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# Let's Abandon Performance Appraisal











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# Performance Appraisal DOESN'T Work







# Because People Are NOT Resources





# Management 1.0 Assumes People Are FOOLS



Performance



# Management 2.0 Assumes People Are Motivated By MONEY





# A Typical Performance Appraisal Process:

- 1. The BOSS sets the goals
- 2. The BOSS reviews the outcomes
- 3. The BOSS decides the compensation base on outcomes





# Majority Of The Employees Are Feeling UNDERPAID / UNFAIR / UNHAPPY Regardless The Result



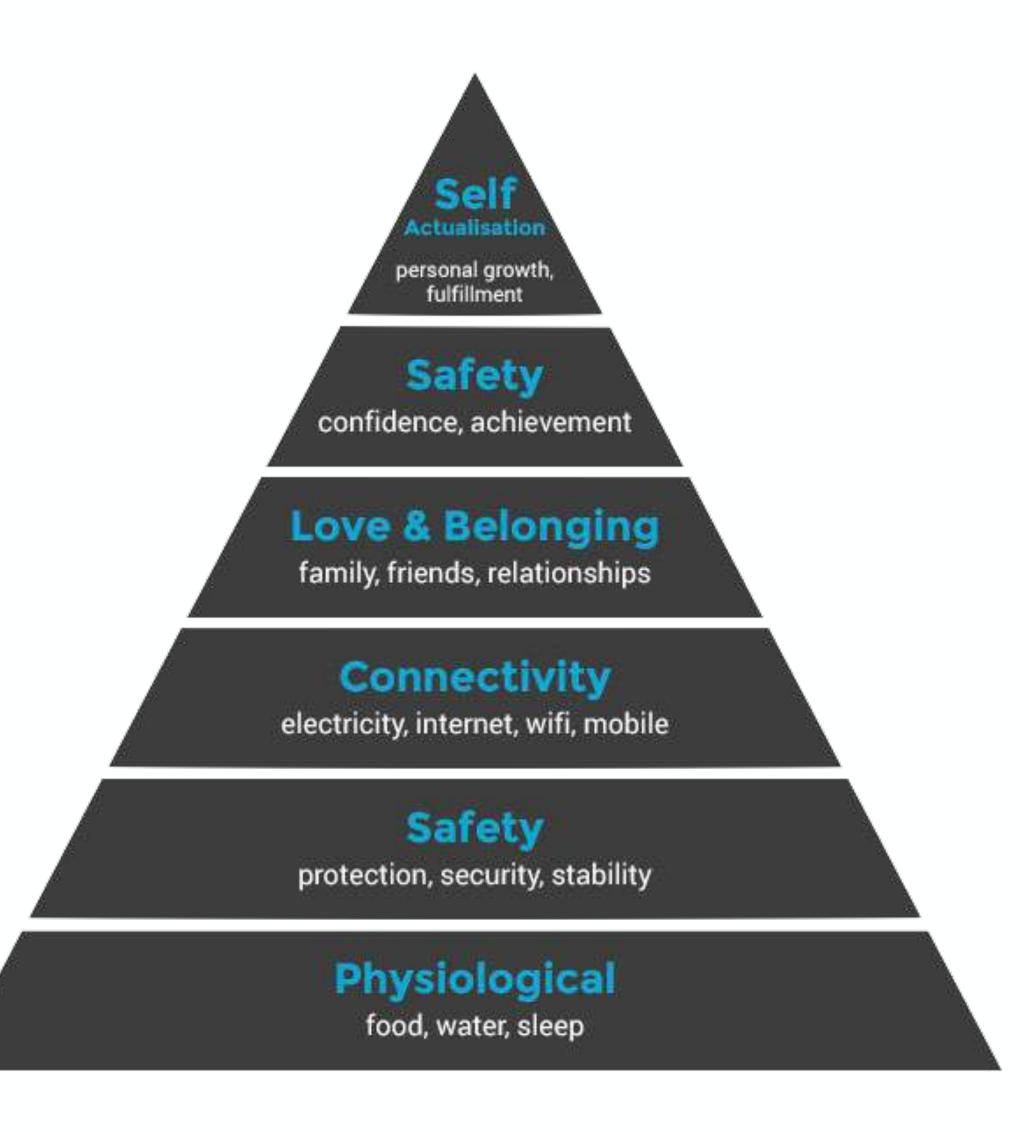


# Because Knowledge Workers Work For THEIR OWN HAPPINESS









# When They Are After The Higher Level Of MASLOW NEEDS



# Knowledge Workers Cannot Be Rewarded By Extrinsic Factors, But Can Be Motivated By Intrinsic Factors (Management 3.0)

Managing for Happiness, Jurgen Appelo





# CHAMPFROGS: The 10 INTRINSIC FACTORS

Managing for Happiness, Jurgen Appelo







Curiosity: I have plenty of things to investigate and to think about.

Honor: I feel proud that my personal values are reflected in how I work.

Acceptance: The people around me approve of what I do and who I am.

Mastery: My work challenges my competence but it is still within my abilities.

Power: There's enough room for me to influence what happens around me.

Freedom: I am independent of others with my work and my responsibilities.

Relatedness: I have good social contacts with the people in my work.

Order: There are enough rules and policies for a stable environment.

Goal: My purpose in life is reflected in the work that I do.

Status: My position is good, and recognized by the people who work with me.



# 3+ Tools To REPLACE Performance Appraisal Which Are CHEAPER And More EFFECTIVE



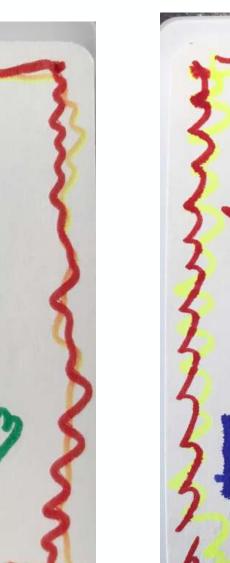
Ned, Great Job!

叶 领导厦门街提注巨!



## Kudo Card: Peer Appreciation

Receiver + Why



A small amount from the sender's OWN POCKET e.g., \$20 Amazon Gift Card

Emotional Appreciation



Sender







- 1. It's from peers, not from boss
