(Neuro) Psychology Of Performance Management

Peter Freeth



Performance management is the activity and set of processes that aim to maintain and improve employee performance in line with an organisation's objectives.

CIPD Factsheet





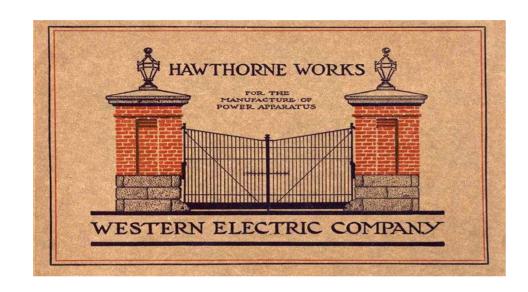
221-265AD

Emperors of the Wei Dynasty rated the performance of the official family members

The philosopher Sin Yu...

"The Imperial Rater of Nine Grades seldom rates men according to their merits but always according to his liking."





Late 1920s

Western Electric's Hawthorne factory, Elton Mayo

Any change increased performance

"It was the fact that someone was actually concerned about their workplace"

'What gets measured gets done'





1950s

Behaviourism

Benchmarking

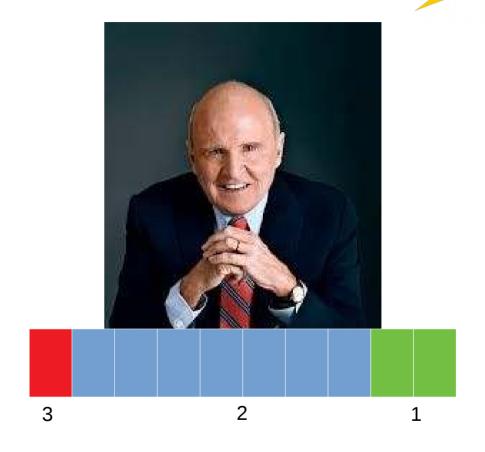
Time and Motion

Esso created the 360° review

(T group)



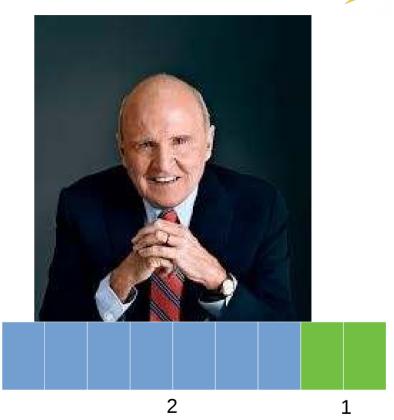
1980s
GE CEO Jack Welch
"rank-and-yank"
Managers evaluate all
employees yearly





1980s GE CEO Jack Welch









1980s

Appraisals

Performance Related Pay

Piece work for all

How to evaluate what you can't

count?









Today

Organisations moving away from the annual review

Ongoing performance management

Short term goal, review, reward



Psychology of Performance

Nothing has changed... really

We are biased

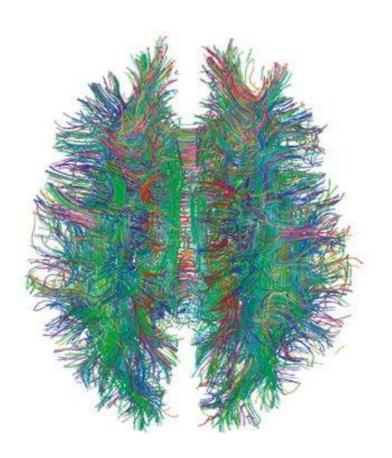
We are goal oriented

We focus on reward

Our brains are connecting machines



Building Blocks



Genome

The instructions to build you

Phenome

How those instructions are physically interpreted

Connectome

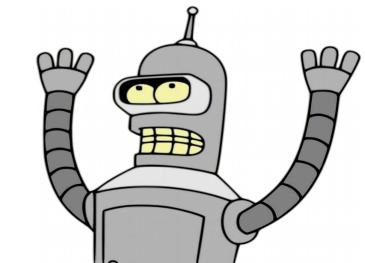
Your life's experiences built on that physical structure



Scientists have electronically inserted memories into the brains of mice.

