



# The teamology and dynamics of small product development tiger teams – a Californian perspective

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KSEE 2014, 12 June 2014



**Yes, but ... YES, AND**  
**that did not work ... I LIKE, I WISH**  
**teams fail because of human issues,**  
technology you can solve,  
human conflicts ... well



# TrollLABS

*NTNU's Living Lab Skunks works and Maker  
Space for Radical Engineering Concept Creation  
at IPM/IVT*



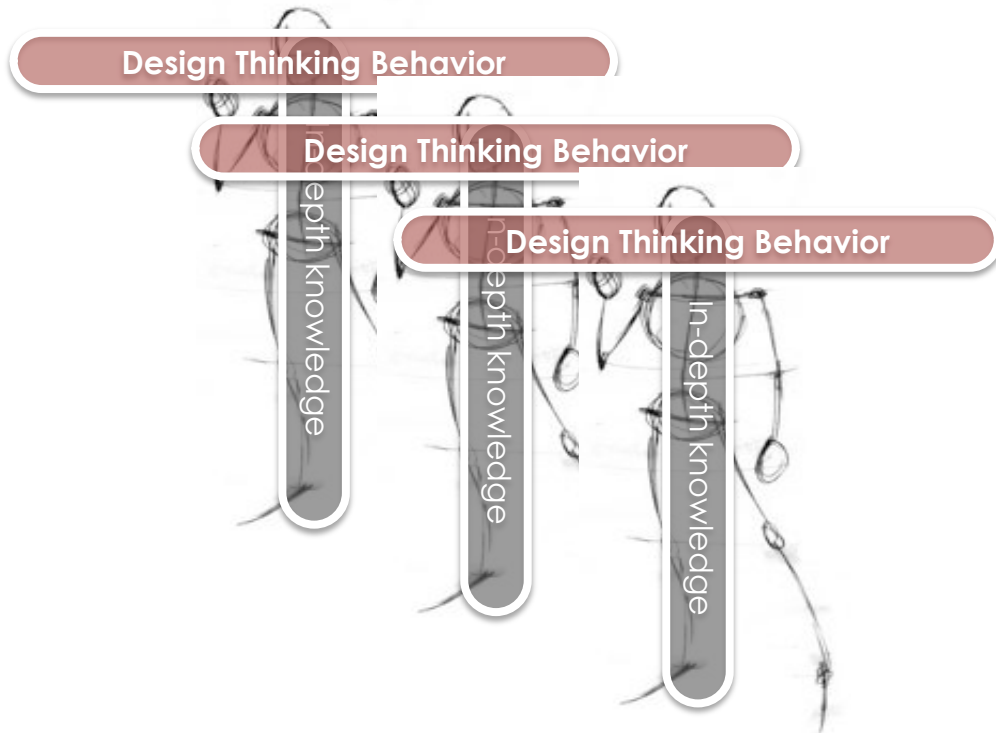
*martin @ NTNU*

Trondheim 2014 - 2018



# *two problems for today*

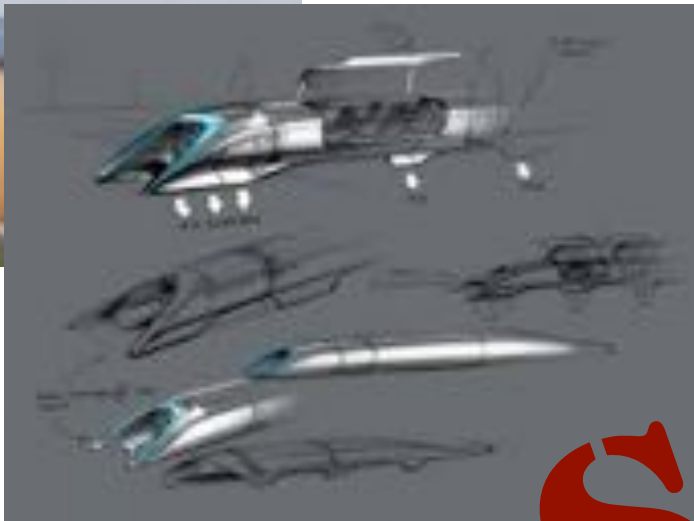
- 1) How should you set up a team?
- 2) How does internal team dynamic work





SpaceX

AND ...



