Adoption and Change Management Services

"Join the Hybrid Working Movement"





Environment Analysis





"The world has changed.

I see it in the water.

I feel it in the Earth.

I smell it in the air."

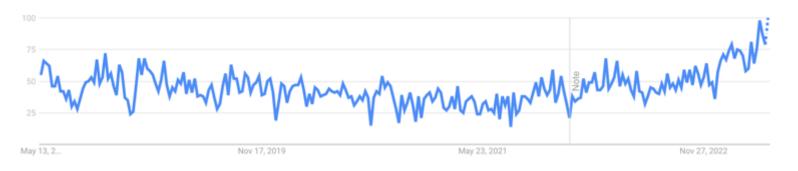
Galadriel Epilog - LOTR



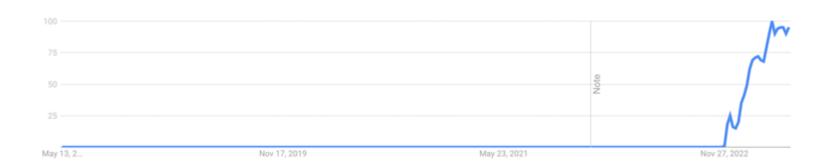


Technology is driving change

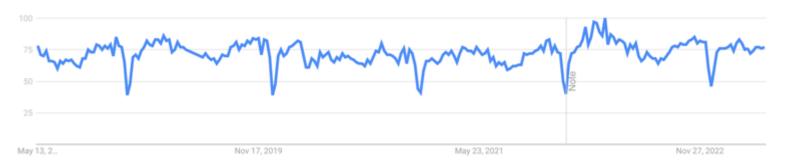
Artificial Intelligence



Chat GPT

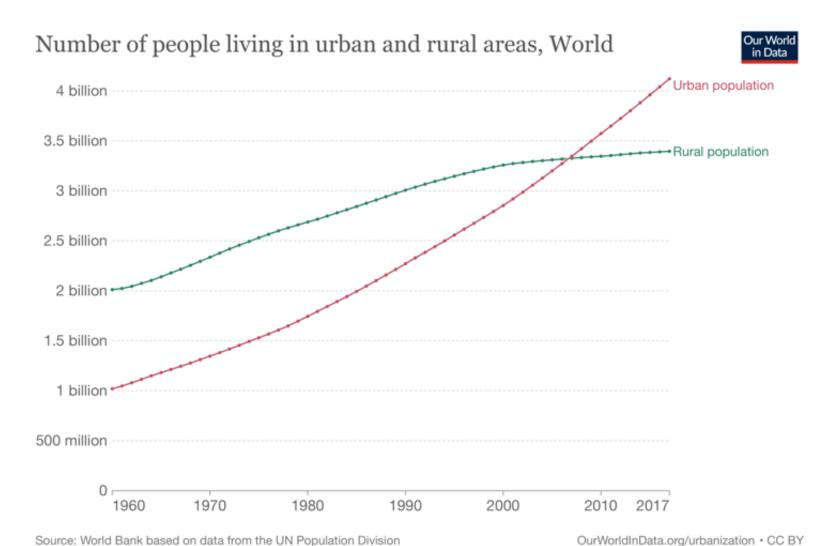


Change Management





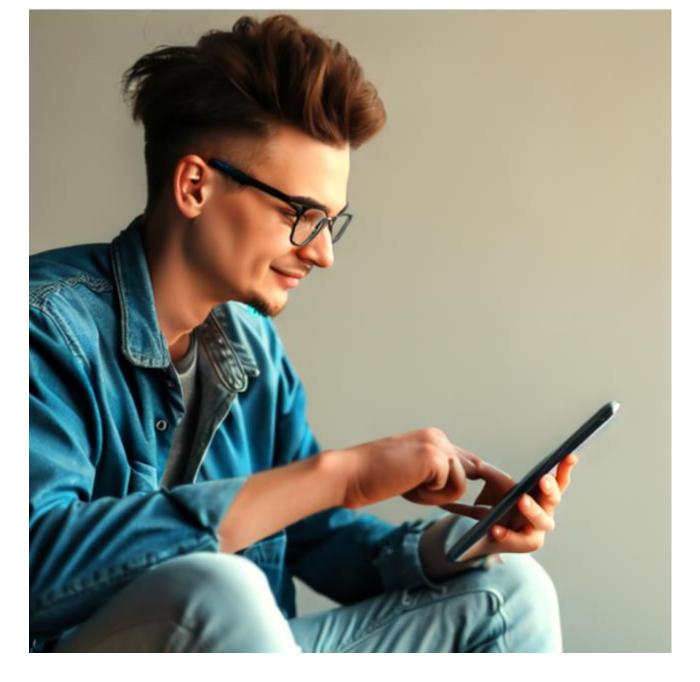
Demographics is also shifting



Note: Urban populations are defined based on the definition of urban areas by national statistical offices.