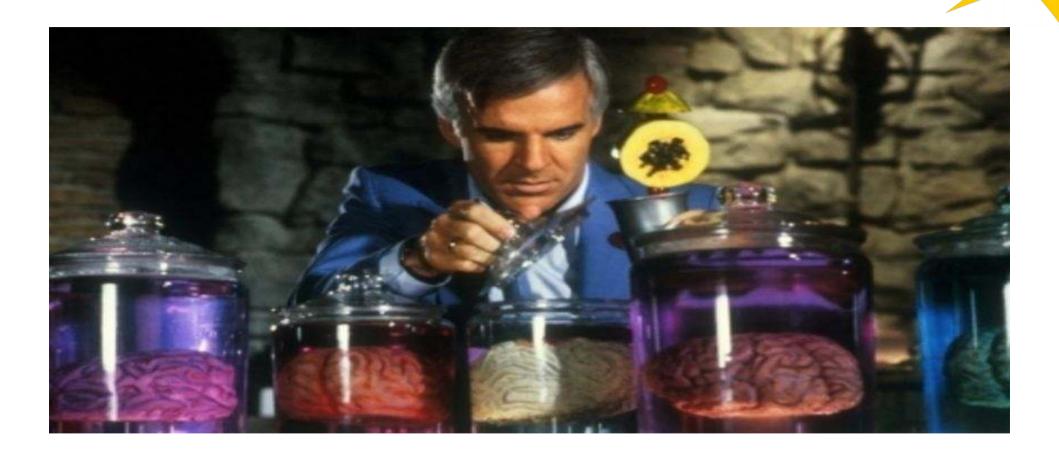


"The connectome of the worm was mapped and implemented as a software system and the behaviours emerge."





