# The (new) Art of Virtual Collaboration

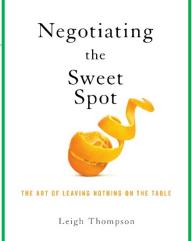
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### Northwestern | Kellogg

## Negotiating the Sweet Spot: The Art of Leaving Nothing on the Table

KELLOGG SCHOOL OF MANAGEMENT MAY | 2020 LEIGH THOMPSON



# Workplace, Personal, & Virtual Collaborations What do we know?

- Business: Managers often fail to reach win-win solutions
  - o over 80% of corporate executives and CEOs leave money on the table
  - 40% people fail to realize when they are in complete agreement with someone
- Personal Life: Married couples reach less rewarding outcomes
  - Married couples: worse outcomes & quit sooner than ad hoc couples
  - o Newlyweds: lower aspirations & lower joint gains vs. complete strangers
  - o Friends: avoid "negotiation" and settle for less than complete strangers

#### Virtual Collaboration:

- Greater likelihood of impasse
- Fewer win-win outcomes
- Less trust: online groups trust less and lose trust during interaction
- o More negative confrontational behavior
- Less moral behavior

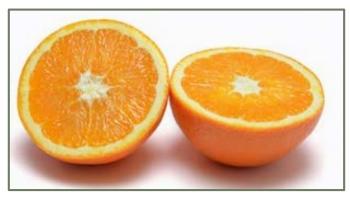


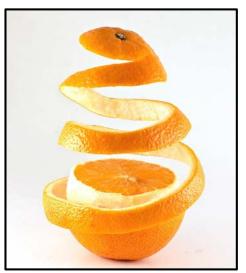




### What is the Sweet Spot?







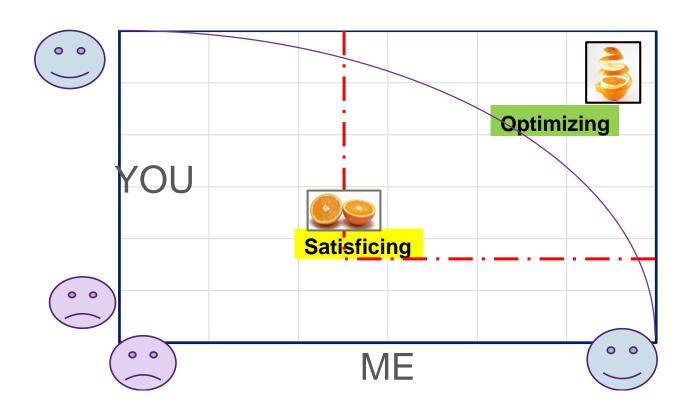
## Measuring the Sweet Spot

#### Siblings-and-Orange:

- Satisficing: split-down-the-middle; settle, compromise, premature agreement, even-steven
- Optimizing: peel vs. juice; leverage all potential in relationships

#### •Not just about money!

- oRelationships: chores, leisure time
- Business: work responsibilities, credit



## Why do People miss the Sweet Spot?

- •Not a motivational issue!
- Fixed-Pie perception:
  - Faulty belief that other's interests are directly opposed to our own
  - Confirmatory information-processing
- Leads to:
  - Premature concessions
  - Relational accommodation
  - Take-one-for-the-team
  - Don't rock-the-boat



### Why We Need Sweet Spot Hacks

#### Relationships Workplace **Virtual Life** o Couples o Video Colleagues Co-workers Parents o Phone Friends Text-Chat Bosses Community **Subordinates** o Email

### Virtual Collaboration

#### Covid 19 crisis:

- Most significant over-night organizational restructure most businesses ever faced
- o No playbook!

#### Observations:

- Strategies / best practices that worked in traditional face-to-face interactions may not work in Virtual interactions
- •Each of us has done our own "experiment" in past stay-at-home weeks with virtual communication...





### Virtual Collaboration

	Advantages		Disadvantages
1.	Task focused: get down to business	1.	"Zoom Fatigue": cognitive, affective & motivational depletion
2.	Goal focus: belief in common goal	2.	"ODE": more aggressive, confrontational behavior
3.	Weak-get-Strong effect: reduced status differences	3.	Irony poisoning: lose ability to understand nuance, humor,
4.	Persuasion and Influence: substance > style	0.	sarcasm vs. sincerity
5.	Equalization of participation	4.	Greater risk-taking
6.	Less inhibition (fierce conversations)	5.	Less trust and rapport
7.	Less conformity	6.	Conflict: more relationship conflict & conflict escalation
8.	Buffer zone: Provides "buffer" when collaborations extremely contentious	7.	More misunderstandings
9.	Buys time when someone is in power-down position	8.	Less efficient (increased time to make decisions, but not increased volume info exchange)
	in business negotiation	9.	Information suppression: less communication/lower frequency communication

