

# Developing Cultural Intelligence

Daniel Seltzer  
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+ Me: 33 years of creating software products at dozens of companies



# What you care about as a Technologist

Making things



# + You care about

- Making good systems
- Making it scale
- Making good choices about leaders and teams
- Making money
- Making Hacker News
- Making it out alive





# We're not logical, Mr. Spock

- Behavioral decision making research: deep cognitive biases
- Good software is still a lot of art
- No one picks only great, successful teams
- It's about people, trying to work together
- Or kill each other
- *Read Kahneman and Tversky*



# It's all about People

So how do you develop that?





# Why Culture matters

- Culture is what shapes how people work together
- Culture is what makes companies great
- Culture is to blame when people aren't doing the right things anymore
- Culture is a powerful tool that offers new solutions
- *Read "It's Your Ship" by Abrashoff*

# What is Culture in our context?

Shared expectations for behavior







# Cultural Intelligence

- Can't RTFM; it's rarely written out
- So learn to **recognize**, **reason** about, and **affect** culture around you
- In time, gain the confidence to create your own culture



# Culture is event-driven

It's all in how you handle it





# Culture happens in real-time

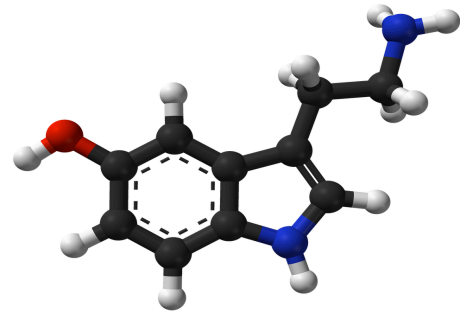
- At the boundaries between people, between groups
- Unexpected challenges
- Discovering what the rules are
- Rituals that reinforce
- Human interest: fear, anger, surprise, punishment, reward
- Stories are repeated

# + Leaders set culture

- As social animals, we look to our leaders first
- Leadership controls the crude rewards -- hiring and firing
- But if you set the culture, people look to you as a leader, even if you don't have that control

# Learn to Recognize the Components of Culture

Elements of a language





# API Attributes and Values

Attribute	Default Value	Upper Bound
<b>Control</b>	Centralized	Distributed
<b>Information</b>	Private	Shared
<b>Emotion</b>	Ego	Empathy
<b>Responsibility</b>	Avoidance	Ownership
<b>Dissent</b>	Unacceptable	Encouraged
<b>Motivation</b>	Extrinsic	Intrinsic

# + There are many more...

- **Planning:** wish-based vs. reality-based
- **Humor:** serious vs. playful
- **Recognition:** taking credit vs. giving credit
- **Org structure:** static vs. dynamic
- **Collaboration:** fraught vs. effective
- **Risks:** avoid vs. engage actively
- **Truth to power:** dangerous vs. supported

So?





# Make culture choices

- Figure out what culture matters to you -- what is your personal culture?
- When you interview for a job, ask questions about cultural elements
- Choose positive culture over other rewards
- *Read Drucker's "Managing Oneself"*



# Learn to influence culture

- Develop the confidence to speak when group culture conflicts with personal
- Have the courage to try and improve where you are
- Have the courage to leave when it's unhealthy



# Learn to create culture

- Choose people for their cultural fit
- Teach by modeling the values you want to establish
- Be clear – ambiguity sets a cultural value
- Doing the right thing when it's hard is what makes you a leader, and makes people willing to follow you



# Reach me

[dseltzer@h2co3.com](mailto:dseltzer@h2co3.com)

@danielseltzer

<https://www.linkedin.com/in/danielseltzer>