Born between 1997 and 2012, Generation Z – or Gen Z – currently make up 30 percent of the world's population and are expected to account for 27 percent of the workforce by 2025 ¹⁾





Digital overlad is climbing ¹

148%

Meetings

Weekly meeting time has more than doubled

40.6B

Email

Increase in # of emails between Feb. 2020 - 21

45%

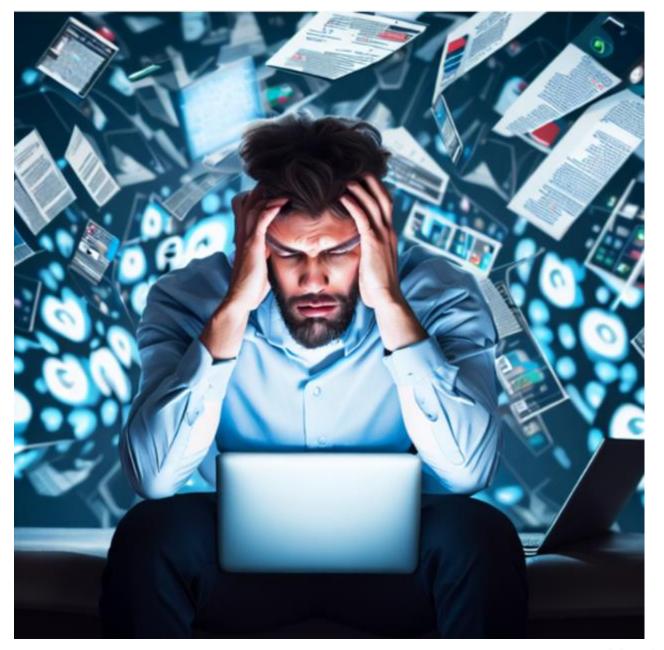
Chat

Increase in weekly Teams chat per person

66%

Docs

YoY increase in # of people working on Office documents





Hybrid work is inevitable 1

66%

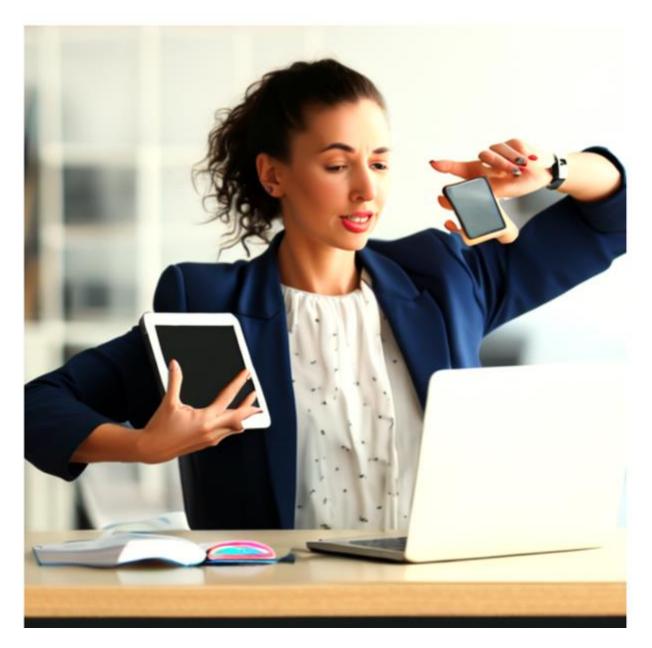
Of leaders saying their company is redesigning office space for hybrid work

