

***A global report on social technology at work, and its effect on employee behavior, performance and fulfillment***

*Prepared by John Smythe and Bonnie Carlo on behalf of Engage for Change, Carlo Communications and Engage for Success*



*The deep impact of tech at work*

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## 1. Introduction

The project is jointly researched by John Smythe, founder of Engage for Change in London, and Bonnie Carlo, founder of Carlo Communications in Sydney. The key question John and Bonnie asked:

***‘Is tech at work making things easier or just adding more tasks to the working day? Is it a Boon or burden?’***

With the outcomes of this report, John and Bonnie hope management teams will carefully consider the type of workplace culture they wish to foster as a result of investing in technology at work. It will also serve as a driver for employers to explore relevant technology for their businesses, and to find the right tools to improve their company’s team engagement and ways of working.

Too much tech is dropped into the workplace without a clearly thought through commercial or cultural purpose, governance, and training. Plus boomer and X gen leaders are reported as providing poor digital role models.

### 1.1 What does the term tech at work cover?

For the purposes of this report, tech at work is defined as:

*Any electronic devices such as smart phones and tablets, software and social platforms and apps*

Tech at work may also be referred to as Enterprise Social Networks (ESNs) or corporate social media.

### 1.2 Why research the impact of tech at work?

#### The inspiration for this research – generational shifts



This report was inspired by the unprecedented generational shifts in the current workplace. Today's workforce is possibly more diverse than any other time in history, spanning the generation that remembers a time before television existed, to the generation that grew up in the Google and social media age. John and Bonnie were keen to see if different generations have different views on the impact of tech on their workplace, from the Baby Boomers and Gen X to the Millennials and Generation Z.



The ever-changing 'places of work' also prompted this project; it's estimated that in 2025, 75 per cent of the workforce will be technology-native millennials (2015 Deloitte Millennial Survey). And in the US by 2020, it's predicted that 46% of workers will be self employed – a pattern that is being repeated in the UK and globally, enabled by remote working tech and lifestyle preferences. The physical architecture of work is changing from city offices and business parks, to home desks and remote working.

The third theme behind this report is the blurred lines between the working and non-working day. The era of Unions advocating the '888 rule' (eight hours for work, eight for recreation and eight for sleep) is long gone. Many in the workforce are online 24/7, accessible by computer, tablet and smart phone and readily logging on at home and working out of hours. The 'rise of the machines' now means that 48 hours away from workplace technology is no longer called a weekend – it's thought of as a digital detox, and the different generations have conflicting views and habits in this area.

## **2. The participants**

John and Bonnie struggled for three months to recruit the first participants for this report, because the companies they contacted initially assumed it was about technology alone. Once companies realised this was about analysing the influence of workplace technology on workplace culture and their competitive market position, interest was piqued and with the support of Alex Aiken at the UK Cabinet Office, participants were secured in Europe, Australasia, India and North America.

## Some of the participants so far



The study is ongoing – if you would like your company to participate see the end of the study for John and Bonnie’s contact details.

### 3. Focus groups

Wherever possible, John or Bonnie led focus groups with representatives from each company reflecting participants from the generations; Baby Boomers, Gen X, Millennials, and a small number of Z gen. The groups included a spectrum of roles across the business hierarchy, from those with no managerial responsibilities, to managers and directors leading teams of 50+. The focus groups were set in the context of the organisation’s culture using a simple guiding device:

## What we are exploring: cultural context

Autocratic	Distributed leadership / power
Hierarchical	Flatter
Secretive	Transparent / trusting
Monolithic / central planning	Distributed
Adult to child	Adult to adult
Fear culture	Safe to challenge
Status conscious	Achievement oriented
Deference	Candour
Permission culture	Initiative culture
Bullying	Negotiative
Grandeur	Self deprecating
Clubby	Open
Elitist / private	Accessible
Formal	Informal
Serious	Sensitively humorous
Employee	Partner

Participants discussed their own experiences of the company culture, and although influential personalities and heritage have a big sway in micro cultures, there are usually common cultural themes that emerge across all. The groups discussed the diagram above and whether their culture is stuck fast, moving from left to right, or regressing right to left. They explored:

