Productivity, the digital workplace & the collaboration conundrum.

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The Digital Workplace is changing:



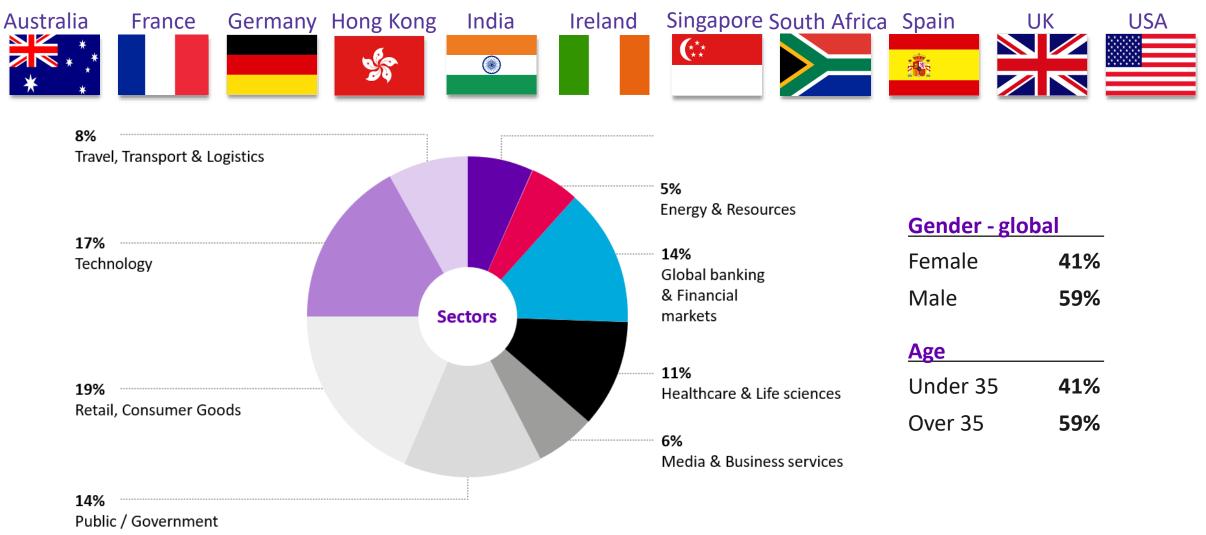
Digital Work

Dilbert	Droids	Dolly	Diversity	Dr No	Distance
Productivity		Collaboration		Wellbeing	

В

How we did the research:

1,100 Business executives (execs) and 600 IT Decision Makers (ITDM) across 11 global markets.





Digital is all about productivity – but what exactly is "productivity"?

Improving employee productivity is our top



81%

Productivity is the main benefit of improving digital experiences (ITDMs)



If I was CEO improving productivity would be my No 1 priority



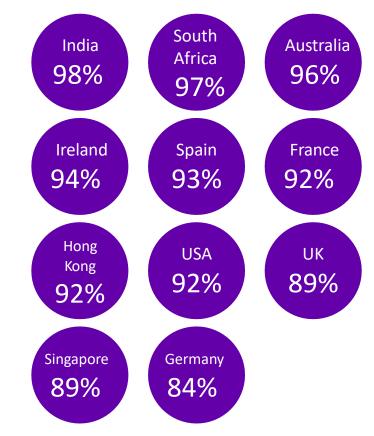
You can tell how hard people work from their IM status (ITDMs)



of their workplace.