73%

Of employees want flexible remote work options to stay

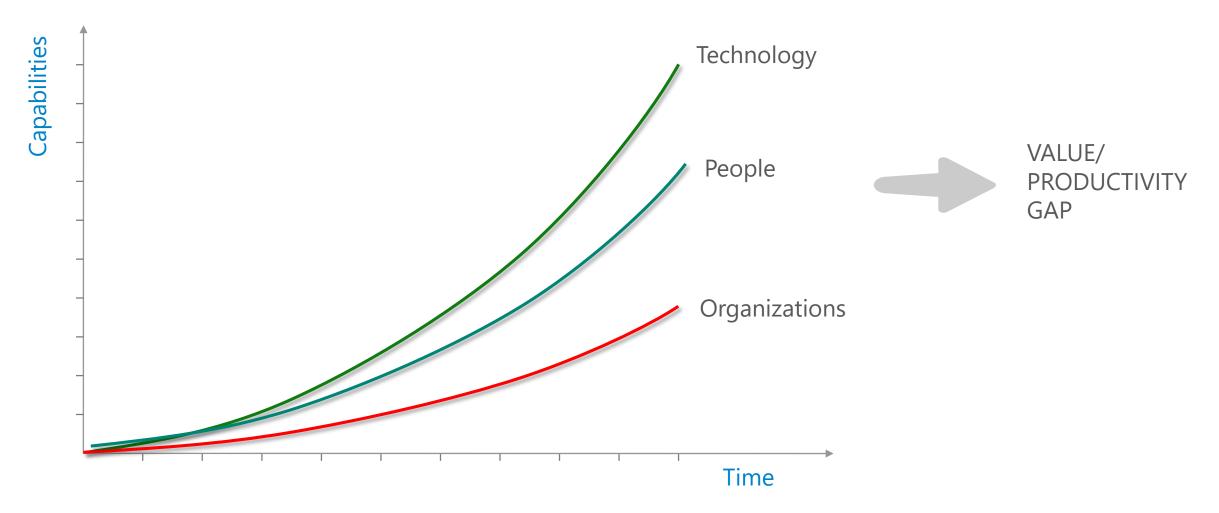
67%

Of employees want more in-person work or collaboration in post-pandemic





Pace difference in capability development creates the "Value Gap"



