



The 5 Building Blocks of Individual Change

Change begins with understanding why

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Awareness

Ability

Reinforcement

What is the nature of the change?

What is the nature change needed?

What is the risk of not changing?

Risks of poor adoption and usage (not changing)

- abandoning of service/tool abandonment of truly good
- change

 additional project costs
- additional time
 additional training
- additional travel
- ambiguity
- anger
 attrition
- audit failures
- audit findings
 bad attitudes
- bad data
- · budget cuts affecting project support staff

 • buying new technology - over
- and over
- canceled project
- cash flow
- change calendars
 change overload
- change requests changing requirements
- changing timelines
- complications
 conflict
- · confusion

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- contractual penalties cost of a new technology tool
- customer dissatisfaction
- cycle of project failures · cynical employees

- - declining morale decreased confidence in
- delayed results
- delayed rollout
- delayed timeline
- delays
 dissatisfied customers distrust in leaders
- domino effects on other projects duplication
- egg on leader's face
- employee disengagement employee experience
 employee frustration

- employee loss
 employee resistance
 excess time spent on task
- extended contracts
- extended project schedules · extended utilization post
- · failed project results
- · failure to deploy a major failure to provide accurate
- details · fear of new systems
- fines
- frustration
- further organizational 'scar tissue'
- going back to the drawing

- go-live delay
- halting project
- "here we go again
- high turnover
 hyper-care costs
- impact to customer
- inconsistent ways of working
 incorrect information
- · initiative failure
- lack of adoption
- lack of comprehension of roles and responsibilities
- lack of transparency · lack of trust from end users of
- tool

 lengthened time to ROI
- less delivered for more money
 longer delivery to market
- · losing excellent employees losing key team members
- losing resources
- losing the audience of change
 loss of clients
- · loss of credibility · loss of customer
- · loss of high performing talent
- loss of institutional kn loss of key accounts
- loss of key talent
 loss of market value
- · loss of money
- · loss of moral loss of productivity
- loss of staff
- · loss of trust
- · low morale

- miscommunication
- mis-integration
 missed implementation dates
- missed requirements
- missing kev milestone dates
- missing revenue goals
 morale degradation
- morale issues
- more hand holding
- more training
- negative comments
 negative customer impacts
- · negative employee morale
- of the project and sponsors negative impacts to future change
- negative impressions of
- program new system not used no results
- no usage
- over budget
- overtime costs
 plummeting service levels
- poor customer experience poor customer service
- poor marketing
- poor results
- poor service offering · productivity drops
- project delays
- project failure
- pull out part of functionality pulling in consultants to help post-change
- reboot re-communicate

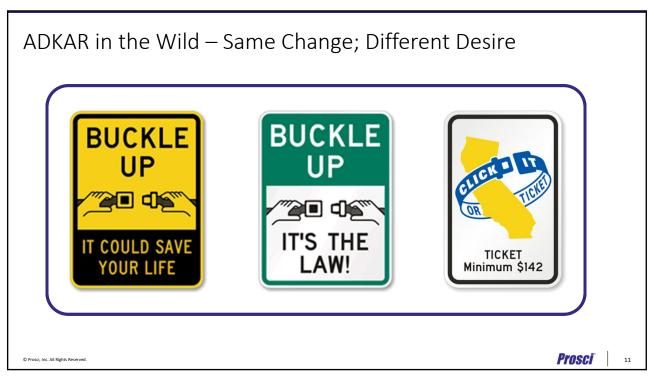
- re-design
- re-development
- redo · reduced confidence in future
- · reduced trust in process and
- project team re-engineer
- re-explaining
- regretregulatory impacts
- re-implementation re-launch
- remediation
- re-organization
 repeated training
- replace resources
- replace the entire software with a new one replace with new system
- re-planning
 reputational risk
- re-scope

