

BOSTON COLLEGE **CENTER FOR CORPORATE CITIZENSHIP** CARROLL SCHOOL *of* MANAGEMENT

### CSR Leadership: Getting Things Done with Soft Power

Stewart Rassier February 15, 2017

## Where to Start?

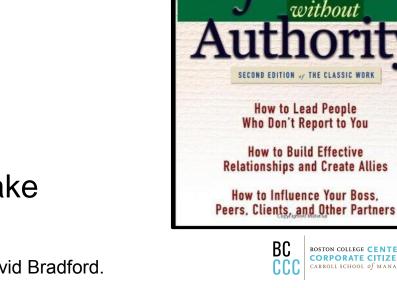


Source: Dilbert. Business guru extraordinaire.



# Influence Without Authority

- 1. Assume all are potential allies
- 2. Clarify your goals and priorities
- 3. Diagnose the world of the other person
- 4. Identify relevant currencies / resources theirs and yours
- 5. Deal with relationships
- 6. Influence through give and take



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## 1. Assume All are Potential Allies



- Might be competing for budget, resources, recognition.
- "Each get something you want in a specified, limited area."
- Think of them like a long-term customers.



# 2. Clarify your Goals and Priorities

- Task or relationship goal?
- What is most important?
- Change attitudes but focusing on repeated behaviors and actions.
- Narrow requests
- Pilot projects





## 3. Diagnose the World of the Other Person

Remember: They

do not care about the same things you do.

 Instead: Diagnose the problem from their perspective.





## **Experience** Map

- 1. Take 3 sticky notes.
- 2. Imagine yourself in the shoes of a senior leader or cross-functional peer.
- 3. From their perspective, describe or draw their experience:
  - **Before** the event / program.
  - **During** the event / program.
  - After the event / program.
- 4. Share in small groups (5 minutes).





## 4. Identify Their and Your Resources

# What resources do you have that they want?

# What resources do they have that you want?



# 4. Identify Their and Your Resources

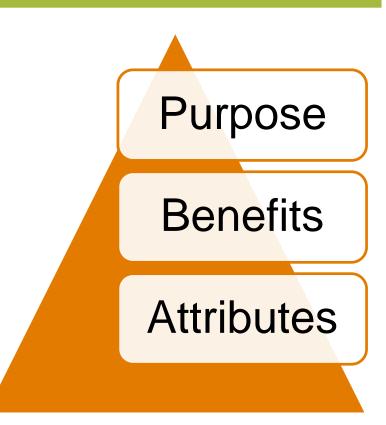
- Time
- Money
- Expertise
- Access
- Involvement
- Respect
- Advocacy

- Meeting Agenda
- Volunteers
- Networks
- Vision / Purpose
- FTEs
- Brand Value
- Information



## Purpose, Benefits, and Features

- Purpose how engaging with the program or product contributes to understanding of self and aligns with values; intended to embed the program into everyday use or self-image.
- Benefits what the person gets out of the program or product; intended to describe WIIFM.
- Attributes/features basic details, factual, not intended to motivate.





## Purpose, Benefits, Features – Product Example



Why?

#### Purpose – What is valued by customers

- Freedom
- Empowerment
- Individualism
- Adventure
- ent Community of m riders

ride

- Rebellious,
- rugged
- Customer benefits
- Easy to maneuver
   More powerful
  - Stylish
- Updated technology

 Improved safety features

#### Attributes/features

- Horsepower
  - Materials
- Technology

- Suspension
- Color

- SpeedSeat
- Price

#### 2016 Harley Davidson SuperLow

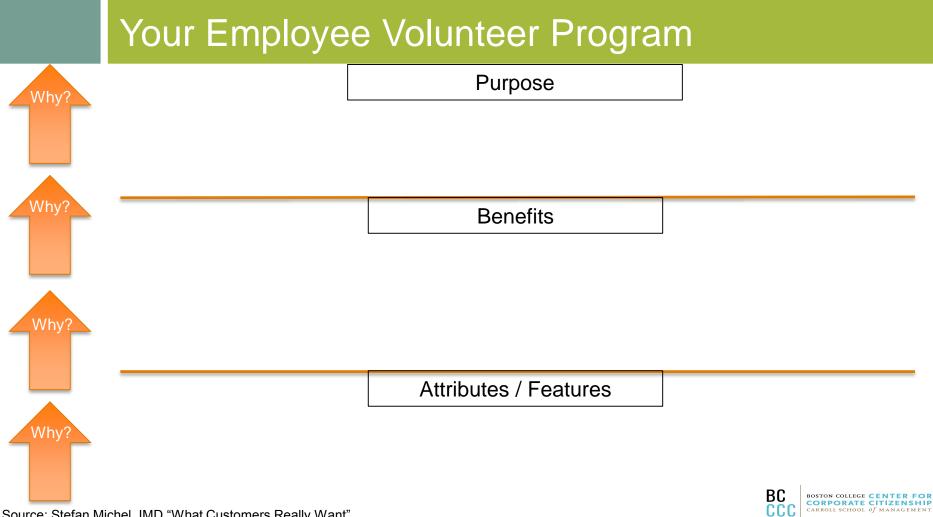






Source: Stefan Michel, IMD "What Customers Really Want"

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## Purpose, Benefits, Features – EVP Example

#### Purpose

- Animal rights; social justice (cause-specific)
- Building connections to community, with colleagues
- Live values at work
- Leave a legacy

Why?

Why?

Why

Why?

