ORGANISATIONAL CULTURE

THE COMPETING VALUES FRAMEWORK

ENQA leadership development programme 2021 Seminar One, 2-4 June

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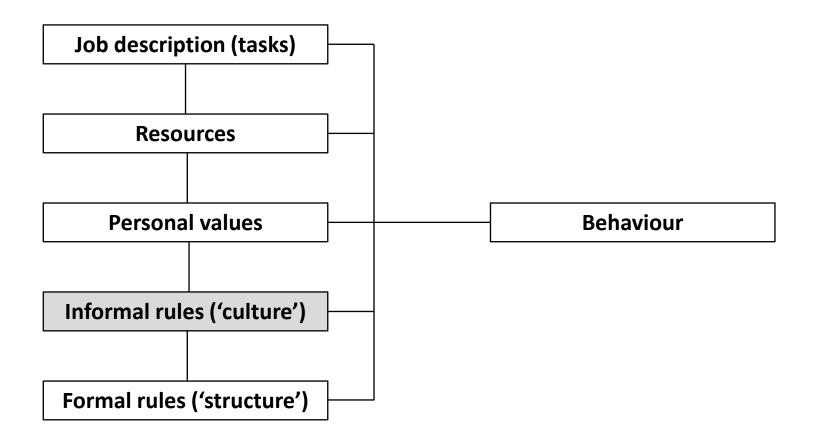
OUTLINE

- 10:00 10:40 Introduction on culture and explaining the exercise
- 10:40 11:00 Individual exercise on culture own QA organization
- 11:00 11:40 Groups discuss and explain cultures to each other in break away rooms
- 11:40 12:00 Groups present main outcomes and general discussion

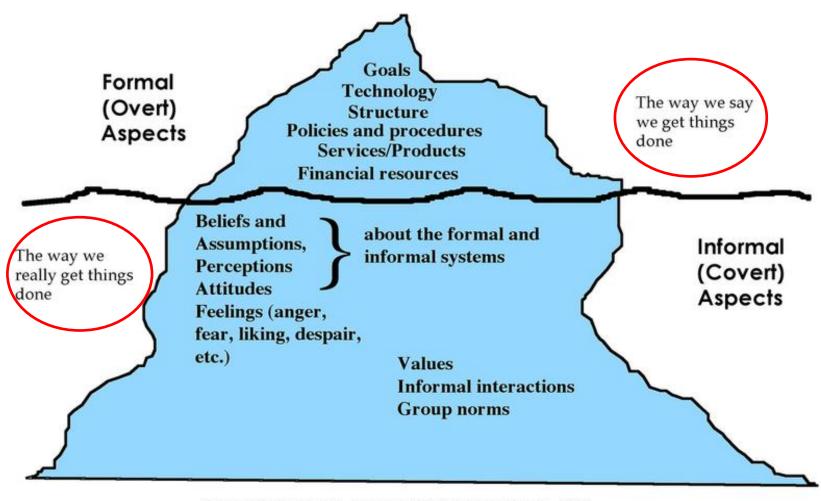
ORGANISATIONAL CULTURE

- "Culture": a pattern of <u>shared basic assumptions</u>; it refers to a group or community which shares common experiences that shape the way its members understand the world; a set of behavioral and emotional <u>expectations</u>
- Beliefs, values and learned ways of coping with experience as the correct way to perceive,
 think and feel
- Culture provides <u>stability</u> and <u>predictability</u> manifested in informal rules, frequently taken for granted: <u>'the way we do things over here'</u>
- Organizational culture is a strong part of people's working and social lives. It influences their views, their values, their humor, their hopes, their loyalties, and their worries and fears.
- It is one of the determining factors of how group members react, respond and develop
- Sometimes cultures can overshadow individual beliefs; strong peer pressures; expected to fall in line and support the group's norms and values

