The BPM Zoo — BPM Stakeholder Management

Business Process Management Summit

Lars Mieritz Elise Olding

March 14-15, 2012 Park Plaza Westminster Bridge London, UK

Notes accompany this presentation. Please select Notes Page view. These materials can be reproduced only with written approval from Gartner. Such approvals must be requested via email: vendor.relations@gartner.com. Gartner is a registered trademark of Gartner, Inc. or its affiliates.

This presentation, including any supporting materials, is owned by Gartner, Inc. and/or its affiliates and is for the sole use of the intended Gartner audience or other authorized recipients. This presentation may contain information that is confidential, proprietary or otherwise legally protected, and it may not be further copied, distributed or publicly displayed without the express written permission of Gartner, Inc. or its affiliates.

© 2012 Gartner, Inc. and/or its affiliates. All rights reserved.



Stakeholder Management Is About Coming to Grips With People

- The hardest thing about doing any change focused work in an organization is dealing with people.
- In the perfect world everyone would be cooperative, enthusiastic and engaged.
- In the real world people have competing interests and often define their own priorities as very different from the goals of your current initiatives.
- With that reality in mind, this workshop is designed to offer a way to organize and manage stakeholders.



Welcome and Introduction to Workshop	5 Min.
Zoo Characters	10 Min.
Individual and Group Exercise 1:	15 Min.
Group Debrief (2 Minutes per Table)	10 Min.
Stakeholder Management Basics	10 Min.
ndividual and Group Exercise 2:	25 Min.
Group Debrief (5 Minutes per Table)	20 Min.
Summary and Action Planning	

The Giraffe



Photo By 'Hans Hillewaert' under license CC BY 2.0

- Characteristics
 - Charming and good at highlevel perspective
 - Useless on detail and decisions
- Things to do
 - Look for their detail person
 - Let them sell the vision
- · Things to avoid
 - Scaring them off
 - Making them kick

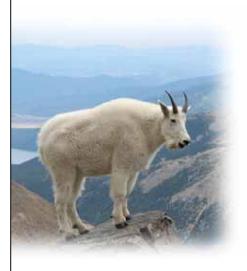
The Lion



- Characteristics
 - King of the jungle
 - Delegates most of the real work
- Things to do
 - Align your project with their power base
 - Allow them to protect you
- Things to avoid
 - Challenging their ego or position
 - Implying they're not needed

Photo By 'William H. Majoros' under license CC BY 3.0

The Mountain Goat



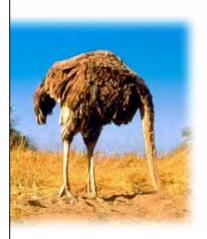
Characteristics

- They can climb places we'd need ropes and pinions to get to
- They don't look down
- Things to do
 - Work hard and plan on long hours
 - Always tell them the truth
- Things to avoid
 - Failure
 - Whining

Gartner

Photo By 'Darklich14' under license CC BY 3.0

The Ostrich



- Characteristics
 - What they can't see doesn't exist
 - Good at getting out of the way of trouble
- Things to do
 - Handle problems yourself
 - Give them good news
- Things to avoid
 - Making them acknowledge risk

The Bear



- Characteristics
 - Looking for a free lunch
 - Strong sense of entitlement/power seeking
- Things to do
 - Hide your resources (bear boxes)
 - Make sure you have a powerful supporter
 - Win them to your side
- Things to avoid
 - Confronting directly

Prioto by Apparachian Encounters under license GC B1 20

The Cow



- Characteristics
 - Placid
 - Tend to go with conventional opinion
- Things to do
 - See that they are fed
 - Make sure that you have the power to move them as a unit
- Things to avoid
 - Spooking them

Gartner

Photo By Michael W under license CC BY 3.0

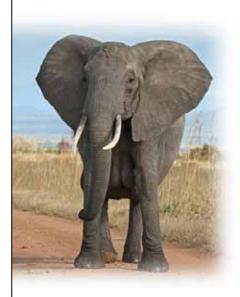
The Eagle



- Characteristics
 - Visionary
 - Strong defender of their own viewpoint
- Things to do
 - Align their vision with the project
- Things to avoid
 - Polarizing them

