

## GESTÃO CORRENTE

#### GC 6 – Interpersonal Skills: Motivating Others

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## LEARNING OBJECTIVES



- Diagnose work performance problems
- Enhance the work-related abilities of others
- Foster a motivating work environment



"I don't motivate my players. You cannot motivate someone, all you can do is provide a motivating environment and the players will motivate themselves."

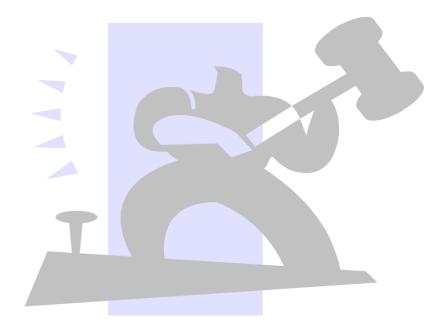
Phil Jackson, coach, NBA.

"Spending time and energy trying to 'motivate' people is a waste of effort. The real question is not, 'How do we motivate our people?' If you have the right people, they will be selfmotivated. They key is to not de-motivate them."

Jim Collins, Good to Great



- Performance = Ability x Motivation (Effort)
- Ability = Aptitude x Training x Resources
- Motivation = Desire x Commitment





• How difficult are the tasks?

• How capable is the individual?

 How hard is individual trying to succeed at the job?

• How much improvement is individual making?

## PERFORMANCE AND MOTIVATION



Is the problem Ability or Motivation?





- 1. Taking refuge in a specialty
- 2. Focusing on past performance
- 3. Exaggerating aspects of the leadership role





### Resupply

- Do you have what you need?
- o Retrain
  - Deliver training



### o Refit

- Explore different combinations of tasks
- o Reassign
  - To a less responsibility or less technical knowledge
- o Release
  - Free the position

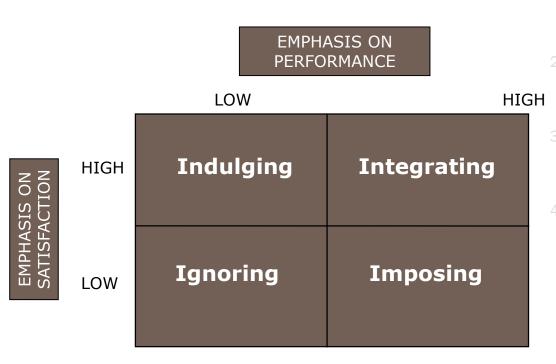


<u>Theory X</u>: Employees are seen as lazy

Theory Y: Employees want to do a good job

# RELATIONSHIP BETWEEN SATISFACTION AND PERFORMANCE





- Indulging: focuses on satisfaction rather than performance
- Imposing: focuses on performance rather than satisfaction
- lgnoring: focuses on performance or satisfaction
- Integrating: focuses equally on performance and satisfaction



## Old View of Motivation



(Contented Cows give more Milk)

## New View of Motivation



## (1) MOTIVATION $\rightarrow$ PERFORMANCE



Motivation begins with establishing moderately difficult goals that are understood and accepted.

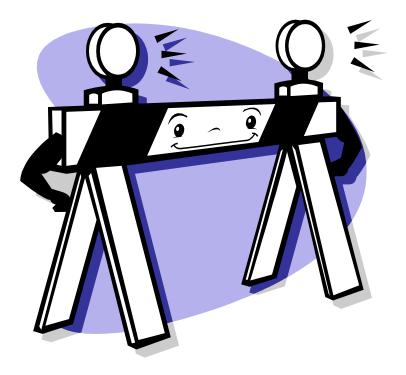


Characteristics of good goals:

- Specific
- Consistent
- Appropriately challenging
- Providefeedback



# After setting goals, managers should **remove obstacles to performance**.





# **discipline** to

encourage good exceptional behavior and extinguish unacceptable behavior.

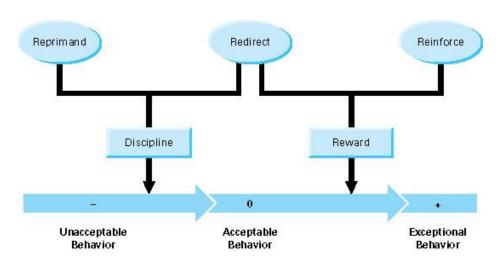
- **Using rewards and** Give awards publicly
  - Use awards infrequently
  - Embed them in a reward process
  - Acknowledge past recipients in awards presentations
  - Match award with culture



Manager's get what they reinforce, not what they want.



### **Behavior Shaping Strategies**



Disciplining: responding negatively to behavior to discourage future occurrences.

<u>Rewarding</u>: linking desired behaviors with employee-valued outcomes.



# Extrinsic Outcomes: outside the control of the individual.

<u>Intrinsic Outcomes</u>: experienced by the individual as a result of successful performance.



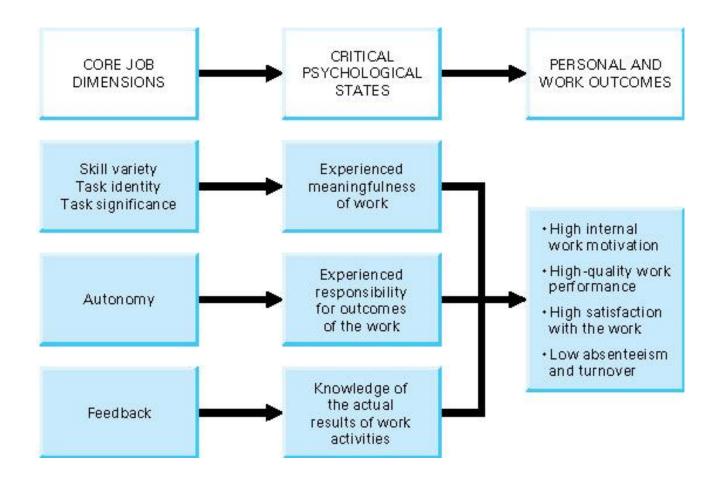
### Work Design:

 The process of matching job characteristics and worker's skill and interests.