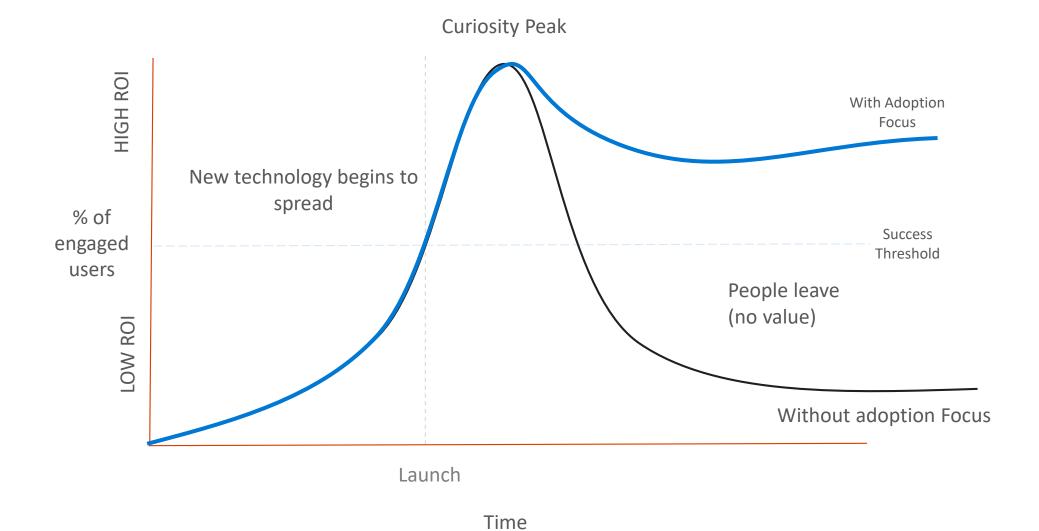


Adoption and Change
Management
Services



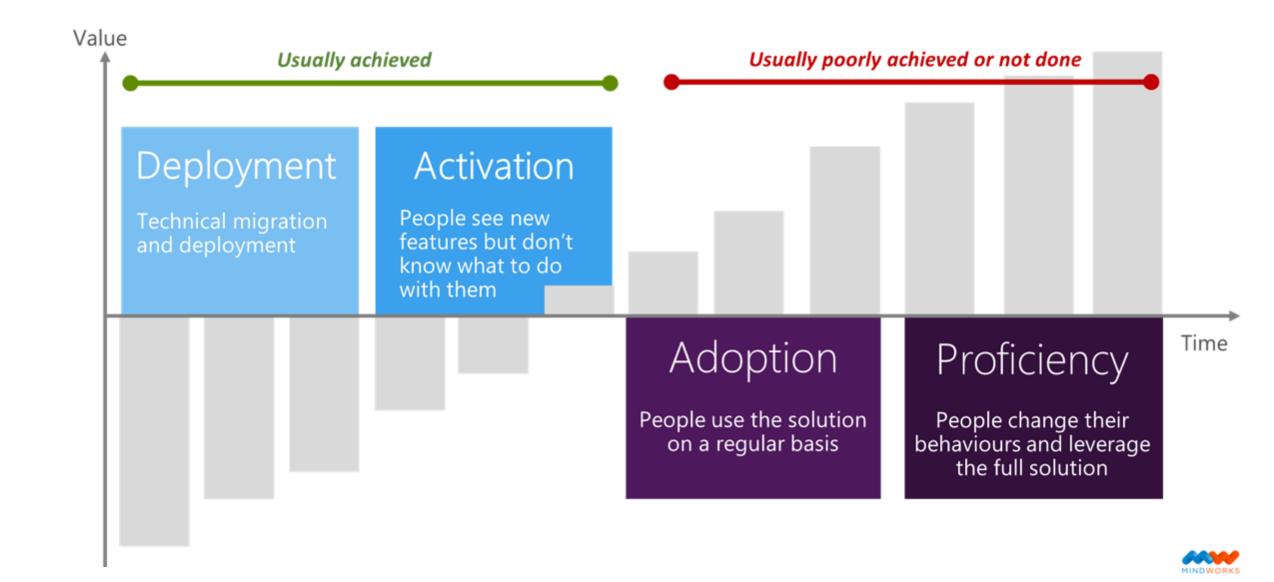


Why? - User Adoption Matters





Why? - Value realization via Adoption & Proficiency



How? - Our Holistic Success Framework



ALIGNMENT ACCROSS PILLARS IS THE KEY TO SUCCESS



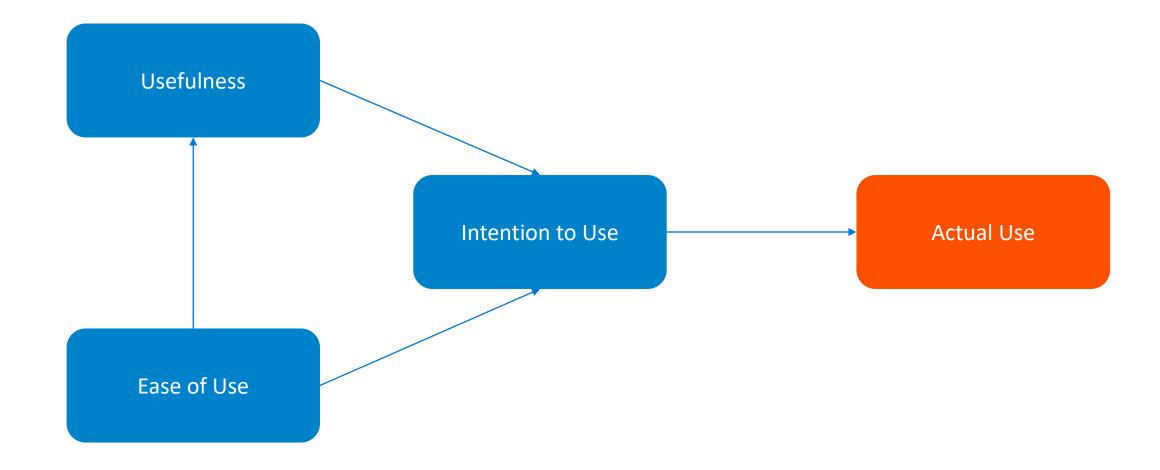
How? - High Level Adoption Activities - ADKAR®

User's Journey

ACTIVITIES	AWARENESS	DESIRE	KNOWLEDGE	ABILITY	REINFORCEMENT
SPONSORSHIP					
CHAMPIONS & EARLY ADOPTERS					
BUSINESS SCENARIOS/ USE CASES					
COMMUNICATION					
TRAINING					
GOVERNANCE					