- Feelings about communication in their company
- Social media use outside of work, and the benefits it brings
- The types of electronic communication and collaboration tools that people interact with in the workplace
- What benefits these bring to individuals, teams and the organisation – do they make working life easier?
- Any complaints or bugbears about workplace tech
- Their 'magic wand' changes that they believe would bring personal and organisational benefits

### 3.1 Focus group themes

A set of key themes emerged as John and Bonnie led focus groups throughout the project:

- *Challenges in managing multi-generational teams*

All generations, from Baby Boomers to Z Gens, are now in the workplace together – but increasingly they're not at a common place of work. Managing people takes on a different dimension as people need and expect managers to be digitally fluent.

Managers may also be leading staff who work remotely, and therefore need to utilise digital tools for briefing but also build relationships without the usual face-to-face interaction. Usually everyone in the team needs digital influencing skills to engage with others in collaborative ventures.

- *A new spin on employee engagement*

It could be time to re-evaluate the founding presumptions of employee engagement. In the emerging tech workspace, there may only be an 'us' trading in a 'market of ideas', rather than 'them' (managers) trying to engage the team. Workplace tech allows people to reach down and up, across, inside and outside the hierarchy; power and influence is defusing and constantly re-arranging new alliances. Therefore, it has never been so critical for those with influence on tech at work to have a handle on the demographics of their organisation and an understanding the generational mix represented.

- *The end of the traditional workplace*

Remote and flexible working in many organisations can render a physical office unnecessary, with many employers realising the negatives as well as the positives of this development.

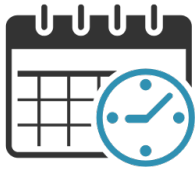
- *Workplace development moves online*

With the high volumes of workplace tech in action, change and strategy origination and executive in companies is now increasingly run online.

#### **4. The quantitative study**

John and Bonnie also ran a Survey Monkey poll, with approximately 1,000 responses from companies of all sizes and global locations. The headline findings from this study are detailed here.

## What we are exploring: quantitative study



How many hours per day are our participants online for work?’

We asked which devices people were using for work



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- Most people are online 3-4 hours per day
- 1 in 4 Millennials are online 7+ hours per day
- 52% of Gen X are online for 4 hours or less per day.

Research showed it's easy for employees to spend time in digital bubbles, only interacting with similar people (often referred to as the echo chamber).

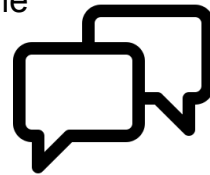
- Gen X possess more than 40% of all company-owned laptops, tablets and smartphones and dominates in terms of private smartphone and tablet ownership
- Boomers lag in all categories, except for private ownership of older device types – desktops, Blackberries and standard mobile phones.

## What we are exploring: quantitative study

We asked people how often they work from home

We then asked people how productive they are when they work from home

And we also asked people how much they communicate with colleagues when they work from home



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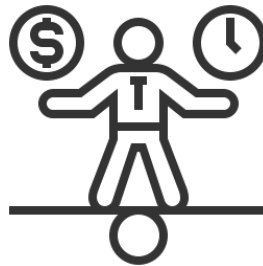
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- One in four Baby Boomers and Gen X are working from home at least one day per week – more than twice the amount of Millennials
- All generations claimed they are significantly more productive when they work from home
- However while working from home may increase productivity, it also causes around one in three to communicate less with their colleagues. This raises a red flag around companies potentially sacrificing engagement in return for productivity.



## What we are exploring: quantitative study

Given the increasing tendency for younger generations to work from home, we asked people about the impact of digital communications on work/life balance



