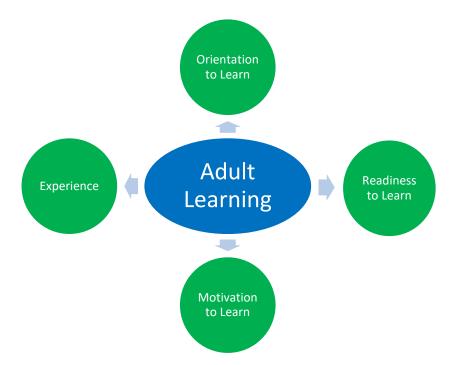
# Turn the Frown Upside Down! Successful Methods to Improve Program Morale and Change Culture

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## Objectives:

- 1. List short and long term tools to change low program morale
- 2. Cite examples of successful methods used to improve morale and build positive culture
- 3. Develop a realistic timeline for culture change
- 4. Identify factors that contribute to program morale and culture



#### **Principles of Androgogy:**

- 1. Adults need to be involved in the planning and evaluation of their instruction
- 2. Experience (including mistakes) provides the basis for learning activities
- **3.** Adults are most interested in learning about subjects that have immediate relevance to their job or personal life
- 4. Adult learning is problem-centered rather than content-oriented

Knowles, M. (1996). Adult Learning. In Robert L. Craig (Ed.), The ASTD Training and Development Handbook (pp. 253-264). NY: McGraw-Hill.

#### **Characteristics of Millennials**

- 1. Special
- 2. Sheltered
- 3. Confident
- 4. Team-oriented
- 5. Pressured
- 6. Achieving

#### **Learning Style**

- 1. Active Learners
- 2. Small groups better than large
- 3. Technology in learning

#### **Negative Attributes**

- 1. Narcissistic/entitled
- 2. Unmotivated
- 3. Inpatient
- 4. Incurious
- 5. Unprepared for independence
- 6. Academically disengaged
- 7. Deficient in time management

<sup>\*</sup>DiLullo C, McGee P, Kriebel RM. Demystifying the Millennial student: a reassessment in measures of character and engagement in professional education. Anat Sci Educ. 2011. Jul-Aug; 4(4):214-26

Characteristics	Traditionalists Born 1925-1945	Baby Boomers Born 1946-1964	Generation X Born 1965-1977	Millennials Born 1978 or after
Age Span	65 to 86 years old	46 to 64 years old	33 to 45 years old	32 or younger
Traits	Conservative Believe in Discipline Respect for authority Loyal Patriotic	Idealistic Break the rules Time stressed Politically correct	Pragmatic Self-sufficient Skeptical Flexible Media/Info/Tech savvy Entrepreneurial	Confident Well-educated Self-sufficient Tolerant Team builders Socially/politically conscious
Defining Events	Great depression World War II Korean War	Vietnam War Woodstock Watergate	Missing children Latch Key Kids Computers in school	School shootings Terrorism Corporate scandals
To Them Work Is	If you want a roof and food	Exciting adventure	Difficult challenge	To make a difference
Work Ethic	Loyal/dedicated	Driven	Balanced	Eager but anxious
Employment Goals	Retirement	Second career	Work/life balance	Unrealistic
Education	A dream	Birthright	Way to get to an end	A given
Communication	Face to face	Telephone	Email	IM/Text messaging
Time at Work is defined	Punch clock	Visibility	Why does it matter if I get it done today?	Is it 5 PM? I have life.
Most need in the workplace	Continued involvement past 65	Recognition!	More information	Praise and fun; or is that fun and praise?

### **Pathman's Pipeline for Knowledge Translation**



#### Summary

- 1. It's both a sprint and marathon. Some changes make others possible, don't give up
- 2. Make your priorities and values clear. Identify allies and barriers.
- 3. Resident ownership, transparency, and communication key. Emphasize listening to your residents.
- 4. Every decision not matter how small is deliberate and targeted for effect based on resident characteristics. Perception is reality
- 5. Don't just try it. Have an implementation plan that anticipates yet fluid.
- 6. Hire and fire right
- 7. Celebrate your victories, strategize how to use your defeats