Photo By 'Paul Friel' under license CC BY 3.0

The Elephant



- Characteristics
 - Holders of organizational memory
- Things to do
 - Talk to them a lot
- Things to avoid
 - Anything that threatens the culture or their version of what works

Photo By "Muhammad Mahdi Karimi" under GNU Free Documentation License, Version 1.2

Welcome and Introduction to Workshop	5 Min.
Zoo Characters	10 Min.
Individual and Group Exercise 1:	15 Min.
Group Debrief (2 Minutes per Table)	10 Min.
Stakeholder Management Basics	10 Min.
ndividual and Group Exercise 2:	25 Min.
Group Debrief (5 Minutes per Table)	20 Min.
Summary and Action Planning	

Stakeholders: The Fundamentals

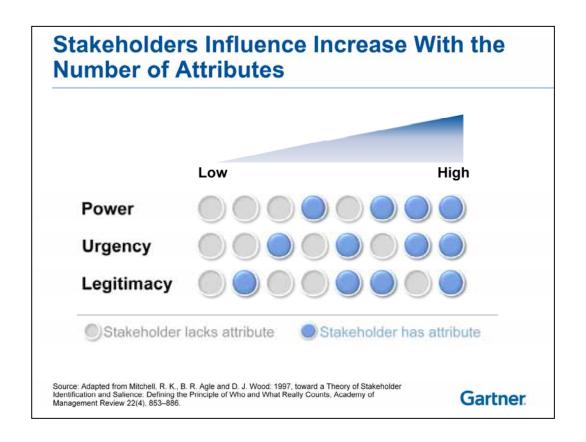
A stakeholder is any group or individual that affects, or is affected by, a particular work effort.

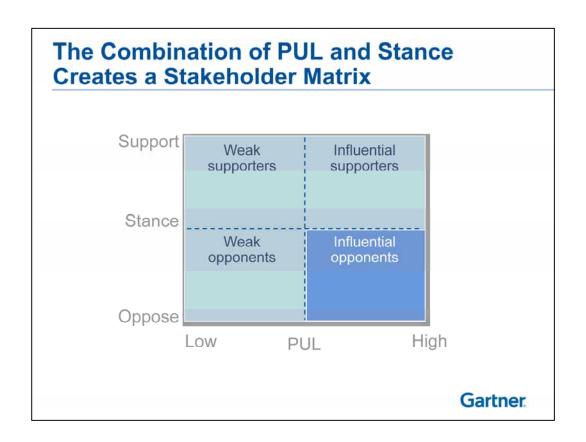
PUL

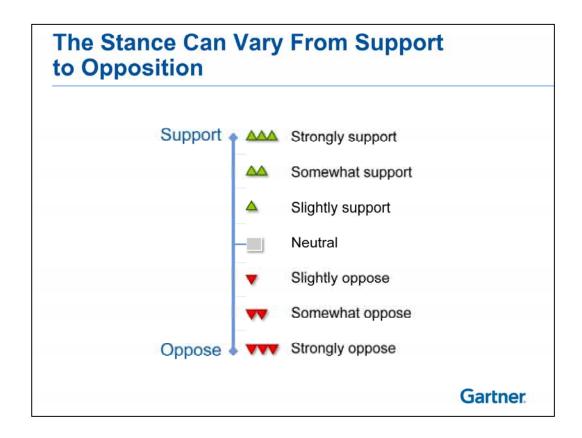
- Power (ability to enforce) How much political, financial or physical capacity stakeholders have to enforce their influence
- Urgency (immediacy of claim) —
 How much of a right due to time
 pressure stakeholders can claim to
 enforce their influence
- Legitimacy (standing in the community) — How much moral right stakeholders have to enforce their influence

