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Origins of Emotional Design

- Origins of passion and emotion can come from anywhere or anyone
- Applying Emotional Intelligence skills and strategies enhances
 discovery, creativity, and innovation





3D Model Physical Model and Digital Rendering



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Conclusion

Thank You



University of Cincinnati Winning Team of the 2007 PACE Console Competition

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