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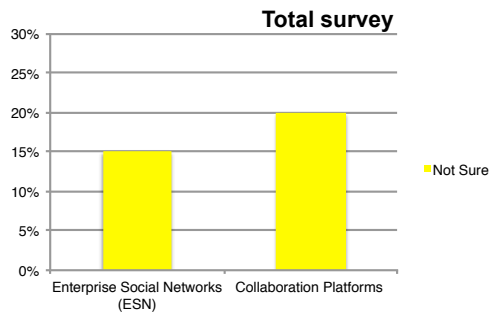
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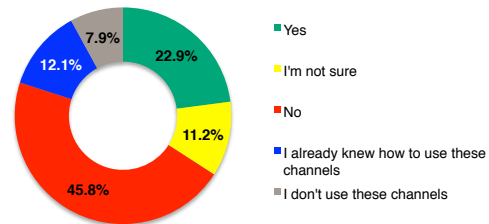
- Gen X are most positive about this effect, likely because they say they like to work from home and feel more productive when they do.
- However, significant proportions of all generations experience both positive and negative effects from digital communications
- People like the flexibility tech brings and they clearly feel they are more productive
- But people also struggle with the 'always plugged in' side effects that tech brings.

## What we are exploring: quantitative study

We asked 'What methods of digital communication are used at your organisation?'



We asked whether training had been provided for ESNs and Collaboration Platforms



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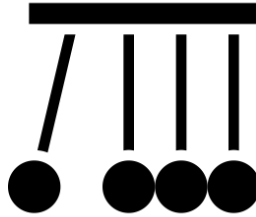
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- There was some uncertainty around the availability of networking and collaboration platforms, especially among Baby Boomers
- Only one third of people polled were set up properly with relevant training to use these technologies. Over half had had no training.

## What we are exploring: quantitative study

We also asked people to rank digital channels in order of IMPACT and USEFULNESS (for work purposes)



- Email remains the dominant channel in terms of impact – though some participants had negative experiences
- Email also remains the dominant channel in terms of usefulness
- A significant proportion of Baby Boomers record no impact from ESNs and Collaboration Platforms, whilst, perhaps surprisingly, many Gen X and Millennials feel their impact is negative
- While a significant proportion of all generations aren't using ESNs or Collaboration Platforms at all

This suggests that whilst there is considerable investment on tech at work, it is not as accessible as people would like.

## What we are exploring: quantitative study

**What is the preferred channel for providing feedback and giving recognition?**



**What is the preferred channel for communicating with different stakeholder groups?**



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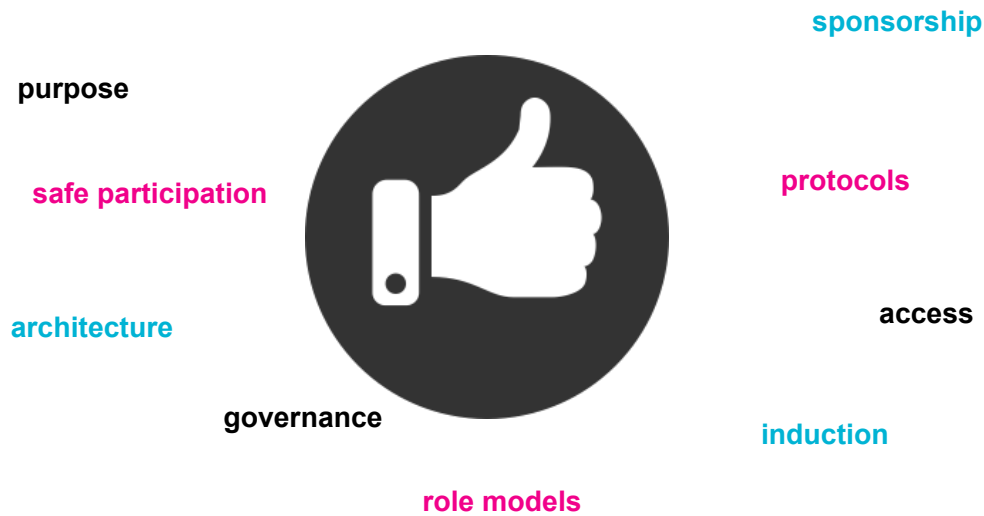
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- Face to face remains the preferred channel for providing feedback and recognition, but email is not far behind and is especially popular as the next best alternative in younger generations – despite the widespread irritation with e mail. It is at least seen as reliable and accessible
- People also use email as a backstop record/paper trail, as newer platforms may not have the facility or participation may not reach all team members
- In terms of stakeholder communication, Baby Boomers prefer to communicate face to face with younger generations but again, email is not far behind.