ORGANISATIONAL CULTURE



CULTURAL ICEBERG

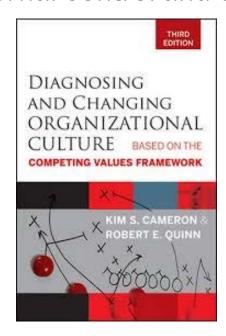


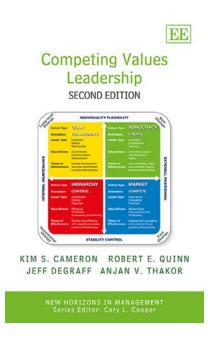
Created by Stanley N. Herman. TRW Systems Group, 1970

COMPETING VALUES FRAMEWORK (CVF)

The effectiveness of an organization depends to how well it deals with two tensions that every organization faces:

- 1. Flexibility versus stability
- 2. Internal control and external orientation





CVF

Flexibility

Human Relations: collaborate quadrant – the team

Sustaining the organization and its culture through participant engagement and the development of human capital

Open systems: create quadrant – the entrepreneurs

Creating the future through innovation, entrepreneurship, and the creation of <u>new intellectual</u> <u>capital</u>

Internal focus

Internal process: control quadrant – the bureaucracy

Operating the organization efficiently and smoothly through the continuous improvement, smoothing processes and relying on technological capital

Rational goal: compete quadrant – the competitors

Expanding the organization through attentiveness to customers, aggressively competing, fast response, and acquiring <u>financial capital</u>

External positioning



Stability

CVF: the 4 Cultures in a nutshell

THE COMMUNITY CULTURE

THE ENTREPRENEURIAL CULTURE

Cohesion, morale, commitment, human resources, mutual support

Flexibility, creativity, responsive to change, risk taking

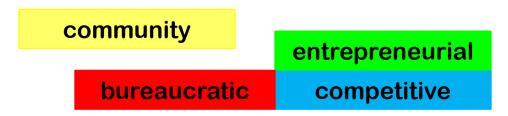
THE BUREAUCRATIC CULTURE

THE COMPETITIVE CULTURE

Clear lines of authority, respecting authority (compliance), adherence to rules, predictability

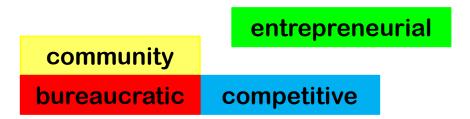
Clarity of goals and tasks, efficiency, task orientation, competitive





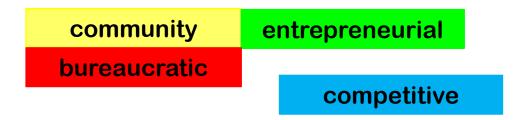
COMMUNITY – flexibility, internal focus

- A friendly place to work where people share a lot of themselves
- A calm working atmosphere that feels like an extended family
- The organisation is held together by shared values, loyalty and/or tradition
- A high level of staff commitment
- The contributions and qualities of each individual are recognised
- Teamwork, collaboration and participation are highly valued
- Colleagues are consulted on how they think and feel idea before decisions are taken
- Problems are shared and discussed and compromises are sought in the best interests of the group



ENTREPRENEURIAL – flexibility, external focus

- A dynamic, innovative and creative place to work
- A commitment to experimentation and innovation
- Flexible hours and considerable freedom from everyday constraints
- Individual initiative is encouraged and staff members operate autonomously
- A diversity of views and skills amongst staff is valued
- An informal working environment
- Open to change: new projects, ideas, information and ways of working
- Striving to be on the cutting edge of innovation



COMPETITIVE – stability, external focus

- A results-oriented, hard-driving organisation
- Staff are competitive and focused on the achievement of goals and results
- The glue that holds the organisation together is an emphasis on success
- The organisation is fast moving, deal making, risk taking and image enhancing
- Excellent performances are encouraged and rewarded
- A high energy working environment with limited opportunities for reflection
- An assertive organisation that is quick to take advantage of opportunities that arise in its environment
- Pushing ourselves (almost) to the limit to be successful

community entrepreneurial competitive

BUREAUCRATIC – stability, internal focus

- A well-structured place with adequate information and monitoring systems
- Thorough analysis typically precede taking new lines of action
- Decisions of superiors are respected, seldom questioned and usually implemented without discussion
- Clear roles, responsibilities, objectives and standards
- The organisation works in terms of clear regulations and operating processes
- Adequate time to complete complex projects correctly
- The organisation delivers the expected results dependably (reliable)
- For most of the staff employment is secure and predictable

Exercise Organisational Cultures

How would you characterise the culture of your organisation / unit?