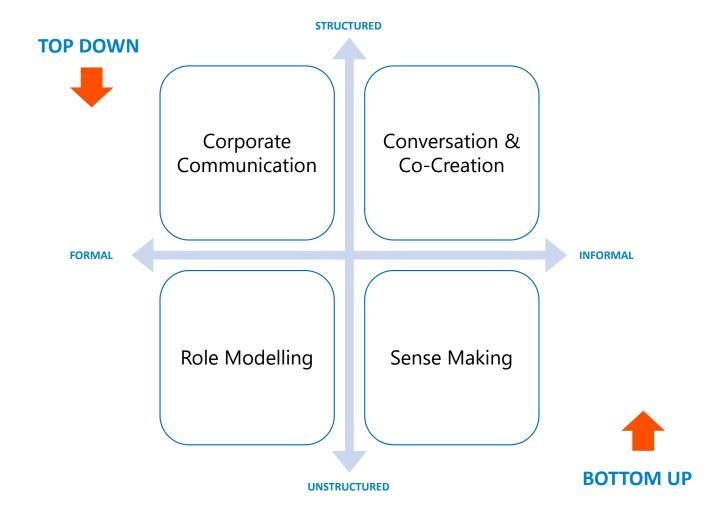


How? - Pillars of Technology Acceptance





How? - A Two-Way Change Model





Importance of Champions & Early Adopters

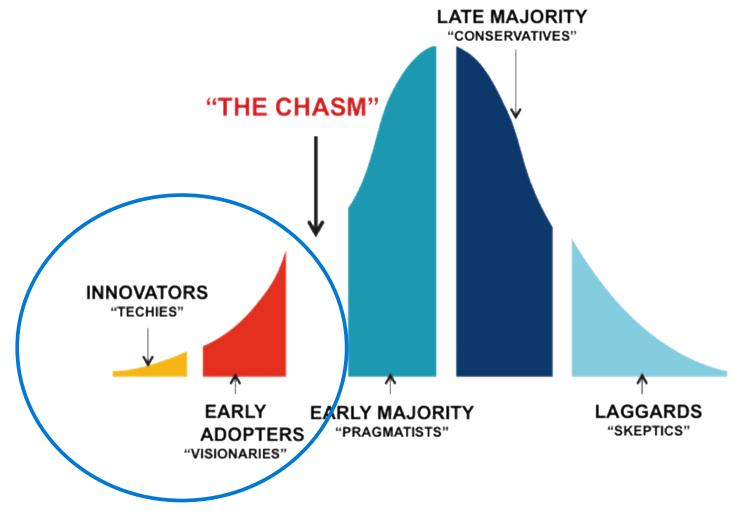
- 1) Trust & Influence is shifting from authorities to peers 1)
- 2) The right 3% of the employees can (key influencers/champions) can reach 85% of the organization ²⁾



1) Source: Edelman Trust Barometer

2) Source: Innovisor

Importance of Champions & Early Adopters





What? - Our Value Proposition



Decrease ...

Project success risk

Onboarding time to new technology

Employee turnover



Increase ...

Active usage (#of users)

Usage depth (#of features)

Business value/ ROI

Employee Engagement

Productivity



What? - Our Services

Teams, Viva, OneDrive, Sharepoint, Yammer, Office 365

Assessment

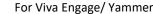
- Organization readiness/ attributes
- Change characterisictis
- Change impact
- Sponsorship & Stakeholders
- ADKAR [®] Analysis
- ROI Analysis

Design

- Vision & Mantra
- Use cases & scenario
- Communication & Training
- Governance
- Resistance management
- Champions Program
- Gamification
- Pilot/ POC planning

Execution

- Project management
- Adoption coaching & advisory
- Hybrid work training
- Community
 management training ¹⁾
- Viva habit motion 2)
- Adoption bot
- O365 challenge App