Lockheed Martin's  
Advanced Development  
Programs (ADP)

**TOP SECRET**

PARC (Palo Alto  
Research Center  
Incorporated) formerly  
Xerox PARC

Google X Labs





# Luckily

## we have comparable academic spaces

Stanford d.school and Center for Design Research



MIT Medialab



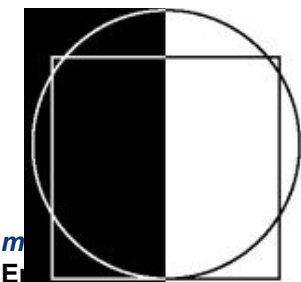




Center for  
Design Research

STANFORD UNIVERSITY

bldg. 560  
(across the street)

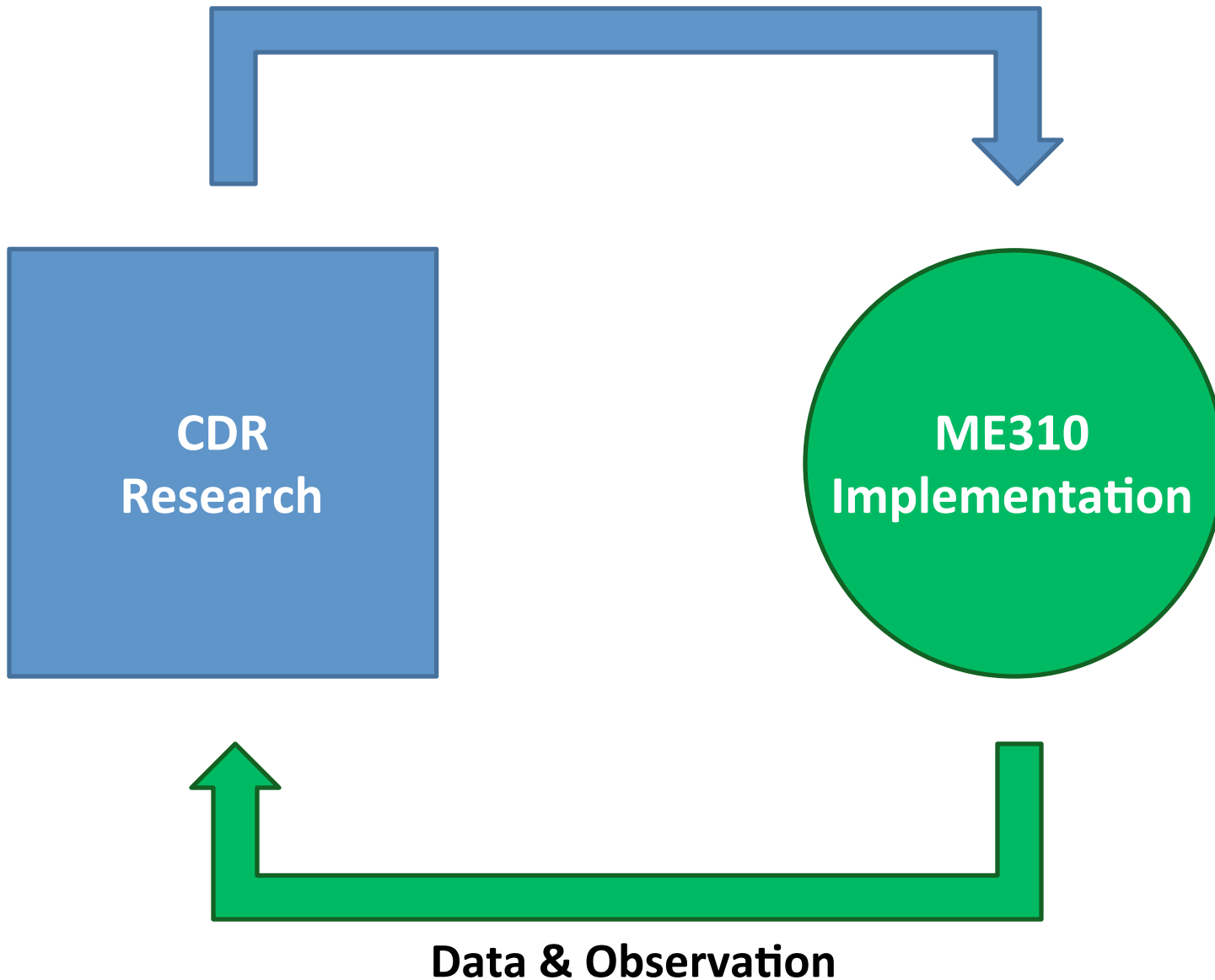


Center for  
Design Research  
STANFORD UNIVERSITY

Department for Engineering Design and Materials



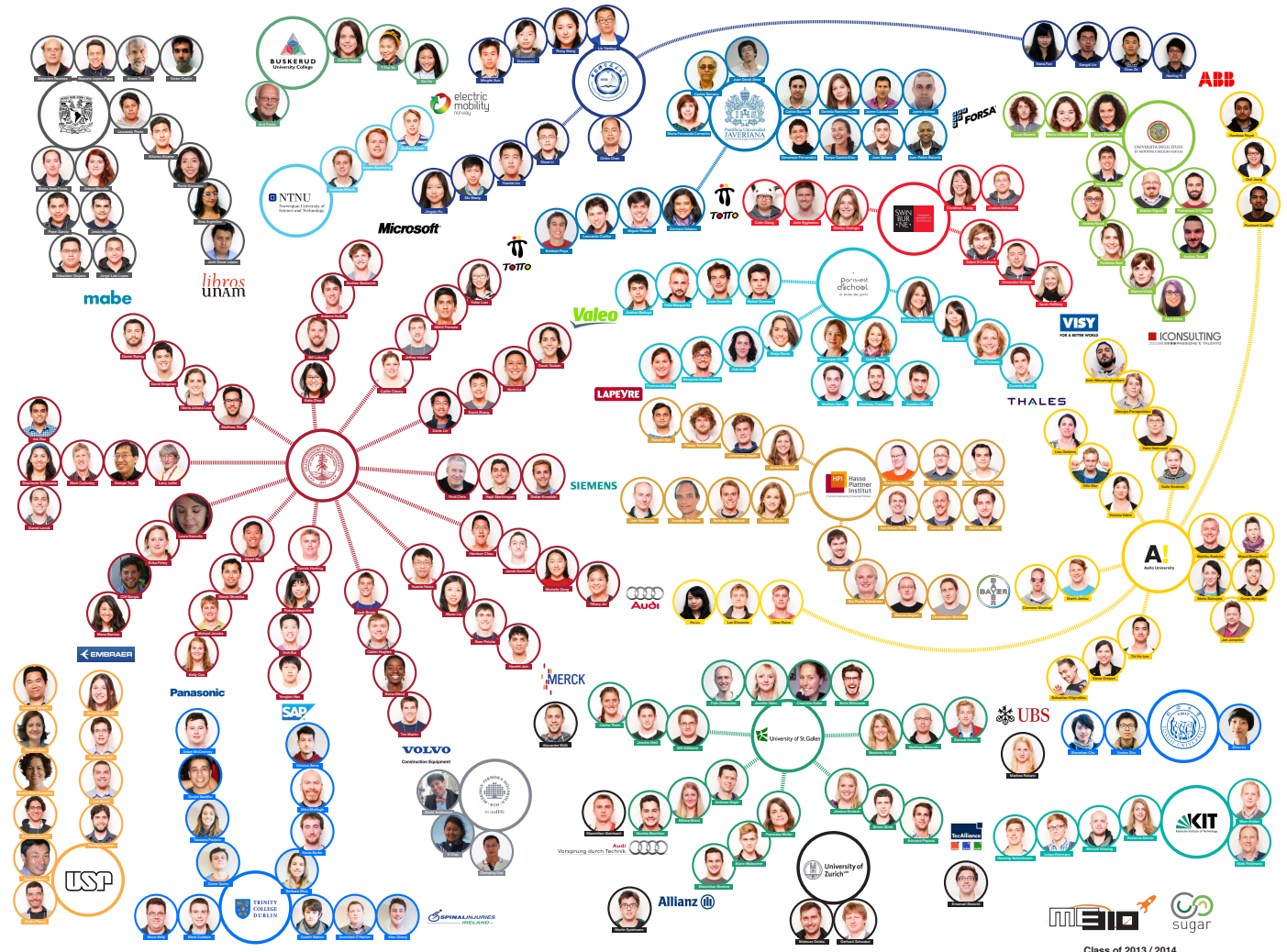
# Curriculum Design & Teaching Practices