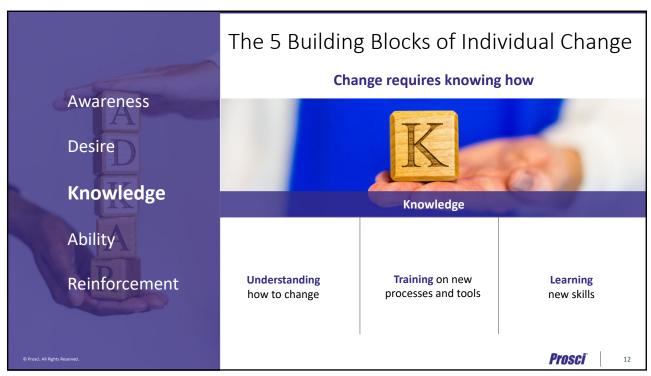
- resignation
- resistance resistance to future change · resistance when it didn't exist
- initially
- resources resources undesignated
- re-start of projects
- · re-train
- re-training
- reverting rework
- rogue solutions and shadow systems
- ruined relationships rumors

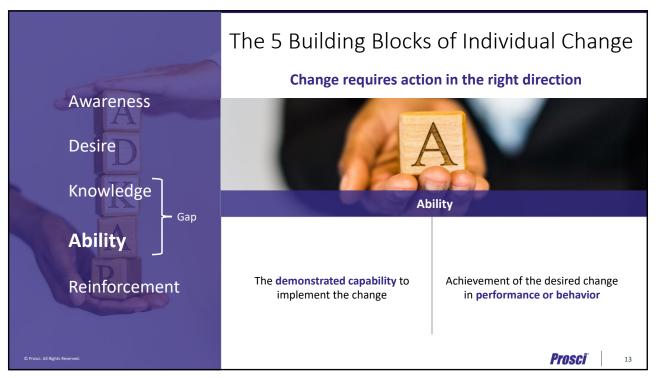
- salary costs
- schedule change
- scope change
- scope creep
 shadow system
- maintenance costs for those
- silos between teams silos within integrator team
- skepticism staff dissatisfaction
- · staff turnover
- stagnant workers stakeholders not available
- starting from square one again
 terminations
- · time away from work to deal
- with system errors
- · trust issues with leaders
- uncertainty
- underdeveloped requirements
- unfilled vacancies · unhappy leaders
- unnecessary processing
 unnecessary software
- development
- unorganized training unrealistic deadlines
- unused systems
 using incorrect success
- measures wasted man hours
- wasted production time weak sponsorship
- · work disruption/stoppage

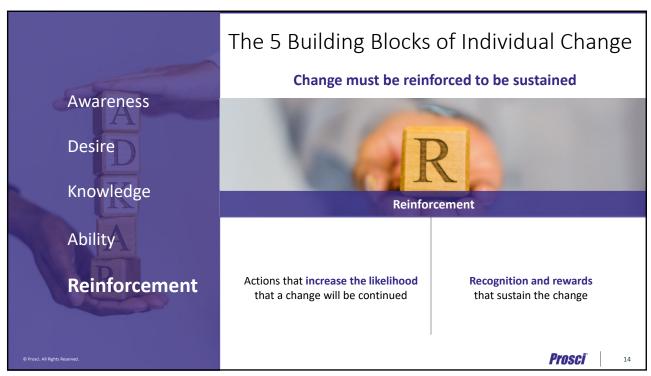


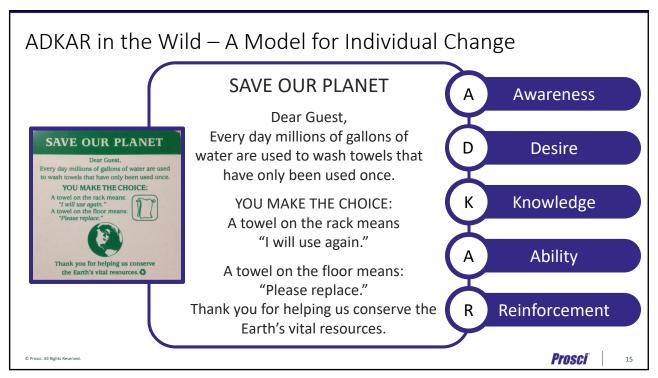
The 5 Building Blocks of Individual Change Change involves personal decisions **Awareness** Desire Knowledge **Desire Ability** What's in it for me A personal choice A decision to engage Reinforcement (WIIFM)? and participate Prosci