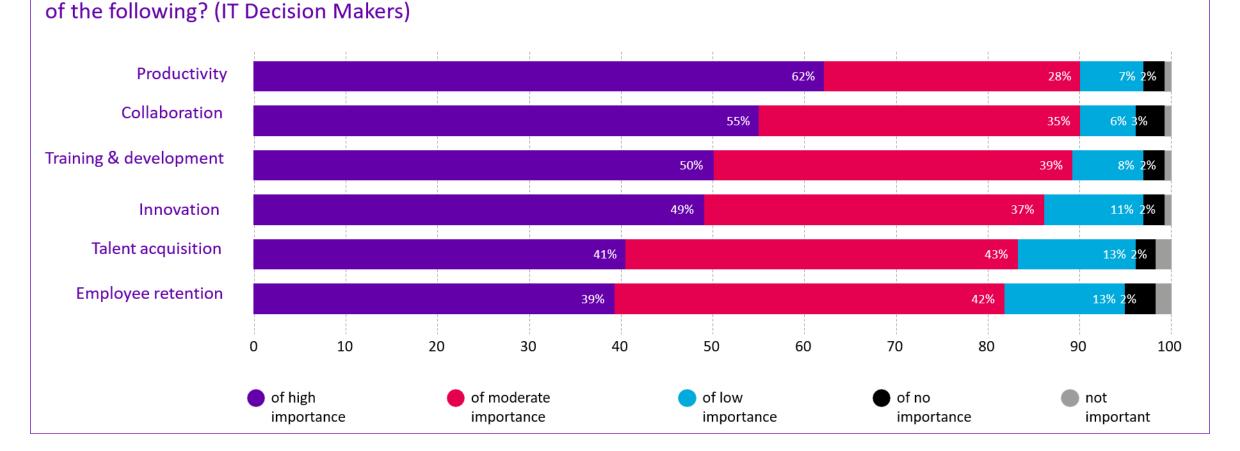
9 in 10

Productivity is the main benefit of improving digital experiences (ITDMs)





Digital experiences are about productivity and collaboration.



How important is your employees' digital experience to each Source: BT Global Services/ Davies Hickman Partners, 2018



Collaboration: the results are mixed.

CMS WiRE

5 Common Reasons Collaboration Tools Fail

https://www.cmswire.com/digital-workplace/5-common-reasonscollaboration-tools-fail/

- Lack of a Central Collaboration Tool Strategy
- 2. No Feedback From Employees
- 3. Undefined or Weakly Defined KPIs
- 4. Lack of User Training
- 5. Forced Collaboration on Employees

CMS WiRE

Poor Digital Skills Hinder Digital Workplace Progress

https://www.cmswire.com/digital-workplace/poor-digital-skillshinder-digital-workplace-progress/

"Research findings from the MIT Center for Digital Business and Capgemini that 77% of organizations consider missing digital skills as a key hurdle to their digital transformation.

"...growing up with digital technologies does not automatically lead to proficiency in how to use them within a work context."

capacitu

http://www.capacitymedia.com/Article/3797159/ News/Cisco-and-Microsoft-battle-it-out-for-topas-the-enterprise-collaboration-market-nears-10bn

"Collaboration continues to be a somewhat fragmented market that is characterized by a long list of disruptive and high-growth companies and we are now having to track **160 different vendors and service providers** in order to really understand the market."

1 in 2 67% Colleagues have collaboration tools, but don't know how to use them properly (Execs)

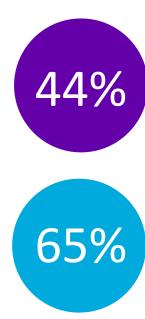
increase use of collaboration technology

use them properly (Execs) 91% Say leaders of organisations actively try to

Say CIOs should make sure people know how to use the collaboration tools available to them effectively



App-ification...mobile first.



I would be more efficient if I could update databases, documents and work processes while travelling or in the field rather than having to do it at the office (Execs)

We need to build mobile applications so employees can use internal business systems and processes wherever they are (ITDMs)



In the future working away from the office will become more important to my colleagues (Execs) If you were (are) the CIO of your organisation, what would be your priorities:

87% Building Apps to make it easier for colleagues to work securely away from work 86%

Ensuring all new IT systems and developments can be accessed on mobile devices The No 3 priority for ITDMs investing in collaboration and mobile technology is...

Mobile apps

66%

Need to make remote and mobile workers collaborate better (53% ITDMs 2015)

62% ITDMs
51% Execs
Can use an App with access to your organisation's

databases, files and documents



The tools for a digital workforce.