²⁾ For Viva Insights



What ? Sample Scope of Work

WORKSTREAM	WORK PACKAGE NAME	MAIN ACTIVITIES		OUTPUTS
ACM Consultancy & Support	1. Vision Development	1.1 Workshops to develop the Vision for digital workplace1.2 Get the approval for the vision	•	Vision Statement
ACM Consultancy & Support	2. Stakeholder Management	2.1 Workshops to define key stakeholders2.2 Identify and enable sponsors	•	Stakeholder Map
ACM Consultancy & Support	3.1 Propose predefined sample use cases 3.2 Discover & develop additional use cases 3.3 Workshops to define user personas & scenarios to utilize selected technologies 3.4 Plan & roll out use cases		•	Use case & scenario List
ACM Consultancy & Support	 4.1 Propose predefined communication tactics 4.2 Develop the launch & communication plan based on existing channels 4.3 Develop the communication contents and key messages 		•	Communication Plan Communication materials
ACM Consultancy & Support	5. Training ³⁾	5.1 Develop the training plan & materials5.2 Execute & facilitate trainings	•	Training Plan Training materials
ACM Consultancy & Support	6. Success Metrics & Governance Planning	6.1 Develop Governance Plan including steer co structure, usage policy & guidelines6.2 Define Success Metrics & Measurement Plan6.3 Facilitate the Steer Co	•	Governance Plan Success metrics
ACM Consultancy & Support	7. Champions Program	7.1 Develop the Champions program structure7.2 Define & Recruit champions7.3 Train & enable champions7.4 Develop & manage the champions community	•	Champions program Champions Community
ACM Consultancy & Support	8.1 Develop the overall adoption project plan 8.2 Define the project team & rhythm 8.3 Define Rollout strategy 8.4 Execute & follow up activities		•	Project Plan
ACM Apps	9. Gamification & Bot	9.1 Develop the gamification strategy 9.2 Execute & manage the gamification program 9.3 Deploy Adoption Bot		Gamification Program & App Adoption Bot

- 1) Project activities will be handled online
- Develoment of communication materials (posters, graphical designs, ...etc. is out of scope
- 3) Max 4 online training session is included in the scope
- Infrastructure and licenses for the Apps will be provided by the customer



Adoption and Change
Management
Apps







Teams Adoption

With Apps & Gamification



Why Microsoft 365 Challenge?



in Microsoft Teams

If the goal is to adopt Microsoft 365 products, why use old-fashioned communication like e-mail? Use Teams

for activities and next-gen training management.



Brings fun and easy learning approach

Want all users to learn and use Microsoft 365 tools? Instead of investing a tremendous amount of time in training; leverage activities and simple tasks to make learning fun and easy



Attractive adoption with gamification

Let the users feel the motion in Microsoft Teams. Invite them to become a part of this journey. Spice up the learning process and attract all the target groups.

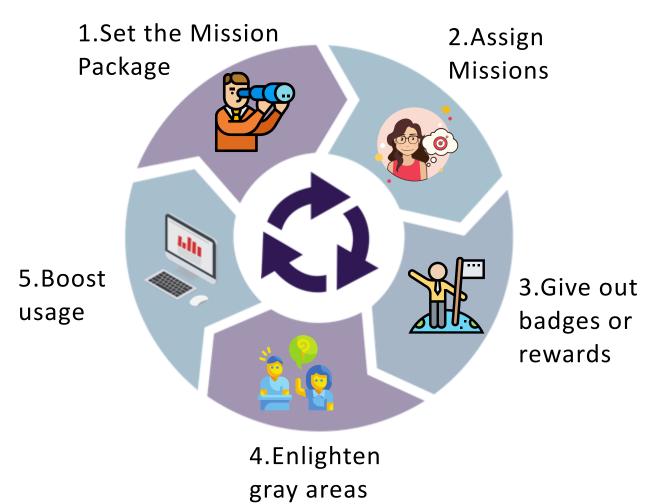




Microsoft 365 Challenge

All you need is to decide which mission packages meet your needs?

How does it work?



Mission Packages



Teams – Meetings



Teams – Chat



Teams – Files, Apps, Online Collaboration



OneDrive + Sharepoint



OneNote + Planner















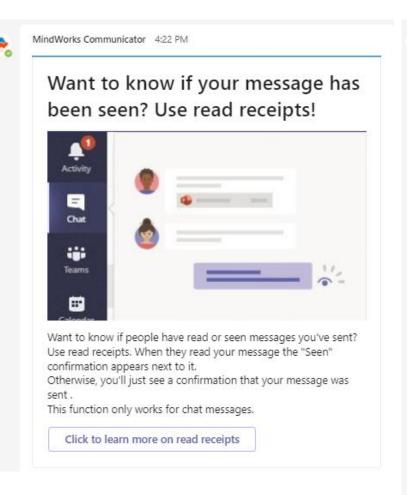
Technology Behind Microsoft 365 Challenge

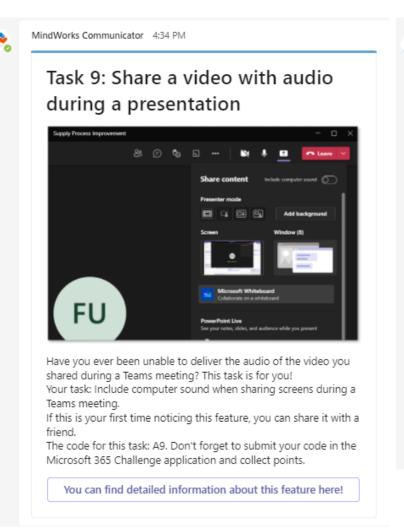


- O1 Teams Communicator, as the main communication tool
- 02 Gamification Application
- 03 Microsoft Forms + Power Automate for activities



Applications - Microsoft 365 Communicator







MindWorks Communicator 4:22 PM

Virtual Q&A Corner



Are you having trouble with Microsoft Teams? Do you have any questions while using Teams meeting features?