#### Benefits

- Connect with community
- Learn new skills
- Meet new people
- Grow personal network
- Personal growth

- Distinguish self
- Feel good
- Recognition
- Day off work

#### Attributes / Features

- Number of volunteer hours available (PTO)
- Process to
- recruit/sign up
- Forms to fill out
- Training available
- Time commitment

#### **Company EVP Program**

#### Remember:

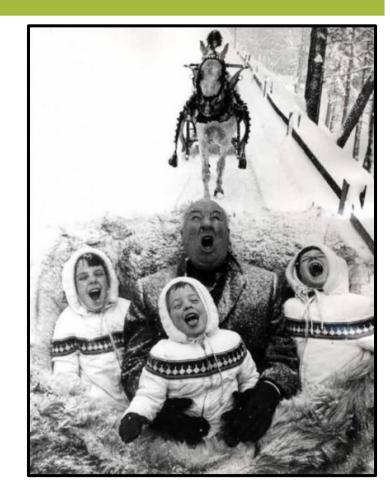
- Each employee is different and will be motivated by different benefits and values
- Emphasize elements at different times



Source: Stefan Michel, IMD "What Customers Really Want"

## 5. Deal with Relationships

- 1. What are you causing?
- 2. What are causes of other person's behaviors?
- Alter your strategy for working on relationship or task.



Work style differences are common cause of friction and easier solution to building influence without authority.

- Focus on Problems v Focus on Success
- Divergent Thinking v Convergent Thinking
- Want Structure v Comfort with Ambiguity
- Analysis, then Action v Action before Analysis
- Big Picture v Details
- Logical v Intuitive
- Seek Risk v Avoid Risk

- Respect Authority v Discount Authority
- Relationship First v Task First
- Seek Conflict v Avoid Conflict
- Competitive v Collaborative
- Own Needs v Other Needs
- In Control v Others in Control
- Optimistic v Pessimistic
- Work Alone v Work with Others

# 6. Influence Through Give and Take

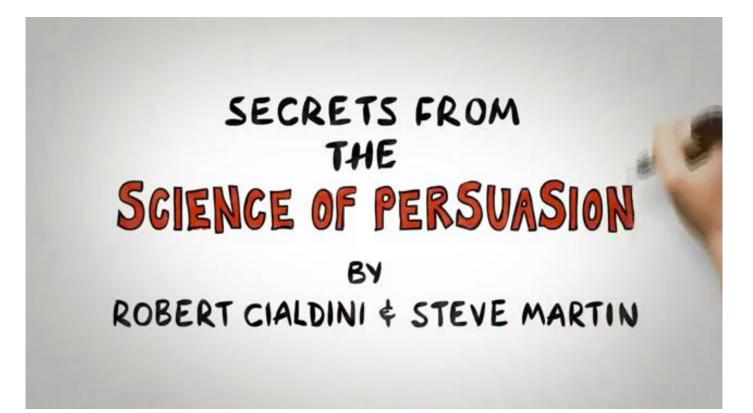
Strategy	Conditions to Use
Straight – Forward Trades	<ul><li>Each has something the other wants</li><li>Roughly equal value</li><li>Good existing relationship</li></ul>
Cooperation Helps Ally Achieve Goals	Your interest match
Uncover Hidden Value	You can find unexpected benefits
Compensate for Costs	<ul> <li>You can't find unexpected benefits</li> <li>You don't have desired resources</li> <li>You know costs and can pay in some currency</li> </ul>



# Persuasion and Influence



# Cialdini's Principles of Persuasion





# Cialdini's Principles of Persuasion

#### Reciprocity

We aim to return favors, pay back debts, and treat others as they treat us. According to the idea of reciprocity, this can lead us to feel obliged to offer concessions or discounts to others if they have offered them to us. This is because we're uncomfortable with feeling indebted to them.

#### **Commitment (and Consistency)**

We have a deep desire to be consistent. For this reason, once we've committed to something, we're then more inclined to go through with it. For instance, you'd probably be more likely to support a colleague's project proposal if you had shown interest when he first talked to you about his ideas. Tapping into values accesses the commitment lever.

#### **Social Proof**

This principle relies on people's sense of safety in numbers. For example, we're more likely to work late if others in our team are doing the same, put a tip in a jar if it already contains money, or eat in a restaurant if it's busy. We're particularly susceptible to this when we're feeling uncertain, and we're even more likely to be influenced if the people we see seem to be similar to us.



# Cialdini's Principles of Persuasion

#### Liking

Liking says that we're more likely to be influenced by people we like. Likability comes in many forms – people might be similar or familiar to us, they might give us compliments, or we may just simply trust them.

#### Authority or status

We feel a sense of duty or obligation to people in positions of authority. This is why most of us will do most things that are asked by authority figures. Job titles, uniforms, and even accessories like cars or gadgets can lend an air of authority, and can persuade us to accept what these people say.

#### Scarcity or urgency

This principle says that things are more attractive when their availability is limited, or when we stand to lose the opportunity to acquire them on favorable terms. For instance, we might buy something immediately if we're told that it's the last one, or that a special offer will soon expire.



# Social Proof





# **Applying Influence Without Authority**

At your table groups, chose an audience or cross-functional project to apply Cialdini's Principles or other concepts discussed today to influence:

- Boss
- Senior leader in your Department
- Senior leader outside of your department
- Peer outside of your department

- CSR Report Committee
- Foundation Board
- Satellite Giving Committee
- Regional / Industry
   Collaboration Project
- Non-Profit Partner



# Why the Center

# **30 Years**

**Helping Companies** 

**Know more** 

Do more

**Achieve more** 















# Thank You.

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