Explain and discuss your organisational culture to the others in the group

Choose one or two interesting observations you want to share with the whole group

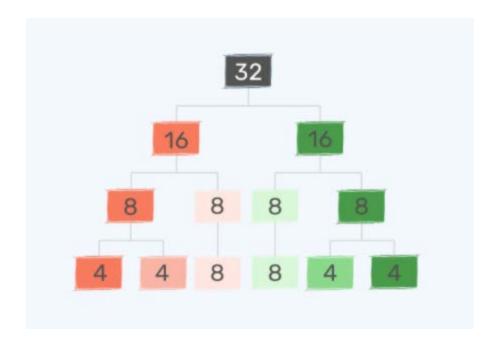
Ranking the cards

- Open the web tool
- Sign in (details in a moment)
- After having signed in, the welcome section explains the basic structure
- Fill in your name at the bottom of this welcome page

Ranking the cards

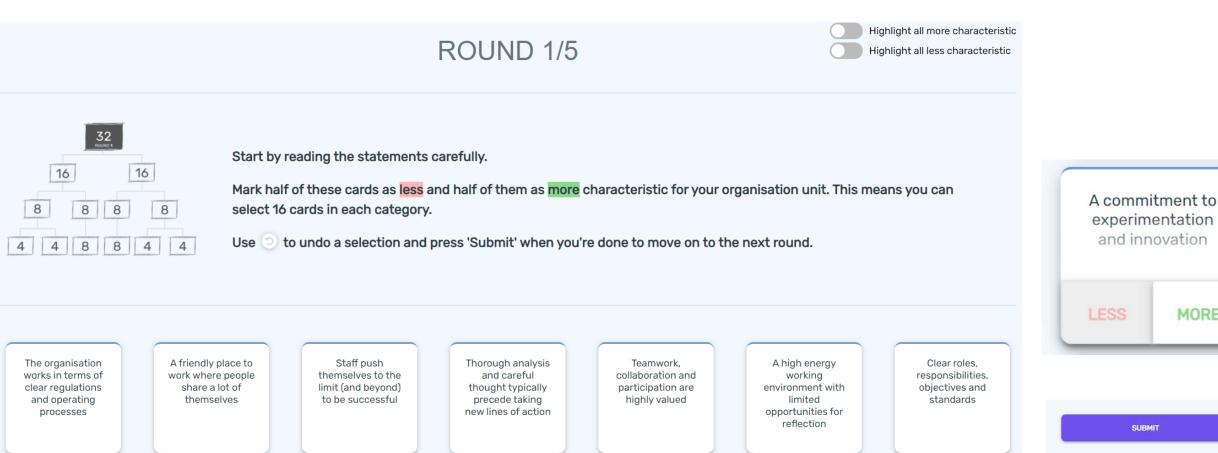
The game consists of 32 cards with a statement that applies to a greater or lesser extent to your organisational unit. You are asked to arrange these cards in a systematic way.

The game exists of five rounds. In every round, you will have to divide a number of cards into those that are <u>less</u> applicable to your unit, and those that are <u>more</u> applicable to your unit.