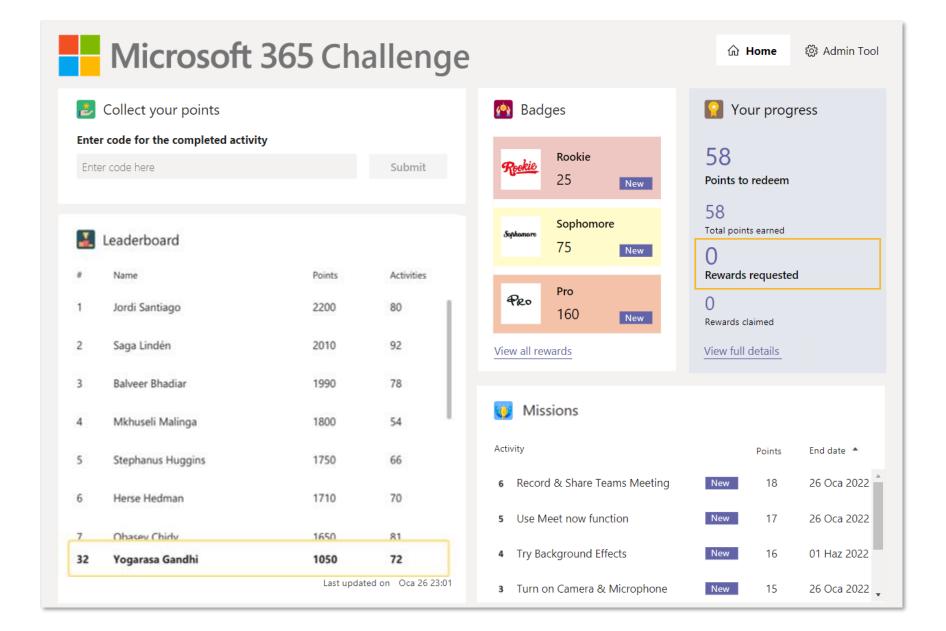
Virtual Q&A Corner is here for you. By choosing the relevant session from the list below, you can meet weekly with experts in your country and get online support by asking your questions.

