

BC Library Association September 12, 2024



Who's in the room?

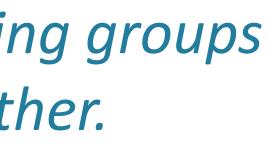
A quick game of this and that.



Facilitation

The art and science of helping groups work effectively together.

- Structured exercises and techniques
- Guide, not direct
- Tap into collective knowledge
- Surface individual insights







A Skilled Facilitator

- Improves a group's ability to work together
- Ensures that everyone's perspectives are heard
- Summarizes and synthesizes
- Supports co-created outcomes
- Shifts away from conflict and toward collaboration
- Effective use of time, effort and expense

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s oward collaboration d expense



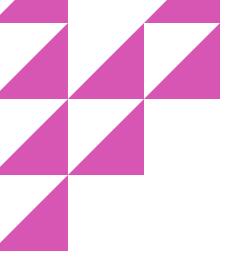
What's facilitation good for?

1. Generating ideas

- 2. Understanding problems
- 3. Identifying solutions
- 4. Prioritizing
- 5. Decision making







Virtual Facilitation

Pros No travel Lower cost Accessibility

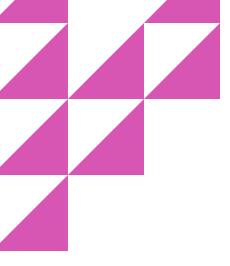
Cons Multiple platforms **Tech issues**

No face-to-face connections

Set yourself up for success

- 1. Plan your session ahead of time
- 2. Invite the right people
- 3. Set clear outcomes for what you hope to achieve





Map out our program planning process.

Understand the factors preventing us from getting new materials out on the floor.

Brainstorm ideas on how to support first year students during their first project.

Agree on our team values.



Set yourself up for success

- 4. Make it clear that it will be interactive and require a computer. 5. Choose the right meeting platform and
 - engagement platform



Meeting and Engagement Platforms Considerations

Meeting platform

Institutional preference Web versions vs full featured Built in engagement tools Engageme Cost

Access / account creation Complexity

Engagement Platforms



Platform	Cost	Account required	Tem
Jamboard	Free	No	DIY
Miro	3 boards fi	ree No	Exte

Mural 3 boards free Yes unless Extensive using a paid subscription

Ease of use Ease of use Y Excellent

ktensive

Learning curve

Learning curve

Set yourself up for success

- 6. Identify a scribe or plan to capture the information gathered & screenshot boards
- 7. Practice, practice, practice
- 8. Warm up the group
- 9. Set ground rules
- 10. Give clear instructions



Jamboard demo



Brainstorm



Round Robin Brainstorm

Great for:

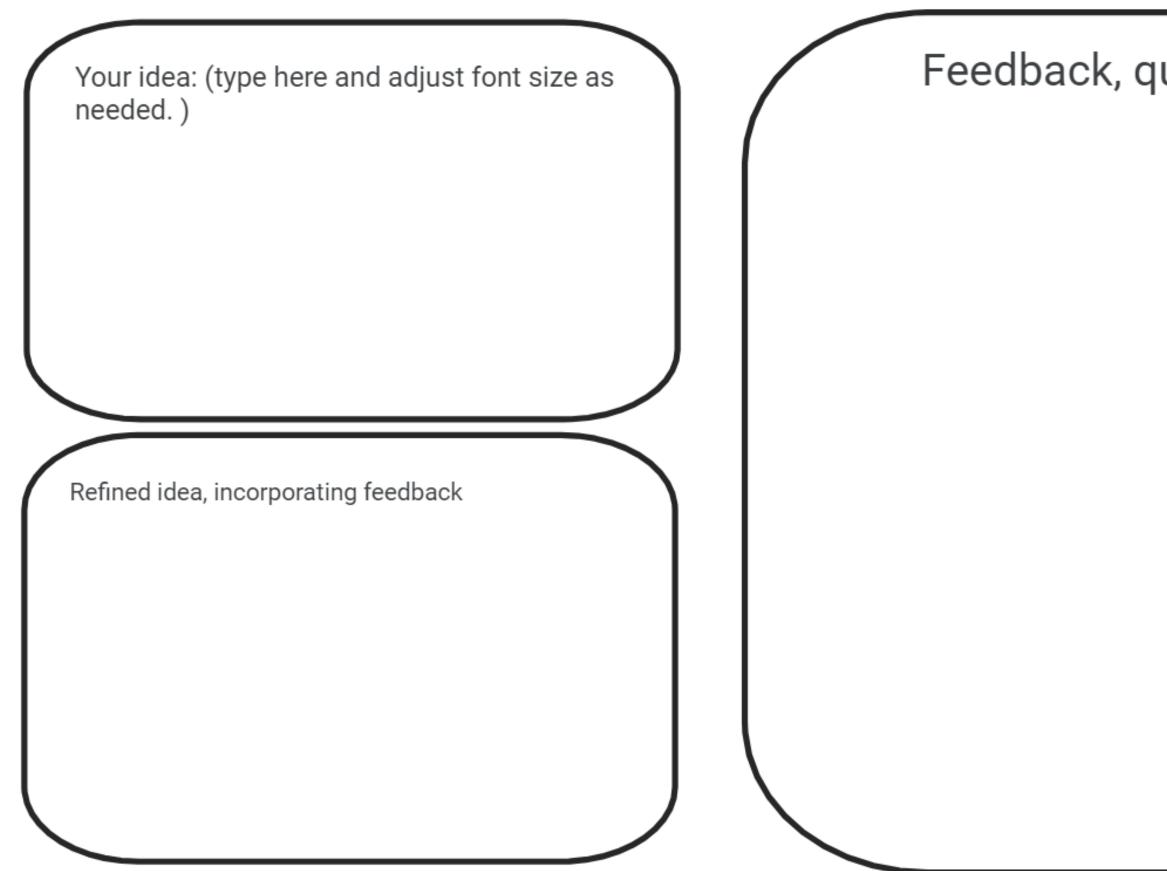
- Generating ideas
- Innovation and unique ideas
- Including everyone
- Reduces group think
- Building and refining

