



AGILE CULTURE – PULSE SURVEY

Enabling you to easily understand your team's culture

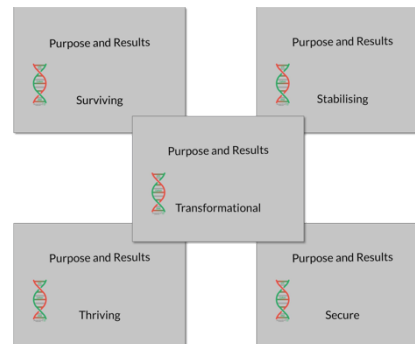
Using five levels and the seven DNA elements of cultural agility. **See how to develop your team's culture**

Name
Rod Willis

Email
rod.willis@assentire.net

Report reference: Post-M&A

The AGILE CULTURE DNA allows you to easily understand your team's culture using five levels and the seven DNA elements of cultural agility. For each of the DNA elements of cultural agility, you can work out what level your team is operating at. As well as this report, there is an accompanying set of 35 cards that capture similar statements which are ideal for an activity for those that are interested to do more in a collective space.



More details can be found here

<https://getagilemindsets.com/agile-culture>



Your summary report

The following summary provides you with your overall scores for five different forms of organisational behaviours. Many organisations experience 'Securing' behaviours as one of their higher scores.

If your results show high scores (> 7) in the Thriving and/or Transforming groups of statements, your business is probably having a track record of Innovation and may even see itself as an agile organisation.

If your results show high scores (> 7) in the Surviving and/or Stabilising groups of statements, your business is probably having challenges Innovating and is unlikely to see itself as an agile organisation.








Your summary scores are:

| Organisational characteristics | Score |
|--------------------------------|-------|
| Surviving behaviours | 8.29 |
| Stabilising behaviours | 10.00 |
| Securing behaviours | 6.29 |
| Thriving behaviours | 2.29 |
| Transforming behaviours | 1.43 |

NB: Bars are rounded to the nearest integer.



AGILE CULTURE DEVELOPMENT MATRIX

| |  |  |  |  |  |  |  |
|-------------------------|---|---|---|---|---|--|---|
| Level | Purpose and Results (PR) | Agile Leadership (AL) | Well-being and Fulfilment (WF) | Collaboration and Autonomy (CA) | Trust and Transparency (TT) | Adaptability to Change (AC) | Innovation and Learning (IL) |
| Transformational | A compelling, game-changing vision drives a passion to deliver | Leaders are selfless, supporting the needs of today and the vision of tomorrow | People achieve and are fulfilled at work and are vocal ambassadors for the organisation | A network of collaborative teams deliver change with an appropriate level of autonomy | Honesty, transparency and security allows knowledge sharing | Challenges sought with ideas rapidly tested. A strong operational core supports innovation | Reflection is seen as essential People happily admit and analyse their failures |
| Thriving | Individual and team goals aligned to clear, long-term customer focused vision | Leaders take responsibility for their actions, admit personal limitations and act on feedback | People feel valued with a good work-life balance, sometimes over-loaded but don't feel threatened | Cross functional collaboration 'the norm' with cases of successful autonomous teams | Generally open and honest but under pressure old behaviours resurface, undermining trust | Reactive change is well managed and implemented although there is a tension with operational needs | People are encouraged to develop with lessons learnt included into change projects |
| Secure | Some alignment of targets with goals incorporating customer value | Leaders are task focused. They engage in discussion to obtain buy-in not genuine feedback | People enjoy working with colleagues and are active in decision making but don't always feel valued | Tensions between business as usual & improvements; responsibilities still functional & hierarchical | Most managers and peers trusted but decisions made behind closed doors | Small changes are managed in process; larger ones often imposed and therefore resisted | People aren't encouraged to develop their ideas. Training is seen as secondary |
| Stabilising | Predominantly Financial or Functional targets set with little alignment or buy-in | Leaders are authoritative and give orders but do not inspire | People keep their heads down and focus on delivering work to get paid | Functional silos exist with people tasked to deliver objectives rather than the common good | People don't feel valued and see some managers as manipulative. Information is not readily shared | There is a view 'if it is not broken don't fix it' so change is limited and seen as a risk | Very limited personal development and change is not encouraged |
| Surviving | Changes in direction and priorities are chaotic | Leaders prioritise fire-fighting and personal status | People feel demotivated and disengaged and cover up mistakes | Crisis mode prevails with unclear responsibilities and conflicting orders | A culture of everyone for themselves and knowledge is power so not shared | Changes are chaotic and uncoordinated, driven by immediate pressures | Experimentation is discouraged, and failure leads to blame. Little personal development |





