## Behavior Based Tools for Creating Nurturing Workplaces

OBM Network/SWABA conference, Stockholm 2018-08-17

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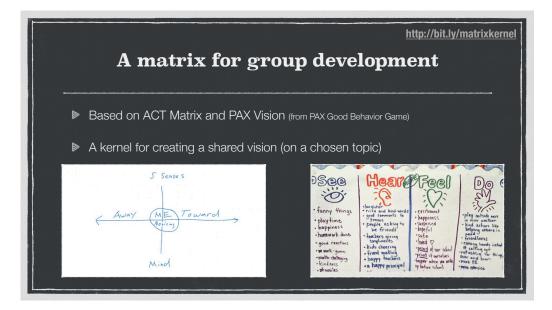
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### Agenda

- ▶ (ACT) Matrix and Evidence-Based Kernels
- ▶ Ostrom's 8 Core Design Principles as a framework
- ▶ Nurturing Environments in workplace settings

### Me, myself and I

- Lic. psychologist (Uppsala, Sweden)
- ▶ CEO in private care
- ▶ Consulting in OBM, leadership/organizations, sustainability, etc.
- PAX Good Behavior Game (Public Health Agency, Karolinska Institutet, PAXIS Institute)
- PROSOCIAL initiative (David Sloan Wilson, Paul Atkins)
- PhD candidate at OsloMet since September 2017 (Ingunn Sandaker, Tony Biglan)



	Less	More
Overt behavior		
Covert behavior		
Values		
Traits		
Attitudes		
Emotions		
Thoughts		

# Broad thoughts on wellbeing Individual, group, organization - multi-level contextual perspective Individual skills for dealing with psychological content Individual skills for interacting with others, within and outside the group - we are each others context Structure & systems - policies, routines, meeting structures, etc

# **PAX** Lyssna

- 🕕 Pausa det du gör
- 🥏 0 cm-rösten
- **W** Gör V-tecknet









### Evidence-Based Kernels (Embry & Biglan, 2008)

- ▶ Evidence-based kernels are fundamental units of behavioral influence.
- ▶ A kernel is a behavior–influence procedure shown through experimental analysis to affect a specific behavior and that is indivisible in the sense that removing any of its components would render it inert.
- ▶ Behavioral Vaccines are a repeated use of kernel or a simple recipe of kernels that prevent or reduce morbidity or mortality or improve wellbeing.

Embry, D. D., & Biglan, A. (2008). Evidence-based Kernels: Fundamental Units of Behavioral Influence. Clinical Child and Family Psychology Review, 11(3), 75–113.

### My thoughts...

- Delivering a lot of leadership/management trainings in many different settings
  - ☐ Lots of time spent on training basic skills, thinking of these as modules, some building on others
- ▶ Could these components usefully be conceptualized as kernels?

# How can the concept of kernels transfer to organizational settings?

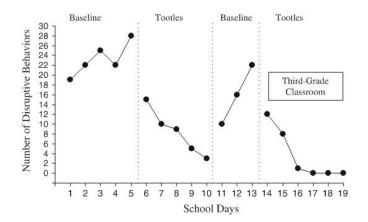
### ▶ Kernels/Core Skills

- ☐ Active listening
- ☐ Constructive feedback
- ☐ Identifying key behaviors
- ☐ Positive reinforcement
- ☐ Problem solving
- □ Perspective taking

### An example: **Tootle notes**

- Praise notes written notes of appreciation
- Write a note think about a family member, a friend, or a work colleague
- ▶ Focus on observable behavior

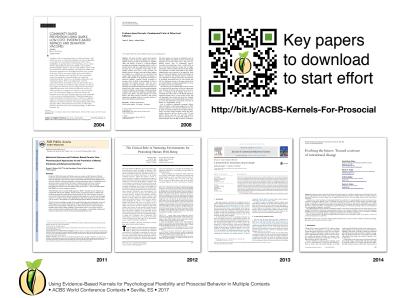
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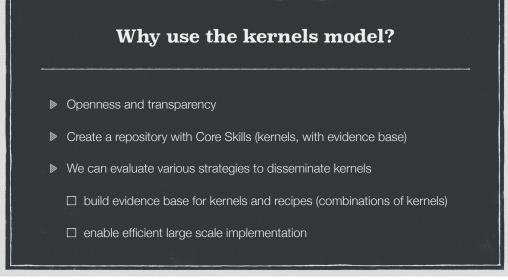


Number of disruptive behaviors in a third-grade classroom with and without the use of tootling











### The Core Design Principles (CDPs)

- 1. Strong group identity and understanding of purpose
- 2. Equitable distribution of costs and benefits
- 3. Inclusive decision-making
- 4. Monitoring of agreed behaviors
- 5. Graduated responses to unhelpful and helpful behaviors
- 6. Fast and fair conflict resolution
- 7. Authority to self-govern
- 8. Appropriate relations with other groups

# CDP and kernels

- ▶ You need to develop skills and tools in order to
  - ☐ work on shared purpose and values and make them behavior specific
  - ☐ resolve conflicts
  - ☐ provide feedback that reinforces desired behavior
  - ☐ create and implement plans that facilitate behavior change

How could the CDPs be useful from an OBM perspective?

### **Nurturing Environments**



- First, these environments minimize biologically and psychologically toxic events.
- Second, they teach, promote, and richly reinforce prosocial behavior, including self-regulatory behaviors and all of the skills needed to become productive adult members of society.
- ▶ Third, they monitor and limit opportunities for problem behavior.
- ▶ Fourth, they foster psychological flexibility the ability to be mindful of one's thoughts and feelings and to act in the service of one's values even when one's thoughts and feelings discourage taking valued action.

Biglan, A., Flay, B. R., Embry, D. D., & Sandler, I. N. (2012). The critical role of nurturing environments for promoting human well-being. The American Psychologist, 67(4)

# How to measure Nurturance in groups?

### Why create a measure?

- ▶ Focus on behavior, not experiences
- ▶ Highly instructional (I hope) in terms of identifying target behaviors and skills to improve group functioning
- ▶ Useful in many contexts
- ▶ Freely available

### **Identifying key behaviors**

- ▶ Creating the Nurturing Environments Observation Form (NEOF)
  - ☐ Focus group 10 humans with experience of management and consulting
  - ☐ Items derived based on frequency and common themes into useful levels of behavioral specificity pragmatism!
  - $\square$  A preliminary version with 5 + 8 + 3 + 3 = 19 items



### Email me if you want the NEOF form

- ▶ It is still under development, but I am happy to share it, and collaborate on data collection. Just send me an email and we can work something out.
- Available in English, Swedish and Norwegian.
- ▶ <u>magjoh@oslomet.no</u> or <u>pgm.johansson@gmail.com</u>

### Summing up

- Matrix tool for identifying and agreeing on key behaviors (on group level)
- ▶ Kernels/core skills inner experiences and social interaction
- ▶ Ostrom's CDPs as a framework
- ▶ Generic key behaviors? Nurturing Environments
- ▶ You can reach me at <u>magjoh@oslomet.no</u> or <u>pgm.johansson@gmail.com</u>