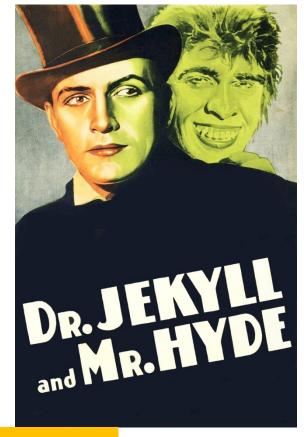
# Enhancing Virtual Collaborations: 6 Hacks

- 1. "Watch your *Hyde*"
- 2. Virtual handshake & "Structured Fun"
- 3. Managing personality & participation
- 4. Proactive conflict management
- 5. Positive constraints
- 6. P-charisma vs. E-charisma



## Dr. Jekyll & Mr. Hyde: This is your brain on virtual teams

- People behave differently when not face to face
- Why? Lack of real-time, immediate visual feedback changes brain signals
- Leads to impulsive behavior and lack of restraint
- "Online Disinhibition Effect": [ODE] people act out more frequently or intensely than they would in person
  - Harsh feedback: people deliver harsher feedback virtually (e.g. performance reviews)
  - o Threats: more on email than face-to-face or phone
  - <u>Interpretation</u>: positive messages viewed as neutral; neutral perceived as negative
  - <u>Ethical standards</u>: teams who interact online more likely to cheat than when face to face
  - <u>Lying</u>: online lied 90%; written note lied 60%; even when knew partners would definitely be informed of lie



Chat Q: How can you manage your "Mr. Hyde"?

### The Value of a Virtual Handshake

#### Challenge:

 <u>Virtual Distance</u>: feeling of separation caused by lack of FtF communication

#### **Possible Solution:**

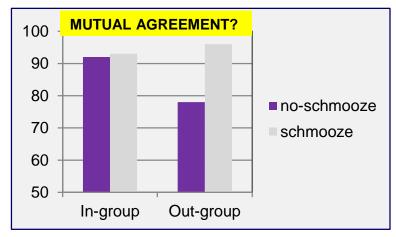
o <u>Virtual Handshake</u>: attempt to humanize group members

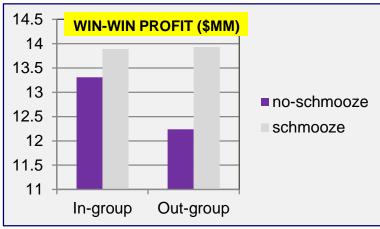
#### Study:

- Managers negotiated with member of in-group vs. out-group
- Some exchanged non-business, personal information prior to negotiation (schmooze)

#### Results:

- Schmoozing dramatically increases agreement
- Schmoozing profound economic & social impact when building new relationship

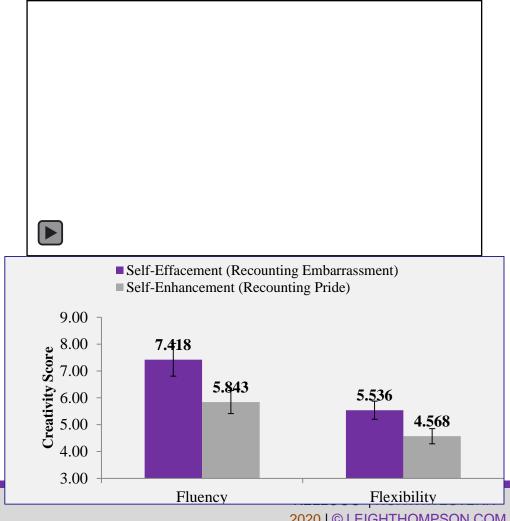




### "Structured Fun"

- -"All work and no play": increases fatigue, distrust,
- misunderstanding in virtual teams
- Hack: short, fun interactions
- Lessons from "improv"
  - Engagement ("virtual red ball")
  - Cue-ing ("croissant")
  - Beats & Transitions (set-twist-fix)
  - Object work (sharing the environment)
  - **Embarrassing story**

Chat Q: How can you make virtual meetings fun?



## Managing Personality & Participation

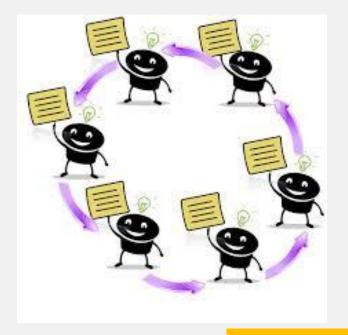
Simultaneous verbal generation of ideas in a group

**Virtual Brainstorming** 



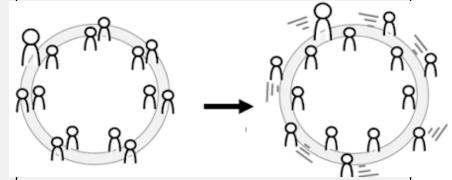
Simultaneous generation of written ideas by individuals in a group

**Virtual Brainwriting** 



**Virtual Speed-Storming** 

Pair-wise brainstorming in a roundrobin fashion with explicit purpose, time limits and one-on-one encounters



Chat Question: "How do you ensure all diverse voices are heard in a virtual setting, especially without the benefit of having preestablished relationships?"