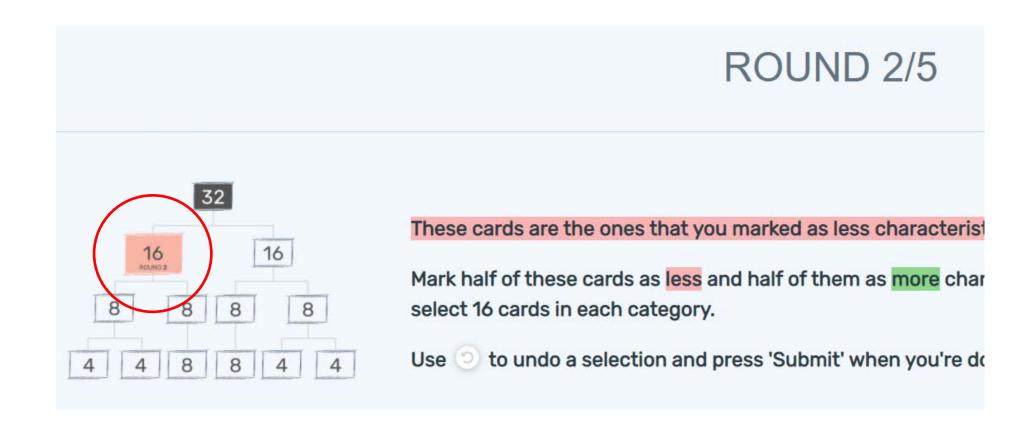


Round 1:

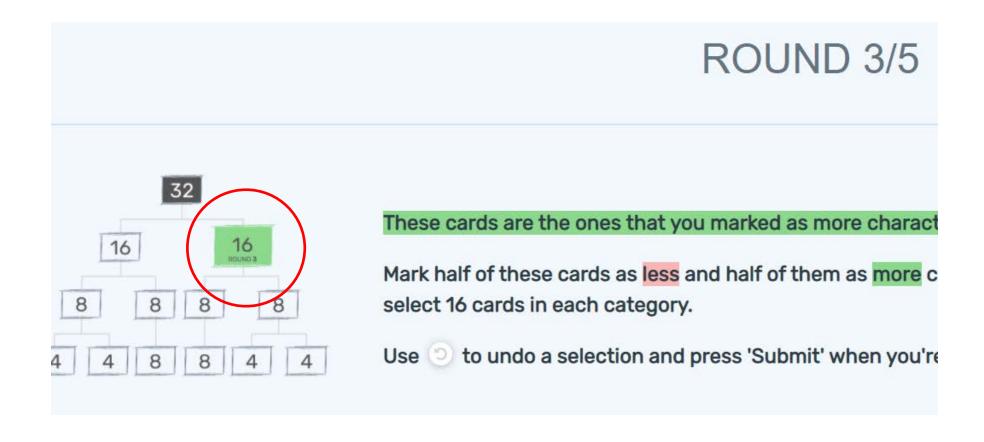
first read the 32 statements, then divide the 32 statements in two piles of 16 – *less* and *more* characteristic



Round 2: 16 statements, marked in round 1 as less characteristic, divide these in two piles of 8 by the same logic – <u>less</u> and <u>more</u> characteristic



Round 3, 4 and 5 the same logic

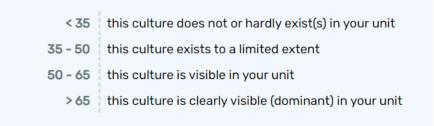


Outcome: Existing Culture of your Unit (1)