| Level | Purpose and Results | Agile Leadership | Well-being and Fulfilment | Collaboration and Autonomy | Trust and Transparency | Adaptability to Change | Innovation and Learning | Overall Culture |
|-------------------------------|---------------------|------------------|---------------------------|----------------------------|------------------------|------------------------|-------------------------|-----------------|
| Transforming | 1 | 1 | 2 | 2 | 1 | 2 | 1 | 1.43 |
| Thriving | 4 | 3 | 3 | 1 | 1 | 2 | 2 | 2.29 |
| Securing | 5 | 5 | 5 | 5 | 8 | 8 | 8 | 6.29 |
| Stabilising | 10 | 10 | 10 | 10 | 10 | 10 | 10 | 10.00 |
| Surviving | 6 | 9 | 8 | 8 | 10 | 8 | 9 | 8.29 |
| Weighted Element Score | 4.40 | 4.45 | 4.65 | 4.15 | 4.65 | 5.00 | 5.00 | |

The higher the value of the Weighted Element Score, the more agile the organisation is likely to be.

NB: The Weighted Element Scores represent factored scores where 'Surviving' attracts a factor of "1" and Transforming attracts a factor of "3".



Surviving behaviours

Where 1 = 'DOES NOT' and 10 = 'IT DOES'

| | |
|----|---|
| 6 | Changes in direction and priorities are chaotic |
| 9 | Leaders prioritize fire-fighting and personal status |
| 8 | People feel demotivated and disengaged and cover up mistakes |
| 8 | 'Crisis mode' prevails with unclear responsibilities and conflicting orders |
| 10 | A culture of everyone for themselves and knowledge is power so not shared |
| 8 | Changes are chaotic and uncoordinated, driven by immediate pressures |
| 9 | Experimentation is discouraged, and failure leads to blame. Little personal development |
| | Page 1 ideas |

Stabilising behaviours

Where 1 = 'DOES NOT' and 10 = 'IT DOES'

| | |
|----|---|
| 10 | Predominantly Financial or Functional targets set with little alignment or buy-in |
| 10 | Leaders are authoritative and give orders but do not inspire |
| 10 | People keep their heads down and focus on delivering work to get paid |
| 10 | Functional silos exist with people tasked to deliver objectives rather than the common good |
| 10 | People don't feel valued and see some managers as manipulative. Information is not readily shared |
| 10 | There is a view 'if it is not broken don't fix it' so change is limited and seen as a risk |
| 10 | Very limited personal development and change is not encouraged |
| | Page 2 |



Securing behaviours

Where 1 = 'DOES NOT' and 10 = 'IT DOES'

| | |
|---|--|
| 5 | Some alignment of targets with goals incorporating customer value |
| 5 | Leaders are task focused. They engage in discussion to obtain buy-in not genuine feedback |
| 5 | People enjoy working with colleagues and are active in decision making but don't always feel valued |
| 5 | There are tensions between business as usual & improvements; with functional responsibilities overriding organisational learning |
| 8 | Most managers and peers trusted but decisions made behind closed doors |
| 8 | Small changes are managed in process; larger ones often imposed and therefore resisted |
| 8 | People aren't encouraged to develop their ideas. Training is seen as secondary |
| | Page 3 |

Thriving behaviours

Where 1 = 'DOES NOT' and 10 = 'IT DOES'

| | |
|---|--|
| 4 | Individual and team goals aligned to clear, long-term customer focused vision |
| 3 | Leaders take responsibility for their actions, admit personal limitations and act on feedback |
| 3 | People feel valued with a good work-life balance, sometimes over-loaded but don't feel threatened |
| 1 | Cross functional collaboration 'the norm' with cases of successful autonomous teams |
| 1 | Generally open and honest but under pressure old behaviours resurface, undermining trust |
| 2 | Reactive change is well managed and implemented although there is a tension with operational needs |
| 2 | People are encouraged to develop with lessons learnt included into change projects |
| | Page 4 |



Transforming behaviours

Where 1 = 'DOES NOT' and 10 = 'IT DOES'

| | |
|---|--|
| 1 | A compelling, game-changing vision drives a passion to deliver |
| 1 | Leaders are selfless, supporting the needs of today and the vision of tomorrow |
| 2 | People achieve and are fulfilled at work and are vocal ambassadors for the organisation |
| 2 | A network of collaborative teams deliver change with an appropriate level of autonomy |
| 1 | Honesty, transparency and security allows knowledge sharing |
| 2 | Challenges sought with ideas rapidly tested. A strong operational core supports innovation |
| 1 | Reflection is seen as essential People happily admit and analyse their failures |
| | Page 5 |



Acknowledgments

These statements printed in this report are based on the Agile Business Consortium's 'AGILE CULTURE DEVELOPMENT MATRIX'.

Adapted and reproduced under Creative Commons License - Attribution + Share Alike <http://agilebusiness.org/culture>

This report is licensed under a Creative Commons Attribution-ShareAlike 4.0 International License with the following exclusion.

The GTC Culture DNA Image.



Why not explore another no charge resource

<https://getcollaborating.com/6-zones-of-collaboration>