Your IT Department

Click here to join Virtual Q&A Corner

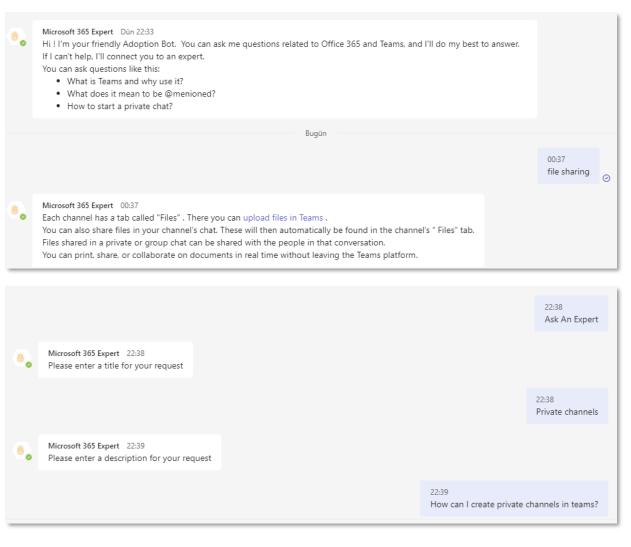


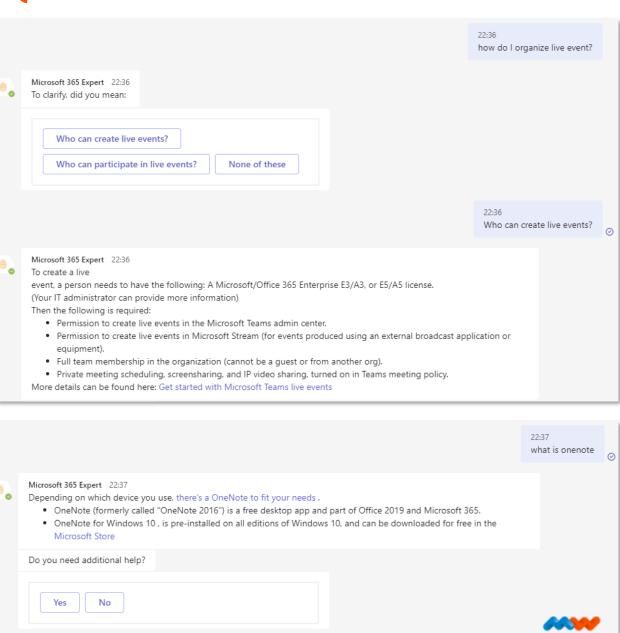
Applications - Microsoft 365 Gamification





Applications - Microsoft 365 Expert FAQ Bot





Adoption Strategy

TECHNOLOGY

Teams PVA Based Bot Incentives App Company Communicator App Teams Meetings

Forms & Power Automate (opt)

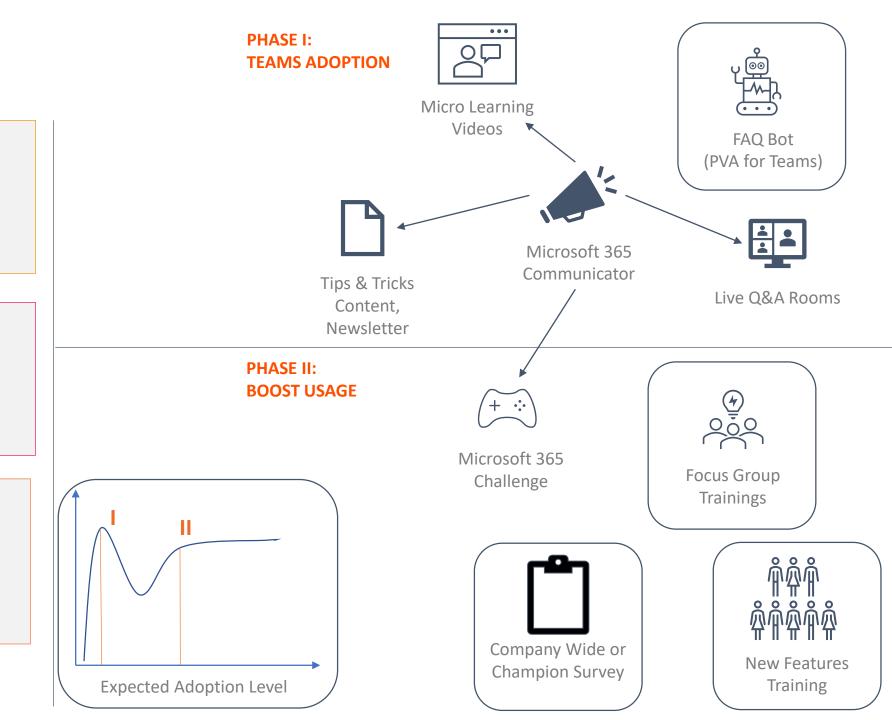
ADOPTION APPROACH

Tips & Tricks Video or Document
Focus Group Training (L&D, HR, PM, IT)
New Features Newsletter/Meeting
Q&A Rooms

ADDED VALUE

Tailor made content & trainings for your customer.

Increase application & meetings usage
Our goal is to become a trusted advisor
instead consultant.



Viva Habit Motion





Viva Habit Motion Campaign Design & Executiong

Viva Motion program focuses on key employee experience themes.

	Quick Wins			
Duration	4 weeks			
Goal	Quick tips for employee wellbeing habits, ideal for attracting rapid attention to the topic.			
Assets	4 weeks of Tips & Tricks content (1 for each week)			
Track Adoption	×			



Long Term Campaign

6 months

Comprehensive tips for employee wellbeing habits, raising awareness on the topic with articles and sustainable employee experience with gamification, adoption and coaching

- 16 weeks of Tips & Tricks content (1 for each week)
- Articles
- Email templates
- Gamification app, plan and content



Why MindWorks?





Why MindWorks?

Experience on various change management/ adoption frameworks

Experience with various technology vendors and solutions

Experienced consultants with global certifications

"Best of both worlds" approach: Consultancy & Apps







info@mindworks.global www.mindworks.global