## 5. Qualitative research – what works well

## Universal truths from the qualitative research: *What works well and why*



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Digital channels are credited with delivering both commercial and cultural performance, and great benefits for people, when these principle are followed:

- *There is a clearly articulated purpose for the tech*
- *Visible and respected sponsorship for its integration and long-term use*
- *Sensible protocols*
- *Safety of participation*
- *Easy access from all devices (particularly smart phones)*
- *A clear architecture of channels – ie: when to use which channels*
- *Inclusive, confidence-inspiring induction and refreshment training*
- *Robust governance*
- *Visible leadership role models*

Where these conditions are, met people are generally enthusiastic about tech at work. The happiest are specialist groups who have much to gain personally and collectively. Benefits cited include:

- *Connectivity; from one to one, to one to many, and many to many*
- *Geographic reach*
- *Speed versus post and wait*
- *Generations of friends/contacts remain current, unlike the offline world of old*
- *Hierarchy is triaged*
- *Staying plugged in and feeling connected wherever people are, and whenever they choose*
- *Tech enables people to multipurpose in long meetings*
- *Tech enables people to learn about other people's cultures*

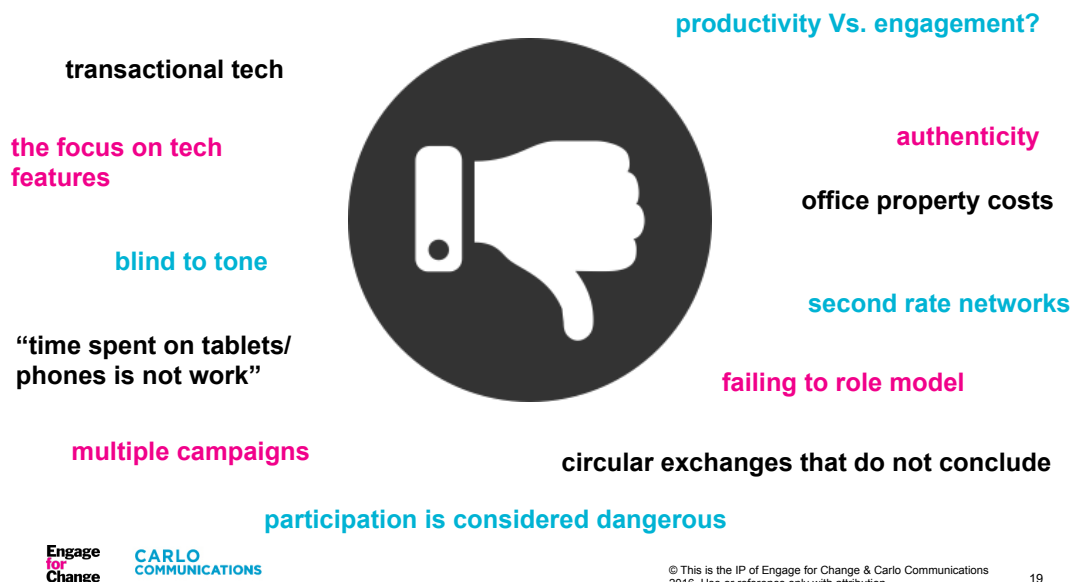
Some participants also credited tech with allowing them to:

- *Improvise using tech that may not be corporately sponsored (or authorized)*

- Be more human - more visuals helps them know people and feel connected
- Learn from colleagues who are way ahead of them
- Work flexibly and remotely and when they please – good management trusts them to 'get on with it'
- Mix work with pleasure – work ideas come to some when they are at leisure, and they don't resent that as they also take what is owed to them

## 6. Qualitative research – the issues

### Universal truths from the qualitative research: *The issues*



At the other end of the spectrum, people have negative issues when the good tech conditions are not met.

A typical example: the investment decision for procuring tech may be framed as a transactional tech purchase, and one which may be delegated and side-stepped by the boomers and X gen in the leadership team.

Another scenario: the tech purchase decision may be made by a Business Unit head or a regional figure where the focus is on features and technical details rather than delivering the organisation's strategy and commercial and cultural performance.