# Be Proactive about Conflict (not reactive)

- Conflict is necessary for high performance virtual teamwork
- •However, not all conflict is productive
  - Relationship conflict: personality clashes
  - Task conflict: disagreements about work
- •Create forum for healthy task conflict in your virtual team:
  - o Develop "virtual team charter"
  - o Leaders: "normalize" conflict
  - Practice debating low-stakes topic before tackling big kahuna
  - o If necessary, recruit a "debate coach"
  - Separate "understanding" from "agreement"
  - Establish "boxing rings" and "campfires"



### Rules of the Virtual Road "Positive Constraints"

- •Research: groups that have more structure are more effective
- Virtual teams need to establish VTC: Virtual Team Charter
  - o Goal
  - Norms
  - Rules of engagement
  - Team membership
- Best practices:
  - First meeting sets tone...
  - o "Nothing but good news & updates delivered via email..."
  - No multi-tasking
  - Use camera
  - Email boundaries

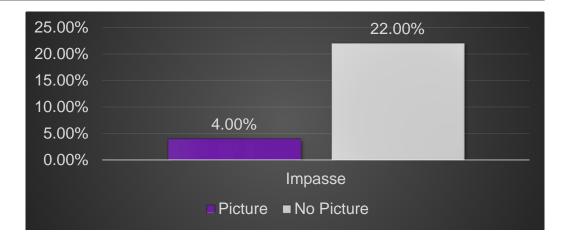




Chat Q: What's your favorite virtual teams norm?

# Camera-Shy? Your Picture is worth 1000 words

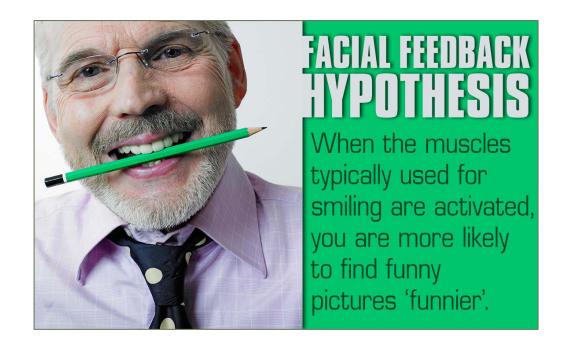
- •If you're having a bad-hair day, and turn off your camera:
  - You are hindering virtual collaboration
- •If you don't feel ready for camera, at very least, post a picture!
- Thumbnail picture study:
  - 96% with photo reached agreement;
     vs.78% no photo
  - o Photo: netted > \$1.68M





### Mirror, Mirror on the Wall...

- Zoom Fatigue: too many zoom meetings creates fatigue!
- •What about old-fashioned conference calls?
- •We lose nonverbals!
- •Hack: put a mirror on your desk
- <u>Why</u>?
  - People who communicate in front of a mirror more self-critical and ethical in their communication than those without mirror
- Facial feedback theory
  - When people frown they feel more angry; when people smile, they feel happier
  - <u>Take-away</u>: regulate felt and expressed emotion via facial awareness



### P-Charisma $\neq E$ -Charisma

- •Informal poll of sales people and engineers:
  - Sales people: strongly prefer face-to-face
  - Engineers: prefer other means
- Study: one investigation accurately predict which executives win business competition solely on basis of nonverbal social signals (tone, gesticulation, body position)
- P-charisma: voice, gesture, stature, mannerisms, paralinguistics, gender, age, mirroring
- E-charisma: much more influenced by content, ideas, parsimony, language-matching

### What's Next?

Live Virtual Executive Programs	Self-Paced Video courses	Book Shelf
<ul> <li>Leading High Impact Teams</li> </ul>	<ul> <li>Negotiation 101</li> </ul>	<ul> <li>Negotiating the Sweet</li> <li>Spot: The Art of Leaving</li> </ul>
<ul> <li>High Performance</li> <li>Negotiation skills</li> </ul>	<ul> <li>Teamwork 101</li> </ul>	Nothing on the Table
<ul> <li>Constructive Collaboration</li> </ul>	<ul> <li>Virtual Collaboration</li> </ul>	<ul> <li>Creative Conspiracy: The New Rules of Breakthrough</li> </ul>
	<ul><li>Negotiating in a Virtual World</li></ul>	Collaboration
		<ul><li>Stop Spending, Start</li><li>Managing</li></ul>
		<ul><li>The Truth about</li></ul>
		Negotiation KELLOGG LNORTHWESTERN