Data & Observation



# Setup 2013/2014 with HBV!

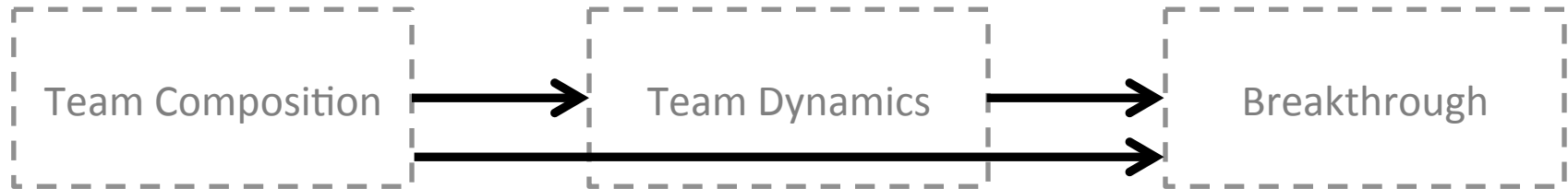


Class of 2013 / 2014



## THE EFFECTS OF TEAM MEMBER INTRINSIC DIFFERENCES ON EMERGENT TEAM DYNAMICS AND LONG-TERM INNOVATIVE PERFORMANCE IN ENGINEERING DESIGN TEAMS

Kress G. 2012 “The effects of team member intrinsic differences on emergent team dynamics and long-term innovative performance in engineering design teams”



### INDIVIDUAL DIFFERENCES (COMPOSITION)

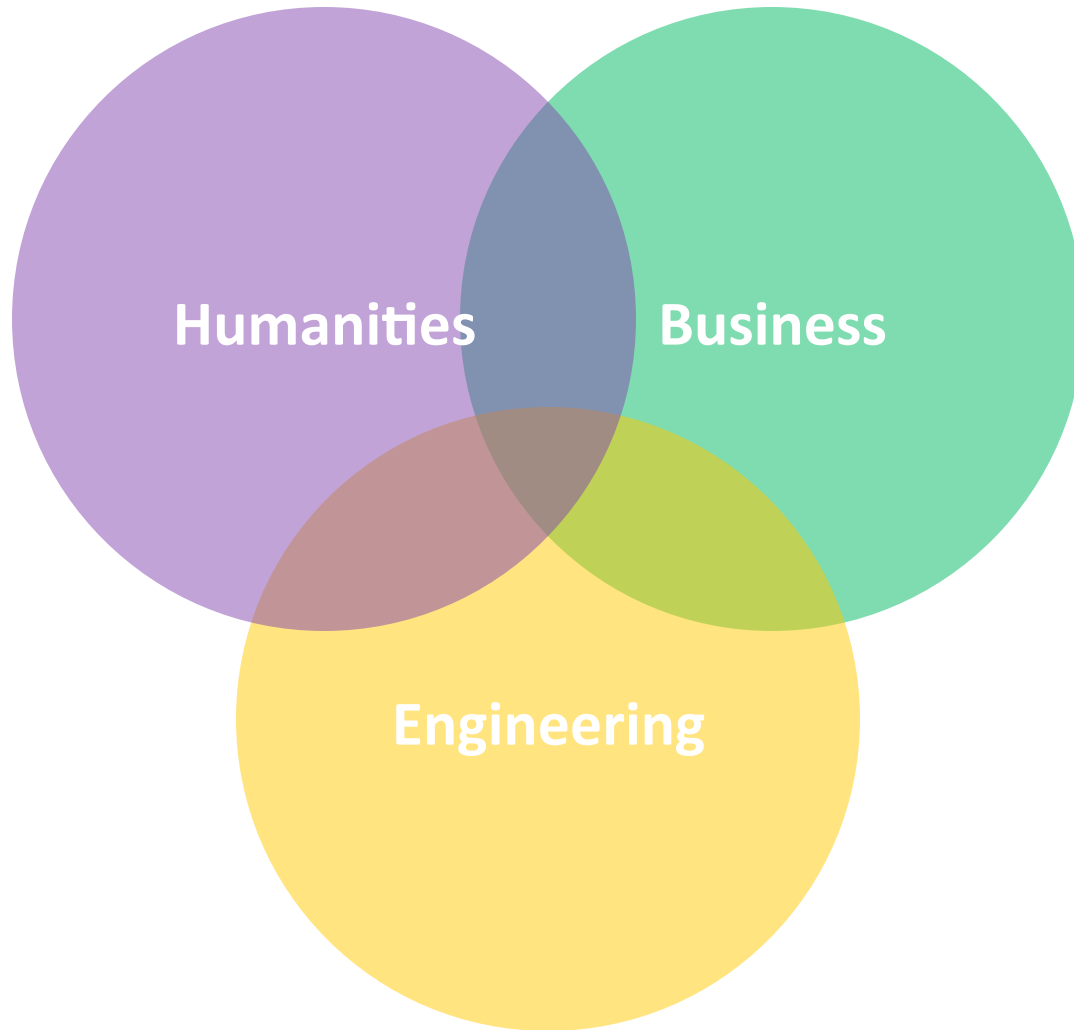
- Personal level traits/characteristics
- Extrinsic (ethnographic) traits
- Intrinsic (cognitive) traits