In those circumstances, and other examples, people report:

- That online is blind to tone and thus tricky when the topic is sensitive

- There is often no discernible purpose, order, sponsorship, protocols or air traffic management - resulting in multiple campaigns and overlapping content and overload
- People are aware of leaders pretending to be digitally fluent by delegating to others to manage posts and conversations. Digital reputations are hard to build and can be and lost easily. Authenticity can only be delivered with transparency and integrity
- Tech-enabled remote working can be exploited by organisations - using it to cut down on property costs. In creative enterprises, productivity can be cut through isolation from the community
- In some cultures, older generations assume that time spent on tablets/phones is not work - thus a generational divide is created
- People state that a critical mass of participation is key to ensuring the best and appropriate team members are accessible. People are anxious to avoid being plugged in to second rate networks – one participant stated, “the wisdom and idea market doesn’t always work as the wrong people are present”. This suggests that a massive effort is required to get people participating
- On a similar note, time is said to be wasted on circular exchanges that do not conclude – the conclusion is that some issues need to be addressed decisively face to face

### **Shrinkage of ‘my’ social space**



Many participants spoke of the 'shrinkage' of their own social space. Away from work they report withdrawing and watching, rather than risking posting content that may come back to haunt them. They also speak of the confluence of personal social space and work social. Some are also angered by employers that put them digitally in play outside work hours.

## Generational nuances

- There are always exceptions but:
  - most Boomers and Gen X have to learn tech
  - Millennials and Gen Z are natives and are digitally fluent
- Millennials prefer instant digital chatter to slow email, phones and face to face meetings
  - Millennials are more transactional and less likely to affiliate with corporate purpose, values etc. Loyalty to organisations is transient. Old style engagement may fall on deaf ears.



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## 7. Demands for Change



What would participants like to change about tech at work to make working life easier and more productive?

### 1. Clarity of purpose, intent, strategy for technology

- The need for a very clear purpose statement, credible sponsorship and protocols
- A distinction between 'top down' communication and collaboration channels – the definition of digital collaboration
- Tech to be a core part of corporate vision and business strategy
- Employers need to understand their digital demographics and tailor the tech strategy to suit

### 2. Usability, usefulness, functionality

- Usability – one click to access
- Many would like a 'one-stop-shop', one accessible network rather than a jumble of networks draining individuals' time and energy
- Note that structure influences the ESN shape and functionality, therefore structure must be a factor in developing the commercial and cultural plan
- Video access was on many people's wish list

### 3 Induction

- A full tech induction and training for users
- Mix the generations for inductions, and refresh training as the technology changes.

### 4 Governance and best practice

- Employ an 'air traffic control system' to stagger projects and avoid everything landing at once – overload is a major cause of complaint

- Communicate channel protocols – i.e. when to use which channel and what for
- Define clear rules of engagement – clarity of legitimate online behavior needed
- Promote freedom of speech but also online safety
- The digital equivalent of learning to write a good letter/run a meeting
- Consider peer policing/a trusted network
- Remove old technology – a widely reported gripe of participants was companies adding to the layers of tech rather than removing and replacing.

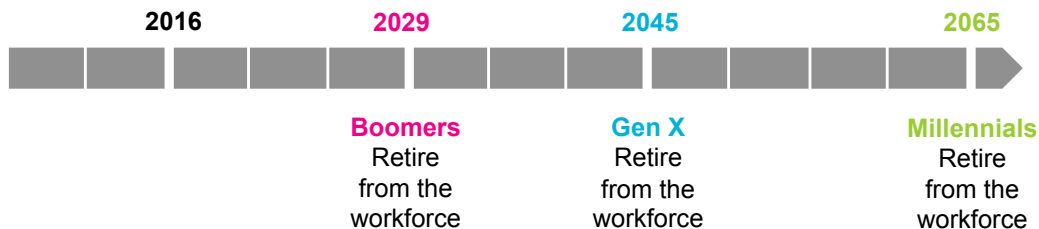
## **5 Role of leaders**

- Tech needs leader role models
- Leaders need their own digital authentic voice; no corporate/PR jargon
- Tech leaders must have an insight about their digital presence
- People want digitally fluent leaders who understand the demographics of the organisation
- Develop a cultural and commercial plan for tech before a penny is spent on it

***These five themes can form the foundations for a commercial and cultural plan for tech***

## ‘So what’ for leadership teams?

The issues are here to stay for a while



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The last Baby Boomers won't exit the workforce for 13 years and Gen X will leave in 29 years; these groups will continue to adapt, but will always remember a time before digital communications.