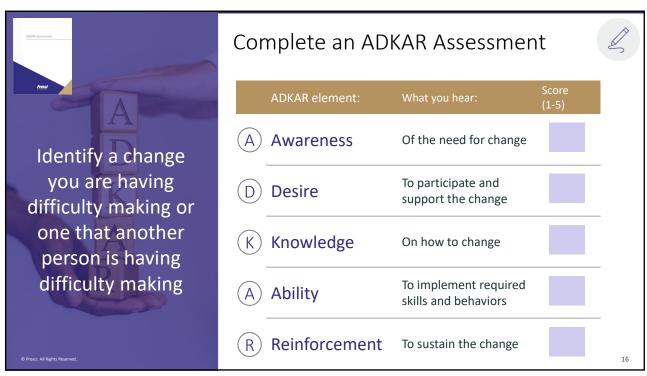


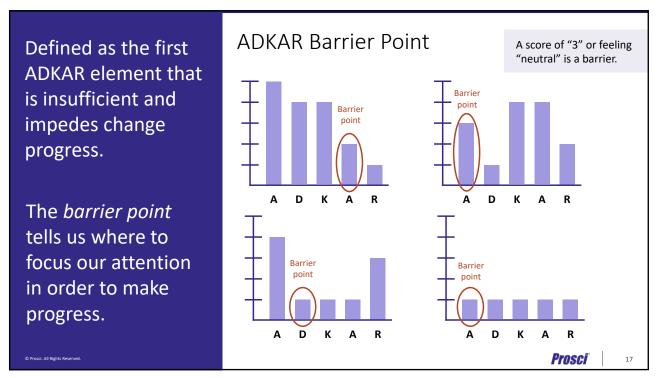


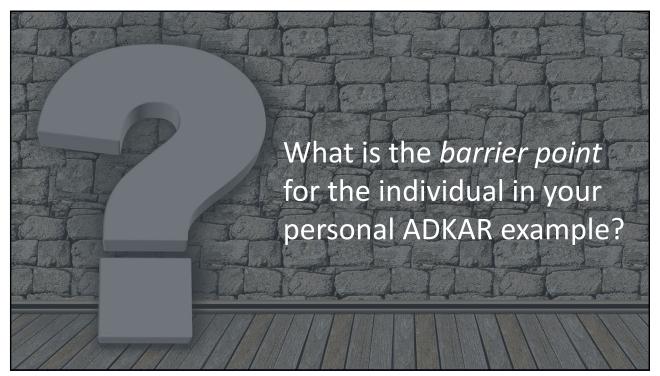




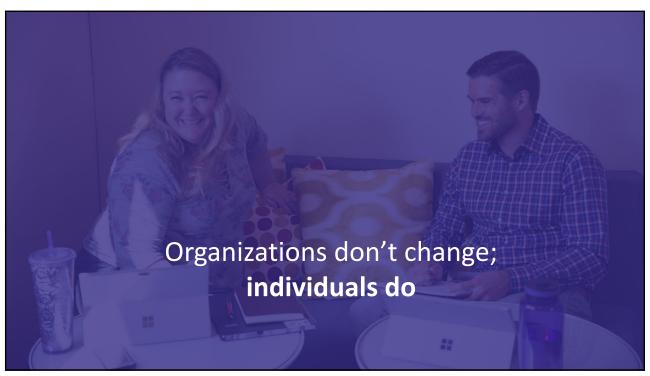


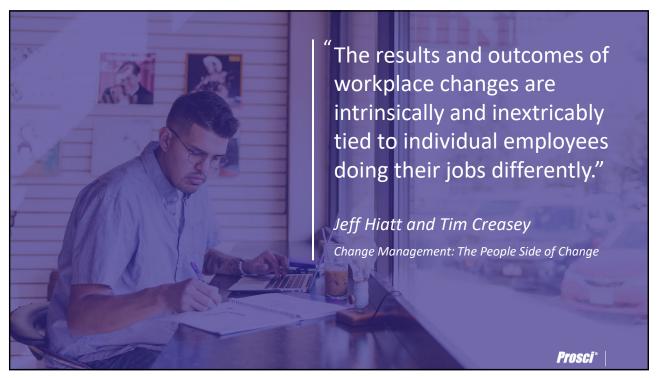


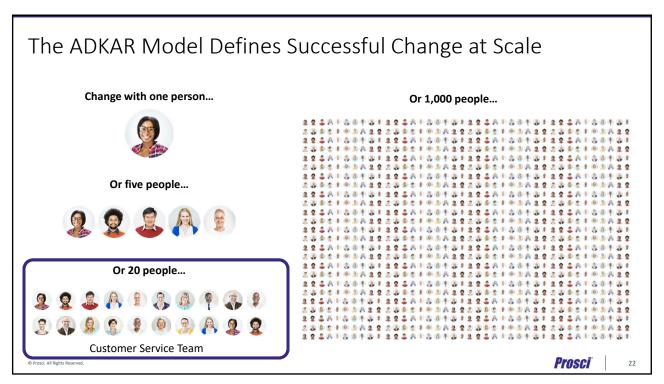


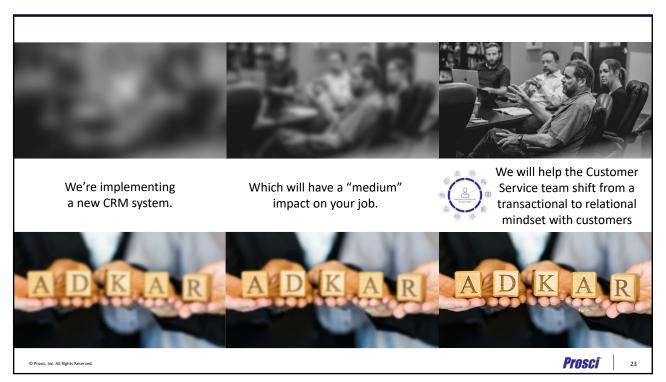


Prosci ADKAR Model On-a-Page				
	ADKAR element:	Definition:	What you hear:	Triggers for building:
A	Awareness	Of the need for change	"I understand why"	Why? Why now? What if we don't?
D	Desire	To participate and support the change	"I have decided to"	WIIFM Personal motivators Organizational motivators
K	Knowledge	On how to change	"I know how to"	Within context (after A&D) Need to know <i>during</i> Need to know <i>after</i>
A	Ability	To implement required skills and behaviors	"I am able to"	Size of the K-A Gaps Barriers/Capacity Practice/Coaching
R	Reinforcement	To sustain the change	"I will continue to"	Mechanisms Measurements Sustainment
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Example Consequences of Missing ADKAR Elements



Without Awareness and Desire you will see:

- Employees asking the same questions over and over
- · Lower productivity and higher turnover
- · Hoarding of resources and information
- · Delays in implementation



Without Knowledge and Ability you will see:

- Lower utilization or incorrect usage of new systems
- Employees worry whether they can be successful in the future
- Greater impact on customers and partners
- · Sustained reduction in productivity



Without Reinforcement you will see:

- Employees revert back to old ways of doing work
- Ultimate utilization is less than anticipated
- The organization creates a history of poorly managed change

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