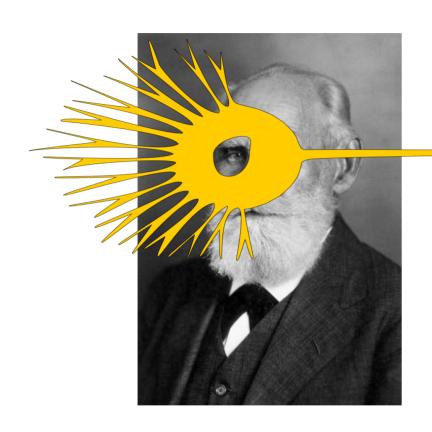
A Matter of Time





Conditioning

1973 - 1998



Stimulus – Response
Sensory inputs spontaneously
connect to motor outputs

If the timing is right
Spike Timing Dependent Plasticity



Servo Control Mechanism

The brain and nervous system are a servomechanism

An autonomous, goal seeking system

Capable of great accuracy using crude components

Outcome

Feedback

Motors

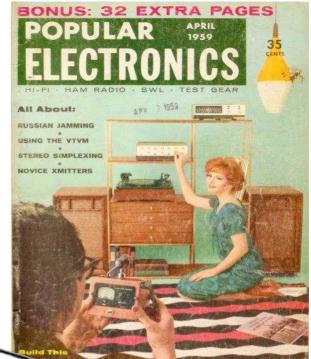


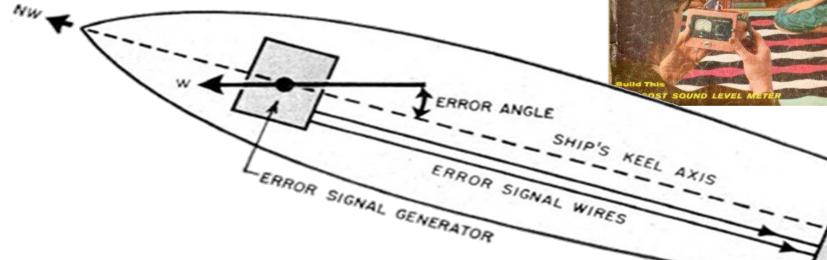














MOTOR

RUDDER

Decision

Perception

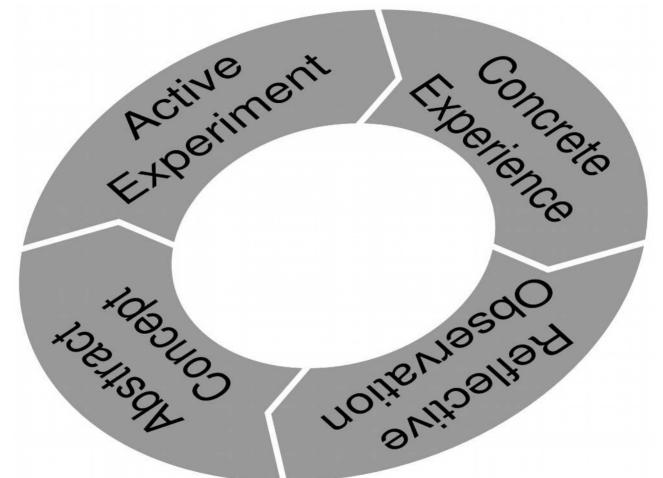


Effect

Action

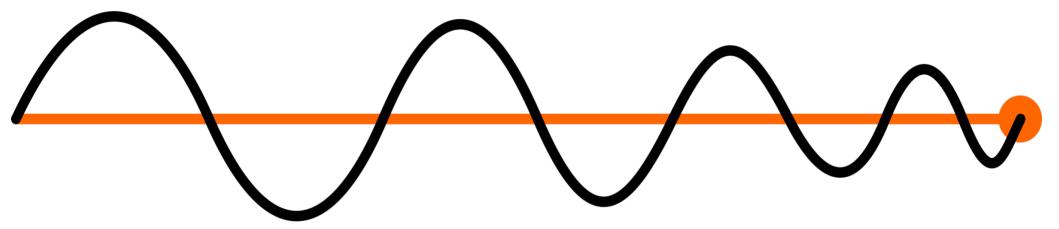


Learning



Kolb, 1985





Genius



Boston Dynamics







The 'quality' of feedback is not important

Warmer / Colder

The most critical factors are:

Time delay between decision and feedback

Autonomy of the decision maker



In Other Words

Don't tell people what to do

Tell them the deviation from course

They will figure out the right adjustment

The closer they get, the better their adjustments

They will become more accurate over time



Reward

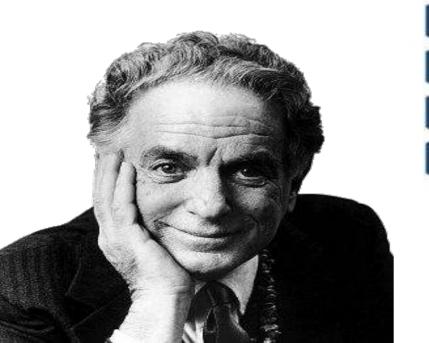
People will do more of what you reward them for