### EMERGENT TEAM DYNAMICS

- Team-level phenomena
- Conflict, communication, process
- Occur at local and global levels

### LONG-TERM INNOVATIVE PERFORMANCE

- Team output
- Team learning



**Diversity drives innovation?**





# Background

- Diversity creates conflict
- Conflict is sometimes productive
- Conflict is most often harmful
- Diversity has mixed – and most often negative – effects
- Intrinsic functional diversity is desirable in particular

Badke-Schaub, P., Goldschmidt, G. & Meijer, M. “How Does Cognitive Conflict in Design Teams Support the Development of Creative Ideas?” Creativity and Innovation Management Vol. 19 (2010): 119-133.

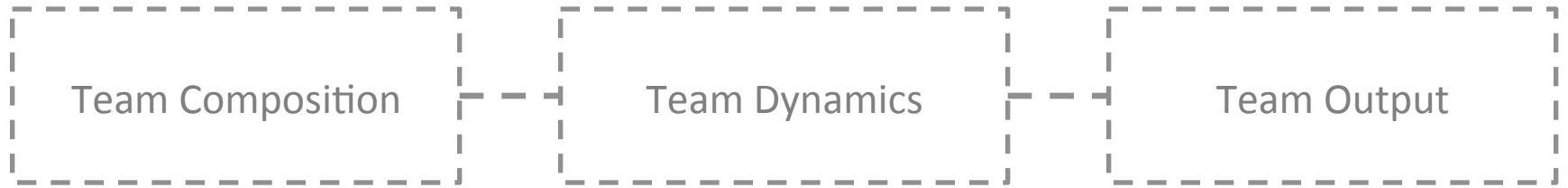
Jehn, K. “A Qualitative Analysis of Conflict Types and Dimensions in Organizational Groups.” Administrative Science Quarterly Vol. 42 (1997): 530-557.

Jehn, K. et al. “Why Differences Make a Difference: A Field Study of Diversity, Conflict and Performance in Workgroups.” Administrative Science Quarterly Vol. 44 (1999): 741-763.





# Experiment Design



- Ethnographic data
- Personality type data
- Cognitive style data

- Closing survey
- SPAFF emotion coding\*
- Team diagnostic survey\*

- Project performance
- Team diagnostic survey\*

## Data Set

Local ME310 teams       $n = 234$  students       $m = 54$  teams      (2007-2012)

Global ME310 teams       $n = 100$  students       $m = 15$  teams      (2009-2010)

\*Local ME310 teams       $n = 33$  students       $m = 5$  teams      (2008-2009)



# Diversity in the Literature

“What differences make a difference?”

Age	In-Group Memberships
Title	Affective Disposition
Race	Cultural Background
Gender	Sexual Orientation
Religion	Work-Related Ties
Ethnicity	Ideological Beliefs
Education	Physical Abilities
Friendship Ties	Community Ties

Mannix, E. & Neale, M. A. “What Differences Make a Difference? The Promise and Reality of Diverse Teams in Organizations.”  
Psychological Science in the Public Interest Vol. 6 (2005): 31-55.



# Diversity in the Literature

“What differences make a difference?”

Age

In-Group Memberships

Title

Affective Disposition

Race

Cultural Background

Gender

Sexual Orientation

***Extrinsic characteristics are not reliable***

Religion

Work-Related Ties

Ethnicity

Ideological Beliefs

Education

Physical Abilities

Friendship Ties

Community Ties

Mannix, E. & Neale, M. A. “What Differences Make a Difference? The Promise and Reality of Diverse Teams in Organizations.”  
Psychological Science in the Public Interest Vol. 6 (2005): 31-55.



# Data Set: Independent Variables

## Ethnographic Factors (3)

- Age
- Gender
- School

Gender Ratio

Team Size

Location

Project Difficulty

## Wilde Type Indicator (4)

- Intuition (ENP)
- Sensing (ESP)
- Thinking (ETJ)
- Feeling (EFJ)

## Herrmann Brain Dominance Indicator (4)

- Factual (A)
- Strategic (B)
- Interpersonal (C)
- Innovative (D)

## NEO “Big Five” Personality Inventory (5)

- Extraverted
- Open
- Agreeable
- Conscientious
- Neurotic

## Kirton Adaption-Innovation Inventory



# Data Set: Independent Variables

Ethnographic Factors (3)