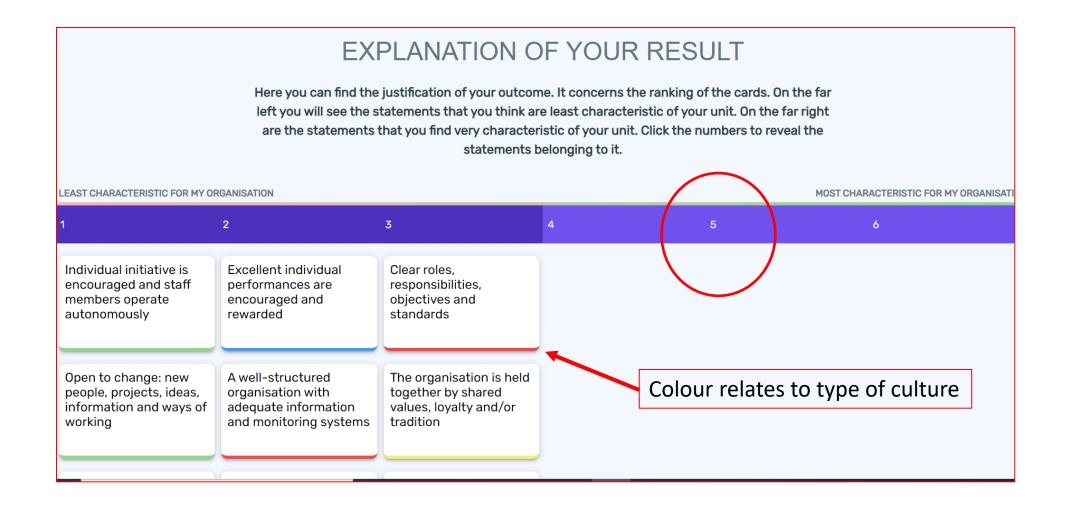
THE EXISTING CULTURE OF YOUR UNIT

That's it! You're done. Here are your results. The diagram shows the culture of your unit. The height of a bar indicates its relative importance (see legend). The results are automatically shared with your coach. You can save yourself a copy in PDF format by clicking the button at the bottom of this page.

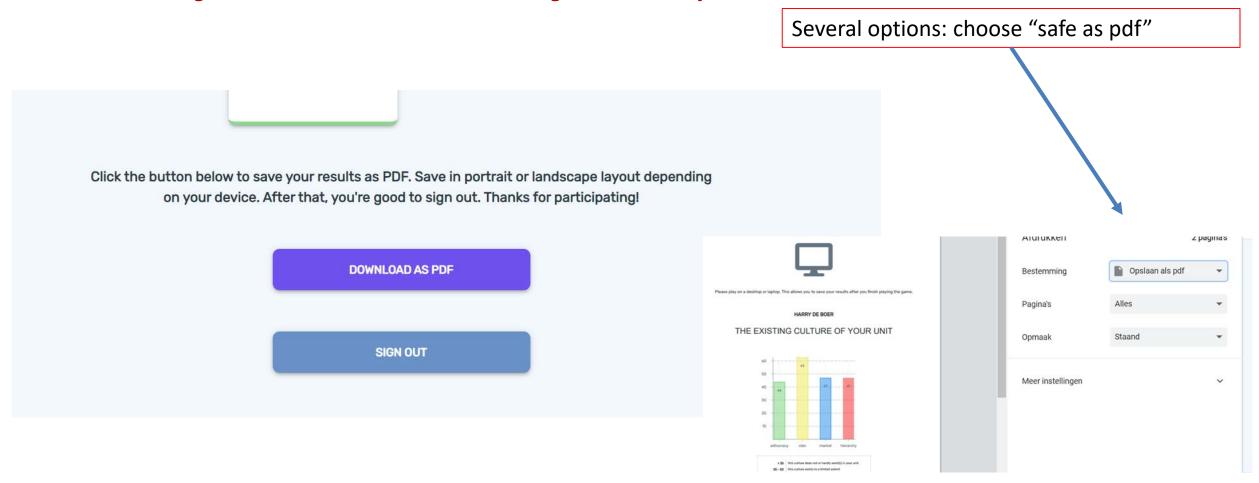




Outcome: Explanation Culture of your Unit (2)



Finally: safe the outcome on your computer



Ranking the cards

- Go to this website (in your browser):
- https://ranking-the-cards.firebaseapp.com
- Sign in
 - Email: enqa@ldpcheps.com (not capital sensitive)
 - Password: rtc2021
- 1. Play the game individually
- 2. Explain and discuss your outcome to the others in the group
- 3. Choose one or two interesting observations your group wants to share with the whole group