Reward is Ineffective

Extrinsic rewards
Lepper 1973
Herzberg 1987



Motivating Factors

Achievement

Recognition

Responsibility

Challenge

Promotion

Growth

Hygiene Factors

Company Policy

Supervision

Relations - Boss

Work Conditions

Pay & Benefits

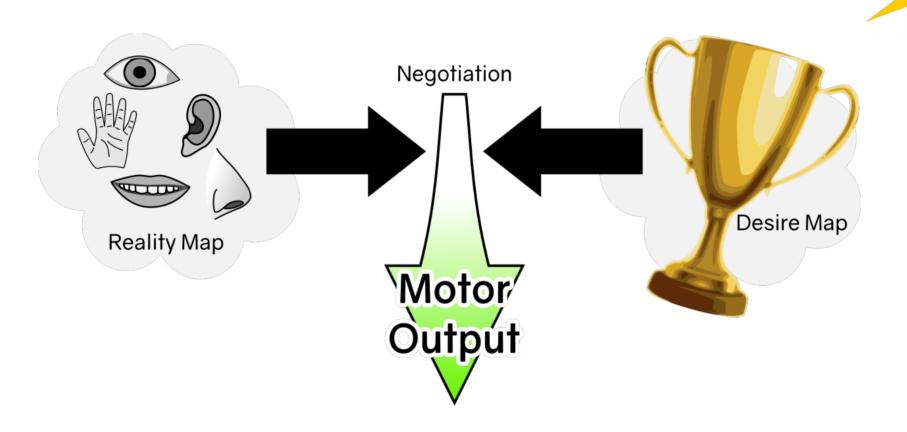
Co-Workers

Job Security



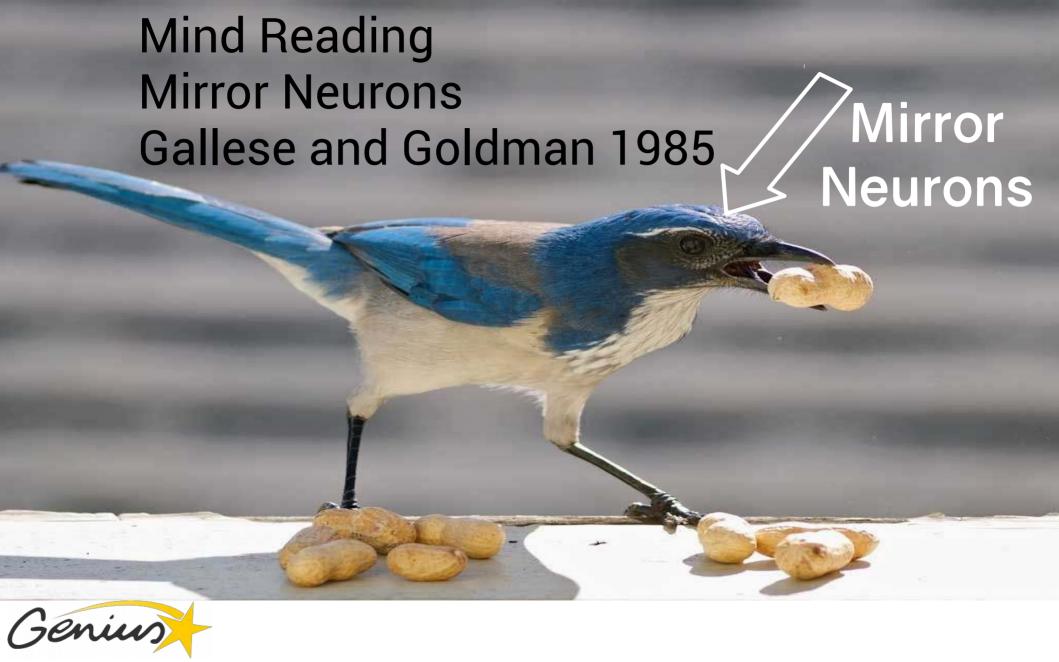


The Mind is a Simulator

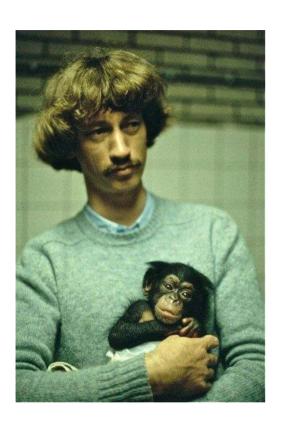


The Simulation Theory of Mind Reading 1986





Innate Fairness



Frans de Waal

Morality and ethics in animals

Innate sense of fairness

Crows, Elephants, Dogs, Primates

Neuroscience of empathy





Frans de Waal (TED)



Implications of Equity

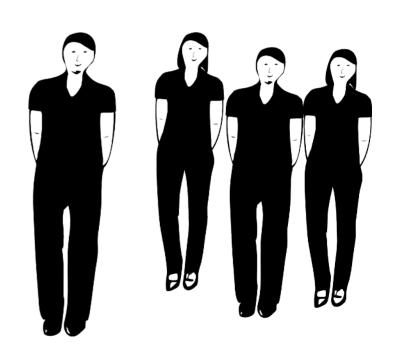
Same task = same reward

Reward relative to individual agreement?

Bias

Gender pay gap!







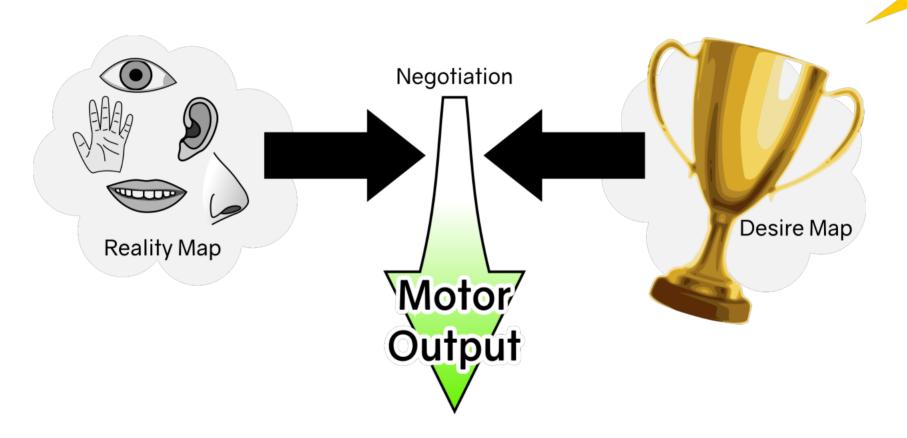
Motivation

What about motivation?





Dual Realities





Planning for Inaction



"I'm going to the gym later"

"I'm starting my diet on Monday"

"I'm looking for a new job next year"



Motivation

Motivation creates conflict

Desire





Reality



Motivation is the absence of Action



Goals

SMART

Sales target £1,000,000

Complete a report by Friday

Present a monthly update to the board







Setting Objectives

Giving solutions prevents autonomous goal seeking

Don't give people objectives to achieve

Give them problems to solve

Let them figure out the solution

Reward learning and autonomy, not success



Performance Management Rules

Express objectives as problems, not solutions

Create the 'Desire map'

Simple, fast feedback

Warmer / Colder

Difference - what happened v what was expected

Fair reward

Reward decisions that drive behaviours instead of results



Performance Management Rules

Simple, fast feedback

We worry about employee engagement
That's not the problem
We need to worry about manager engagement



Questions



Important Questions

How will you get there? Are we there yet?





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