Gender Ratio

Team Size

Location

Project Difficulty

---

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Wilde Type Indicator (4)

Herrmann Brain Dominance Indicator (4)

NEO “Big Five” Personality Inventory (5)

Kirton Adaption-Innovation Inventory

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14



Reduced via Factor Analysis



# Performance Assessment



Usability

Feasibility

Originality

Desirability

**0**

**1**

**2**

**Definitely  
Not**

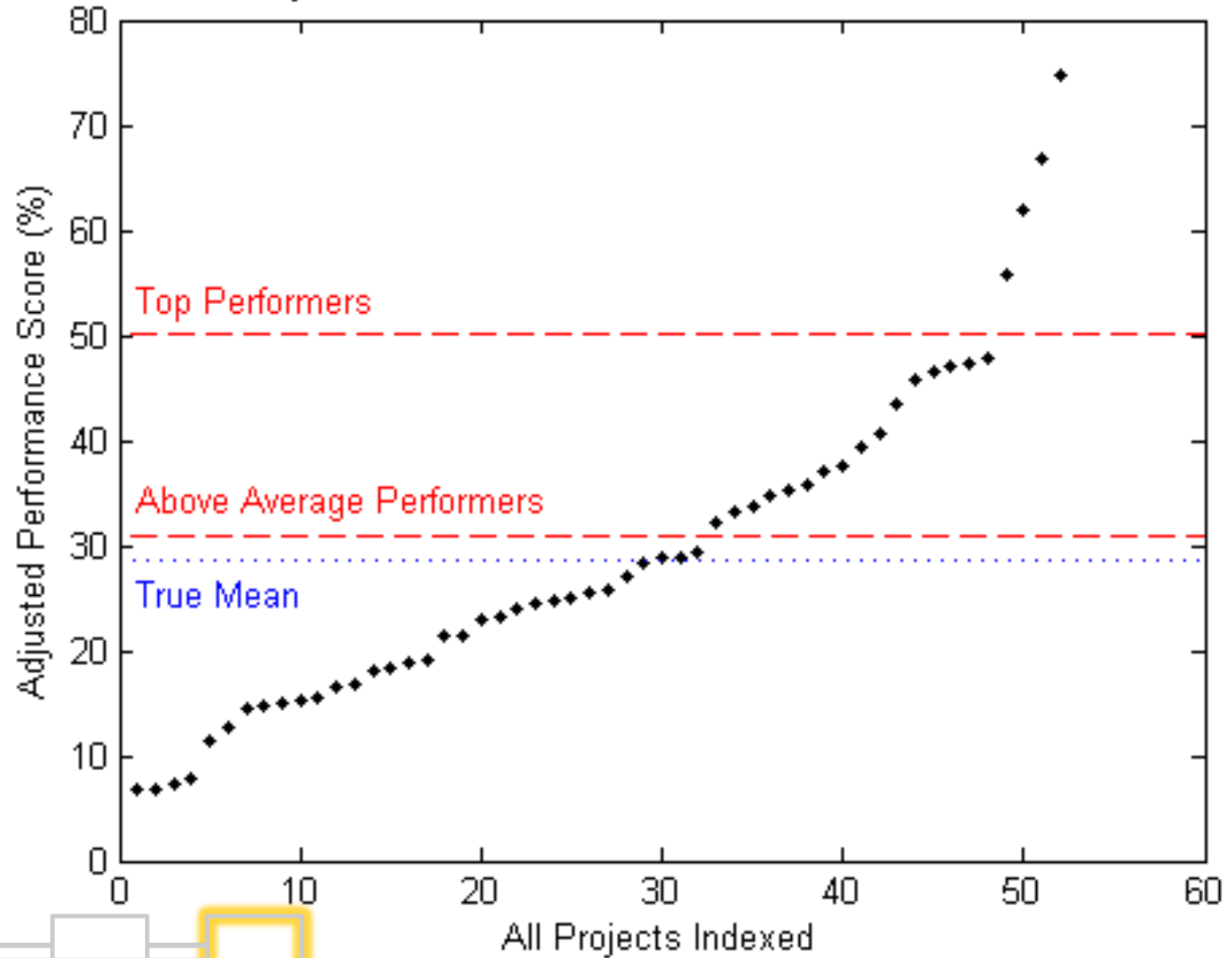
**Arguably**

**Definitely**

- Score is adjusted for difficulty by consensus ratings of ambiguity, scope and technical complexity of prompt
- Assessment performed by two impartial graders trained in agreement (>70% pre-revision and >95% post-revision)