IM is rated as the 2nd most productive collaboration technology



68% Employees wanting to use their own devices creates real problems (45% 2015) (ITDMs) 69% My smartphone is better than my work one (Execs) 2nd top priority for ITDMs is investing in better devices (ITDMs)

Use in working hours for work purposes regularly (ITDMs) 2015 2017 WhatsApp ↑ 43% 60% SMS ↑ 42% 49% Twitter ↑ 25% 40%

37% CEOs 26% Execs

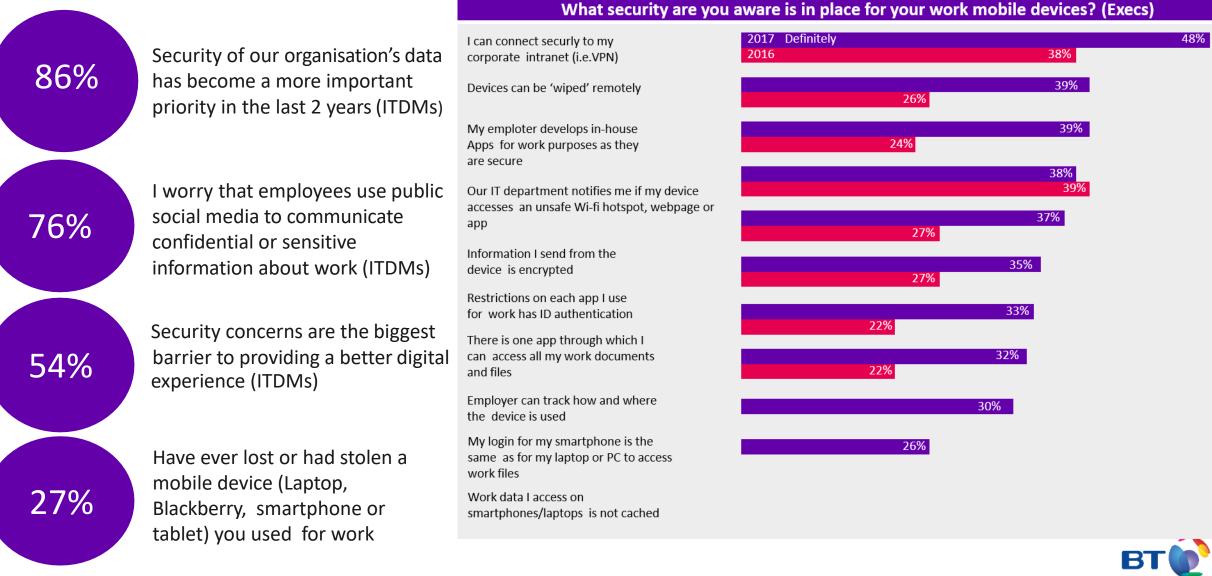
Describing the digital employee experience their organisation provides as Excellent

29%

ITDMs



The death of Dr No: making it secure



The changing nature of the office.

If you were the CEO of your organisation, what would you say are the most important priorities for enabling you and your colleagues to work effectively at the office? (Execs) Very important:

63% Better Wi-fi

- 51% Better mobile phone signal
- **39%** Interactive smart collaboration screens
- **38%** Bigger and more desktops screens
- **38%** Better transport links
- **35%** Recreation area / imagination zone
- 33% Car parking
- 32% Video rooms
- **32%** Innovative lighting and furniture
- **29%** Large TV screens on the walls with organisational targets and KPIs
- **28%** More meeting rooms