You need:

- Collaboration board
- A timer
- Facilitator to guide the
 - process
- Time: 45-60 minutes



How might we ...





Feedback, questions, build-on ideas

Round Robin Brainstorm

- Split group into groups of 4-5 1.
- Define the problem and write it at the top of the page. 5-10-minute solo brainstorm to identify one idea each. When the timer goes, every participant shifts their attention to the screen to the right. Using a different colour sticky note, identify issues and provide constructive feedback on the idea. After each round of 5 minutes, return to your original ideas
- 2. 3. 4. 5.
- Spend 5 minutes refining the idea 6.
- Group shares their updated solutions 7.



Exercise 2:

Impact / Effort Map











Impact / Effort Map

Great for:

- Simple but powerful
- Fast way to sort options and prioritize
- Avoids getting bogged down in too much detail and debate

You need:

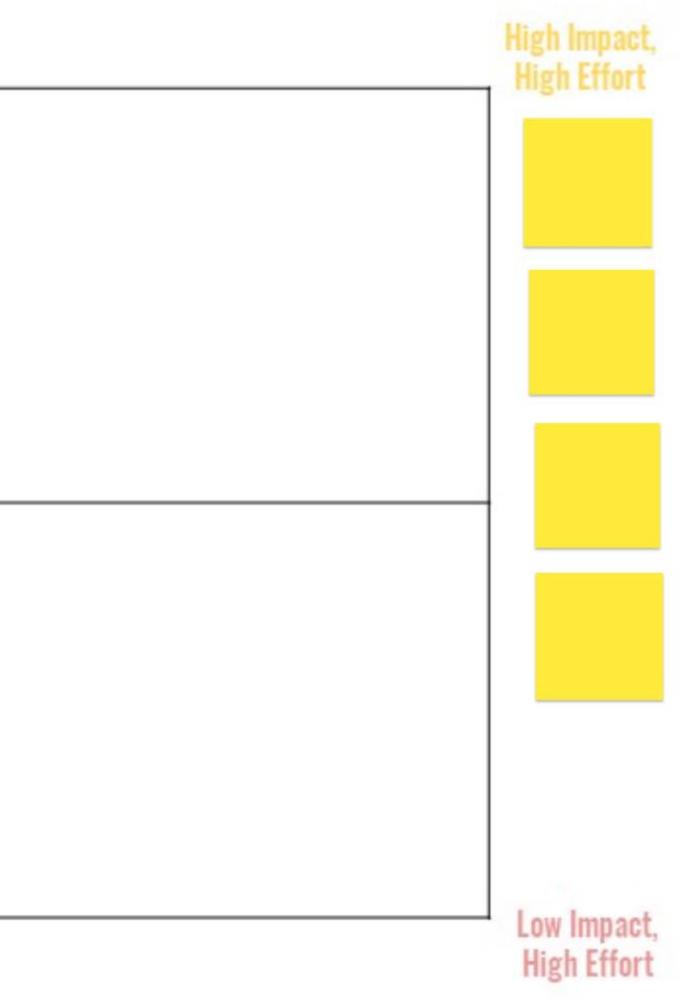
- Virtual collaboration space
- Grid
- Series of possible solutions to a challenge Time: 30 minutes







High Impact, Low Effort	How might we		
IMPACT			
≥			
Low Impact, Low Effort		EFFORT	



Impact / Effort Map

- A. Write a clear problem statement.
- B. Write each proposed solution/idea on a sticky note
- C. As a group select one of the proposed solutions
- D. Discuss what impact the solution would have
- Discuss what level of effort it would require Ε.
- Place the idea on the Impact / Effort grid to reflect the F. conversation



PRACTICE MAKES PERFECT





SYSTEM PROCEDURE DETERHING GOALS 200 OBJECTNES Desple

142 53

255.74

DECISION HAKING DENTITY FOCUS AREAS

Resources

Collaboration platforms:

- Jamboard*
- Miro
- Mural

*Retiring October 2024

exercises (or DIY):

- **Round Robin Template** (Mural)
- **Impact/Effort Grid** (PowerPoint slide, CC)



Free templates for these





Thank you!

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