Adjusted Performance Scores - Sorted for All Teams





**WOW results are rare, and they are outliers**  
**you will need multiple teams and rounds**  
(the failure issue again)





# Performance & Extrinsic Diversity

No consistent trend with gender

No consistent trend with age range

Team size (whole teams)

$r = 0.714, p = 0.006, n = 13$

Team size (without top performers)

$r = 0.812, p = 0.002, n = 11$

Result is not consistent at local levels

$r = 0.033, p = 0.794, n = 66$





**Extrinsic diversity, gender, age etc. does not matter !!! AND the bigger the team the better**  
(more brains are better but they create more conflict, human issue is central)



# Hypothesis 4

**RQ4**

There are reliable effects of team composition on long-term innovative performance, though these effects are heavily moderated by the team dynamic.

**H4A** Intrinsic diversity (separation) and performance

**H4B** Intrinsic diversity (variety) and performance





# Principal Components Identified



## Total Variance Explained

Component	Initial Eigenvalues			Extraction Sums of Squared Loadings		
	Total	% of Variance	Cumulative %	Total	% of Variance	Cumulative %
1	3.528	25.201	25.201	3.528	25.201	25.201
2	1.865	13.323	38.524	1.865	13.323	38.524
3	1.570	11.212	49.736	1.570	11.212	49.736
4	1.329	9.494	59.230	1.329	9.494	59.230
5	1.215	8.680	67.910	1.215	8.680	67.910
6	1.114	7.957	75.867	1.114	7.957	75.867
7	.746	5.332	81.198			
8	.644	4.597	85.795			
9	.542	3.871	89.667			
10	.417	2.977	92.644			
11	.344	2.457	95.101			
12	.292	2.086	97.187			
13	.260	1.859	99.046			
14	.134	.954	100.000			

Extraction Method: Principal Component Analysis.



# Performance & Intrinsic Diversity

Local only, 2008-2009

$r = -0.501, p = 0.170, n = 9$

Local only, 2009-2010

$r = -0.452, p = 0.121, n = 13$

All local teams

$r = -0.263, p = 0.034, n = 65^*$

\*Result is significant ( $p < 0.05$ )





# Component 2 Analysis

Component Matrix<sup>a</sup>

	Component					
	1	2	3	4	5	6
ENP_extraverted_intuitive	.583	.085	.132	.207	-.387	.166
ESP_extraverted_sensing	-.215	-.307	.086	-.470	.597	.403
ETJ_extraverted_thinking	-.609	-.157	.552	.142	.132	-.202
EFJ_extraverted_feeling	.310	.319	-.212	.565	.055	.447
KAIT_innovative	.694	-.059	.475	.034	-.115	-.056
NEO_extraverted	.216	-.231	.613	.388	.406	.287
NEO_agreeable	.126	.615	-.344	.076	.396	.007
NEO_conscientious	-.415	.456	.041	.120	.266	-.448
NEO_neurotic	.014	.740	.140	-.135	.201	.224
NEO_open	.592	.330	.462	.040	.100	-.276
HBDIA_factual	-.624	.280	.314	-.225	-.326	.402
HBDIB_planning	-.637	-.117	-.020	.519	.110	-.198
HBDIC_interpersonal	.528	-.491	-.371	.189	.298	-.010
HBDID_innovative	.730	.064	.063	-.423	.161	-.263

Extraction Method: Principal Component Analysis.

