

SUBJECT

The Rigor of Intentional Leadership and the Art of Design Death to Power Point, Boring, Mind-numbing and Unproductive Meetings

We spend our lives in meetings. Despite technology, meetings are less productive – more frustrating. Additionally, the lost productivity of meetings is made up during long hours, nights and weekends - thanks to 24/7 accessibility. If, as a leader, I have a weekly meeting of 10 people for two hours, the cost per meeting will be in the neighborhood of \$2000 - \$5000. Our research reveals that the average leader attends 20 meetings a week. What was the last meeting you attended that was worth that much?

Intentional leadership assumes that nearly everything a leader does should be purposeful and rigorous, that he or she knows the impact / result of their action or inaction from moment to moment. It is a tough-minded, self-disciplined approach that plays out most profoundly at meetings led by you. The *art of design* is about viewing each meeting and, for that matter, each agenda item as a separate opportunity to engage participants effectively, with a beginning, middle and end, while deciding creative methods of engaging those present in ways that *maximize their skills and knowledge*. Most leaders run meetings in habitual, often unconscious and unproductive, ways. Our goal here is to change how you see your leadership and how you see the world of unproductive, mind numbing meetings that cost you in \$'s, morale and productivity. You will not be the same as a result.

TIME TOPICS

- 15% Exploring the concepts of “Design” and “Intentional Leadership.”
- 35% Participants experience an integrated set of *classic designs* to add to their own repertoires. Our belief is that a person must experience the design before they will be confident enough to use it. We demonstrate strategies that allow candor and promote efficiency.
- 15% Time is used to explore why such designs tend to work and how to insure their success.
- 25% Additional designs are experienced that touch a variety of situations ranging from decision making to managing conflict. A “clinic” environment is created to insure maximum participation.
- 10% The opportunity is made for participants to ask “tough” questions concerning any aspect of the program with emphasis on how to apply the ideas in their back-home workplace.

WHO SHOULD ATTEND

Few leaders, at any level, have had the opportunity to understand how to engage team members or colleagues in the development of creative, challenging and dynamic work sessions that lift morale and increase the value of time spent. All levels of management should find this hands on session to be interesting and worthy of their time.