Work Design Strategies

- Combine tasks (skill variety and task significance)
- Form identifiable work units (task identity and significance)
- Establish client relationships (autonomy, task significance and identity)
- Increase authority (autonomy, significance and identity)
- Feedback (autonomy and feedback)





## **NEED** THEORIES

Individuals can be classified according to the strengths of the various needs

<u>Need for Achievement</u>: behavior toward competition with a standard of excellence <u>Need for Affiliation</u>: desire to feel reassured and acceptable to others <u>Need for Power</u>: desire to influence others and to control one's environment



Fonte: Motivation and Personality, Abraham Maslow, 1970



• Common Management Mistakes

- Assuming all employees value the same reward
- Assuming the manager's preference for a reward is the same as employees

 Allow employees to select from a "menu" of benefits, i.e. health benefits, insurance, etc.

See Table 6.8, p. 369, What Workers Want.

• Workers evaluate what they get from

the relationship (outcomes) to what

they put in (inputs) and compare this

ratio to other's in a comparison group.

• Workers who perceive inequity are

motivated to adjust their own or othe

worker's inputs and/or outcomes





To make the connection between behavior and

outcome, consider

- The length of time between behavior and rewards
- 2) The explanation (feedback) for the reward



#### Table 6.2 Six Elements of an Integrative Motivation Program

#### $\textbf{M} \textbf{OTIVATION} \rightarrow \textbf{P} \textbf{ERFORMANCE}$

1. Establish moderately difficult goals that are understood and accepted.

Ask: "Do subordinates understand and accept my performance expectations?"

2. Remove personal and organizational obstacles to performance.

Ask: "Do subordinates feel it is possible to achieve this goal or expectation?"

#### **P**ERFORMANCE $\rightarrow$ **O**UTCOMES

3. Use rewards and discipline appropriately to extinguish unacceptable behavior and encourage exceptional performance. *Ask:* "Do subordinates feel that being a high performer is more rewarding than being a low or average performer?"

#### $\textbf{OUTCOMES} \rightarrow \textbf{SATISFACTION}$

4. Provide salient internal and external incentives.

Ask: "Do subordinates feel the rewards used to encourage high performance are worth the effort?"

5. Distribute rewards equitably.

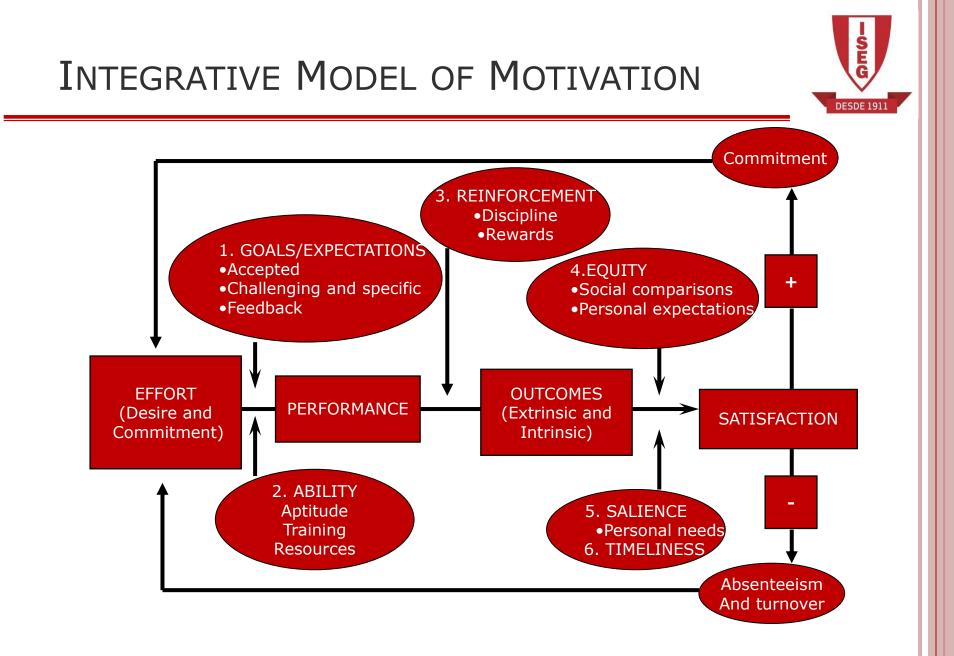
Ask: "Do subordinates feel that work-related benefits are being distributed fairly?"

6. Provide timely rewards and specific, accurate, and honest feedback on performance.

Ask: "Are we getting the most out of our rewards by administering them on a timely basis as part of the feedback process?"

Ask: "Do subordinates know where they stand in terms of current performance and long-term opportunities?"

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# Daniel Pink on the surprising science of motivation

Career analyst Dan Pink examines the puzzle of motivation, starting with a fact that social scientists know but most managers don't: Traditional rewards aren't always as effective as we think.

o http://www.youtube.com/watch?v=rrkrvAUbU9Y

Daniel Godri

Quem vence na vida não é o inteligente, quem vence na vida é o motivado.

o <u>http://www.youtube.com/watch?v=UItBiEKUNDs&f</u> <u>eature=related</u>