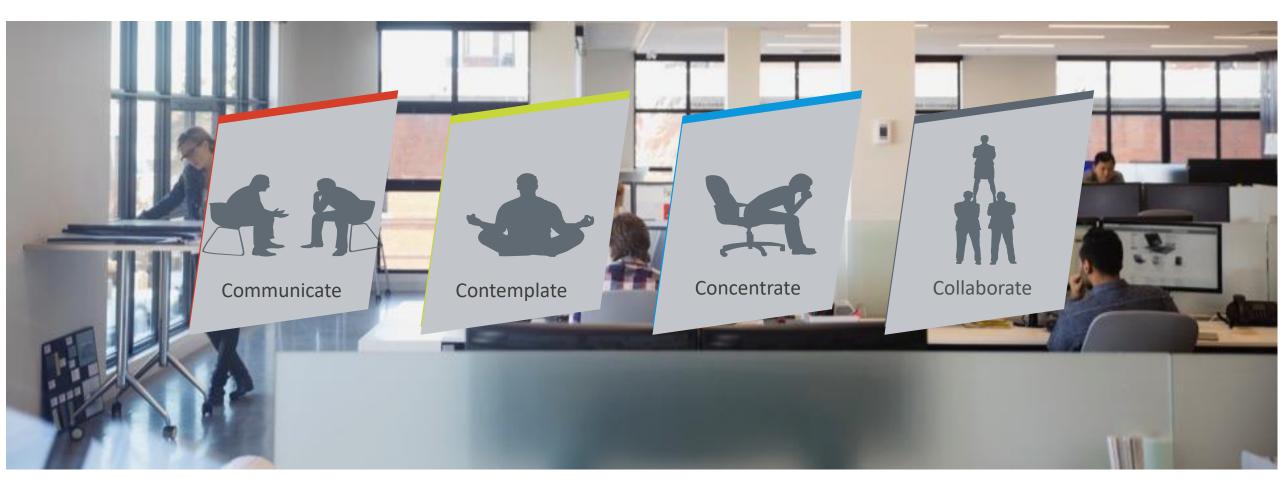


62% ITDMs

I would rather my IT department invested in the best technology for use when I'm on the move/at home than for my desk in the office



The death of Dilbert: balancing "we" & "me".

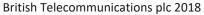




Socialising in the Office, working in the Cloud.



BT

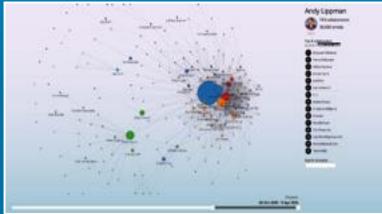


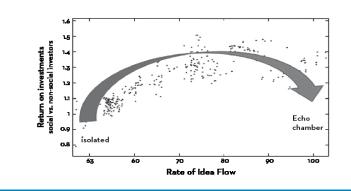
Understanding collaboration: social physics.





Digital connections





Collaboration: Trader performance vs. idea flow



Physical spaces: friends meet at a few meaningful places, strangers pass randomly

Thanks to Sandy Pentland, MIT



Distance, trust and our inner "Neanderthal".

In your experience, what are examples of technologies or working practices that have been put in place in your organisation, or any other organisation which you know of, that have most improved the collaboration, communication and productivity of employees in the workplace?

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None documents Webe people tablets working improve able Na media voice meetings mpany well gróup home workplace Facetime Google importan like Te smart filesac training improve colleagues easier data ot calls easy share employee ne software intern nnologies shared emai producti personal team one facebook devices experience intranet laptops Poor made conference



VR & AR as recruitment, training and collaboration tools



Use of 360 degree VR as a recruitment & training tool



VR Conferencing



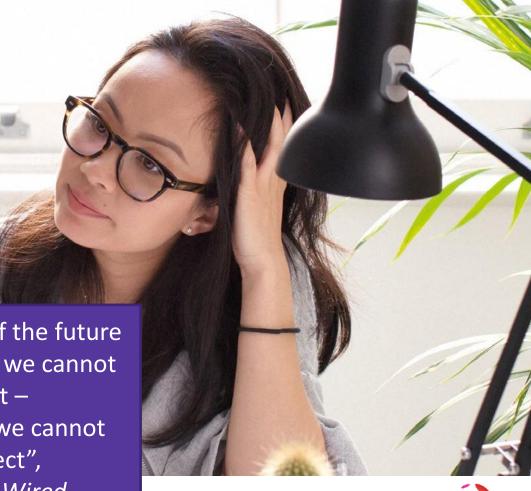
Use of AR as an engineer training and collaboration tool



The Death of Dolly: Productivity, collaboration and wellbeing.

- Techno-overload ("too much"): information overload and multi-tasking.
- Techno-uncertainty ("too fast"): work and technology changes are too fast to keep up with.
- Techno-complexity ("too difficult"): people are finding their technology too complex and intimidating to use.
- **Techno-invasion** ("always-on"): Pressure to be constantly available.
- Techno-insecurity ("paranoia"): people feel insecure in their job.

"The problem of the future will not be that we cannot connect – it will be that we cannot disconnect", *Kevin Kelly, Wired.*



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Source: Tarafdar, M. Tu, Q. Ragu-Nathan, T.S. & Ragu-Nathan, B.S. (2011), Technostress: Crossing Over to the Dark Side, Communications of the ACM, Vol. 54 No. 9, Pages 113-120.

Thank You

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