- 2. It's well hand-made, make people feel touched
- 3. It's a real appreciation: a small money from the sender

Honor, Acceptance, Relatedness, Order, Status







### The Master Team League

Pos	Team	P	W	D	L	GD	Pts
1st	Everton	19	15	1	3	+17	46
2nd	Aston Villa	19	11	5	3	+16	38
3rd	Man Utd	18	11	3	4	+19	36
4th	( Chelsea	18	10	6	2	+17	36
5th	Man City	19	9	7	3	+11	34
6th	Stoke	19	9	5	5	+8	32
7th	Swansea	18	8	4	6	+3	28
8th	Southampton	19	8	4	7	+2	28
9th	Mewcastle	19	8	4	7	-1	28
10th	Arsenal	18	8	3	7	+4	27







- 1. Individual players team up as their own decision
- 2. Different rounds for different topics to champion
- 3. Winners get recognized by the company and also the employees

Curiosity, Honor, Acceptance, Mastery, Power, Freedom, Relatedness, Order, Goal, Status







# The Merit Money Rewarding









- 1. It happens based on a regular frequency, e.g., every month.
- 2. Each employee gets some fixed number of merit money
- 3. They give their merit money to anyone in the organization
- 4. They cannot give merit money to themselves, neither can they hold
- 5. The company decide bonus or stock options based on merit money

Curiosity, Honor, Acceptance, Mastery, Power, Freedom, Relatedness, Order, Goal, Status







Put them together: Kudo + Master Team League + Merit Money

# Gaming The Company





# Gaming The Company

- · The best activity to leverage all CHAMPFROGS is video games
- · So why not making the entire office life a video game?
- Design the "game" to simulate the development/contribution path, and encourage the "gamers" to develop skills and contribute to the team to level up and win badges.







## Game Design

- 1. Two modes: individual and team;
- 2. Two routes: Regular Episodes(mapping to the day-to-day work) and Challenges(particular learning objectives);
- 3. Two rewarding systems: Levels-up and Badges;
- 4. Two visual recognition: physical badges and leaderboard (honor wall) in the office.





# And a lot more yet to be practiced · · ·



Performance



# Thank Jou!

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