Stance

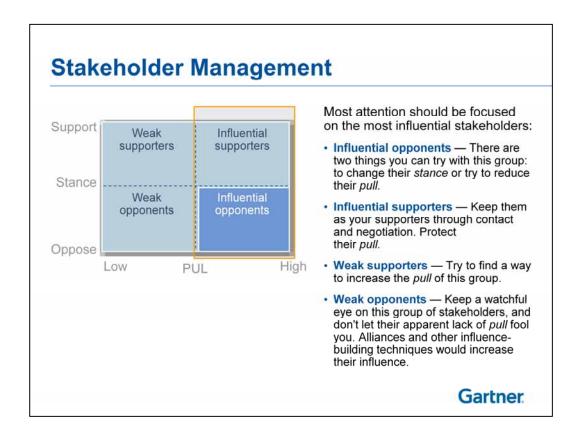
 Position being adopted by each stakeholder relative to the position being adopted by, for example, the CIO, the IT leadership team or the consensus position of a steering committee

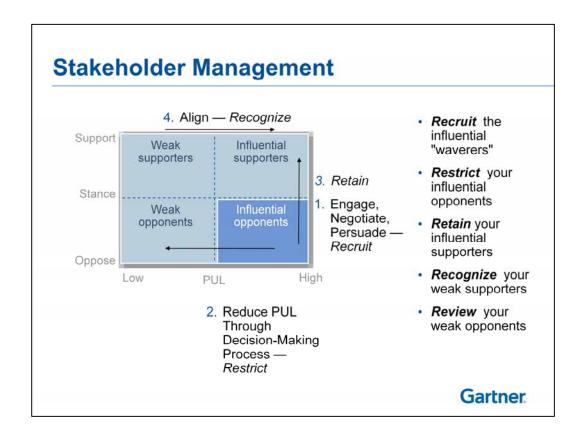






Welcome and Introduction to Workshop	5 Min.
Zoo Characters	10 Min.
Individual and Group Exercise 1:	15 Min.
Group Debrief (2 Minutes per Table)	10 Min.
Stakeholder Management Basics	10 Min.
ndividual and Group Exercise 2:	25 Min.
Group Debrief (5 Minutes per Table)	20 Min.
Summary and Action Planning	





			Support/Oppose		cy	nacy		Comm	ients	
Stakeholders	Matrix Mapping	PUL	*** <> ***	Power	Urgency	Legitimacy	Interests	Importance	Style	Concern
J. Smith	Influential Supporter	Hi	***	х	х	х				
M. Jones	Weak Supporter	Lo	•	0	0	х				
D. Davis	Weak Opponent	Lo	•	х	0	0				
B. Miller	Influential Opponent	Hi	***	х	х	х				

erson	al sta	keholde	r ana	lysis tool	l (privat	e use, sı	ubjectiv
Name	Title	Interests	Im	portance	Power	Influence	e Style
Review	and i	revise at	each	n stage c	of the pr	oject	
Review Initiate	and I	revise at		n stage c	of the pr	oject	
						oject	
						oject	
Initiate	Plan	Execu	te		Close		
Initiate	Plan	Execu	re an	Control	Close	ences	epared for

Action Plan

Tomorrow:

- Review stakeholder strategies and change readiness for major initiatives.

In the Near Future:

- *Plan* improvements to reporting and communications based on specific audience needs.
- Report less, analyze more and recommend actions.
- *Develop* specific policies, guidelines and education to define and ensure quality business sponsorship.

Longer Term:

- *Develop/execute* a change strategy at the project level, and assist/lead at the readiness and liquidity levels.

Recommended Gartner Research

- → Toolkit: Stakeholder Analysis template Robert Handler (G00226732)
- → Effective Communications: Stakeholder Analysis Heather Colella (G00170514)
- → Toolkit Tactical Guideline: Appoint Project Champions, not Sponsors, to Minimize Project Risks Ellen Kitzis (G00146180)
- → Toolkit Sample Template: Gartner Change Road Map for Projects and Programs Kraft Bell (G00151497)

For more information, stop by Gartner Solution Central or e