Leadership teams need to understand their organisation's demographic makeup and reflect that in day to day working relationships and communication. They should recognise that the 'command and control' side of companies/old hierarchies will be impacted by technology at work. Tech triages through command and control.

***GE CEO Jeff Immelt: "disrupt yourselves before others disrupt you"***

### **Involve all generations in designing tech at work**

Involve incoming and existing generations in a vision of the work place experience. Digital communication and collaboration platforms should be considered as a core business resource rather than a semi-detached transactional resource.

### **There needs to be a commercial and cultural plan developed across functions and business units**

Throughout this research, the people who are less enamored with technology at work are those who don't believe there is a commercial or cultural outcomes plan for the technology investment. They state that the tech simply 'turns up' often with no context or purpose, and with little governance. Or at the other end of the spectrum, far too much governance/micro-managing. And in many cases, people report multiple platforms (especially in federated or conglomerated organisations) which adds to their tech burden. There needs to be a commercial and cultural plan developed across functions and business units. IT cannot do this alone. Nor can any other single function or business unit.

Few other investments would be made without a commercial and cultural strategy being developed as part of the overall business strategy of an organisation.

Once the tech is up and running the chaos can often be hard to fix – particularly with Baby Boomers and Gen X leaders not seeing the issues first hand, or understanding when life is being made harder for their teams.

**\$2.4 trillion will be spent on tech this year alone\***, yet since the Internet revolution productivity in the West has actually declined (reference). Some argue that tech will improve productivity, but John and Bonnie have seen that this does not apply to those organisations lacking in a commercial and cultural plan for tech at work.

\*study by analyst outfit IDC in February 2017

## **8. Messages to the big technology providers**



Most respondents feel that the tech revolution at work is just beginning. Observers note that a new period of enlightenment will emerge, with tech creating a powerful market of ideas through cultural evolution in organisations. From this project, John and Bonnie sense that big tech can take more of a lead in the up front planning – potential customers should be much more demanding of their tech providers.

Tech providers need to equip themselves to help corporates to deliver a commercial and cultural plan for tech before selling tech. In turn corporates must discipline themselves to lead commercial and cultural planning for tech involving neutral third parties to facilitate this process.

An iceberg floating in a blue ocean under a blue sky with white clouds. The visible tip of the iceberg is on the left, and the much larger, submerged part is on the right. The text is overlaid on the submerged part of the iceberg.

## Exploring further in part 2 of the research

- Balance between governance and laissez faire
- Who owns it/air traffic
- M gen – a new employee engagement model?
- Remote work - impact on creativity/collaboration
- What accessible tech means
- What boomers & X gen need to love tech
- Can you stick it onto a Kremlin and stimulate cultural change or does culture eat tech?

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## 9. Phase two

In many ways this study has simply thrown up the next questions that need to be addressed.

John and Bonnie are now considering moving on to phase two of the research, exploring the themes above and digging deeper with participants to find out:

- The balance between governance and laissez faire – what does that mean?
- The good tech environments have well judged levels of governance. The poor tech environments have too little. John and Bonnie aim to discover more about the right balance. Overdoing it risks strangling tech in command and control. Under doing it results in underperformance and at worst, chaos
- Who needs to own tech and run air traffic to avoid blinding people with content and interaction?
- Is there an engagement model for Millennials – the ‘we to we’ idea vs the ‘them to us’ model?
- Looking further at the intended and unintended consequences of tech enabled remote working
- At a practical level, exploring what can be done to make tech at work easier to access

- Providing cases where organisations have benefited from the development of a commercial and cultural plan before tech is invested in

## 10. Contacts

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For more information:  
Contact us via our digital channels!

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