25.2%      13.3%      11.2%      9.5%      8.7%      8.0%



# Performance & Intrinsic Diversity

Global teams mean EFJ  $r = 0.677, p = 0.011, n = 13^*$

Global teams, no top performers  $r = 0.490, p = 0.126, n = 11$

Global teams, outlier removed  $r = 0.831, p = 0.001, n = 12^{**}$

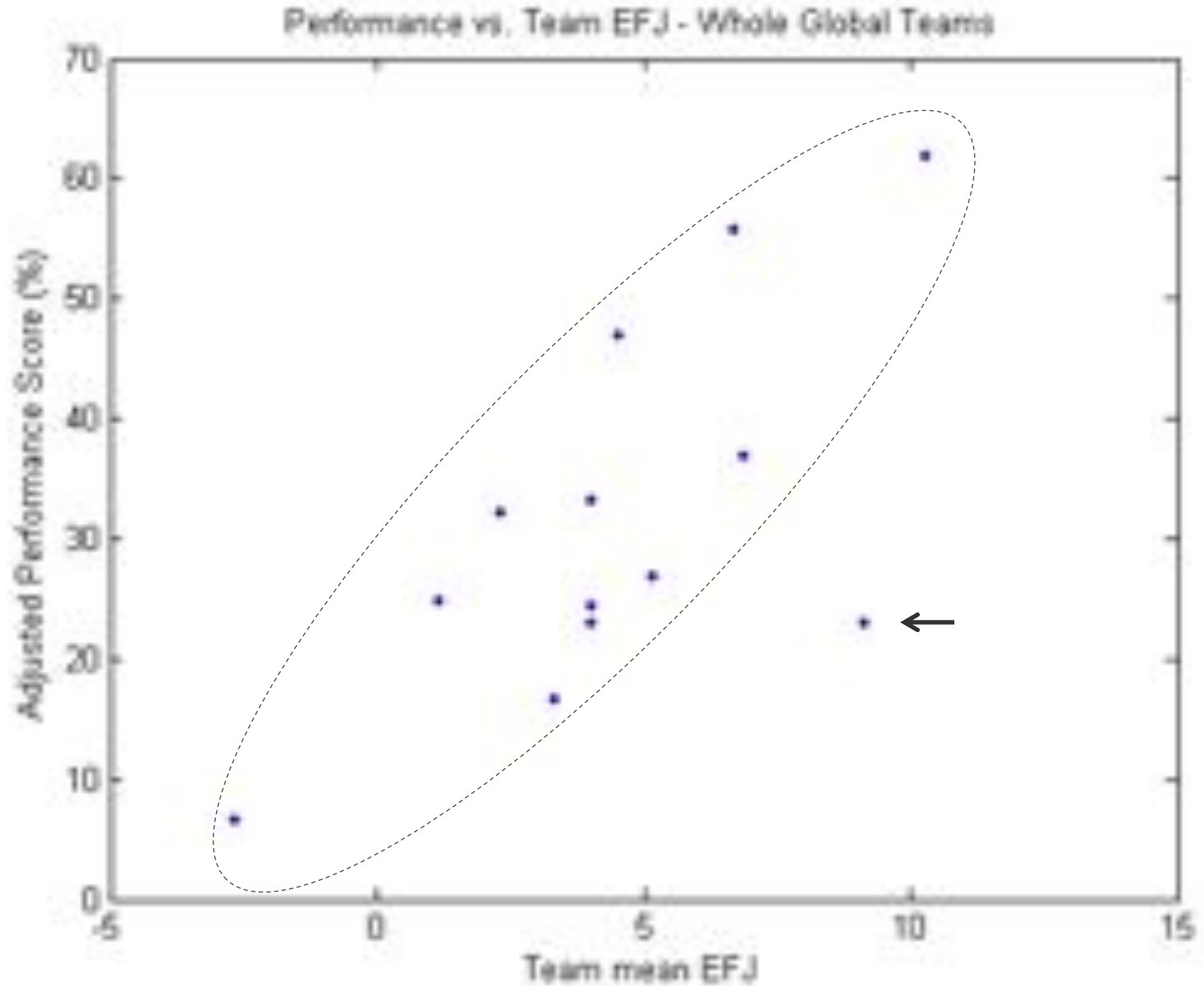
Local teams  $r = 0.591, p = 0.002, n = 25^{**}$

Local teams, outlier removed  $r = 0.646, p = 0.001, n = 23^{**}$





# Performance & Extraverted Feeling







# Conclusions: Performance

- Intrinsic diversity is consistently negatively correlated with team performance
- Extraverted Feeling is consistently positively correlated with team performance
- The compositional precondition has reliable effects on team performance that are both positive and negative





**intrinsic diversity creates problems, only  
some Extraverted Feeling variable has a  
positive effect.**

**so more brains are better but they create  
more conflict, the human issue is central**

(some kind/enabler of open communication may  
be able to help ... my take, do BBQ at the space,  
have joint beers and watch out if and when  
communication decreases or even stops, use  
coaches)



Design Thinking Behavior

Design Thinking Behavior

Design Thinking Behavior

In-depth knowledge

In-depth knowledge

In-depth knowledge

# *two problems for today*

***1) How should you set up a team?***

**Big and intellectually divers – AND it comes at a prize so you must make sure dynamics work.**

**Do multiple teams and stop them if when they break.**

**Maybe create small self organizing units in a network composition.**



# *two problems for today*

Design Thinking Behavior

In-depth knowledge

**2) How does internal team dynamic work?**

Too little time today, so only snapshot,  
book me again for the full story

Design Thinking Behavior

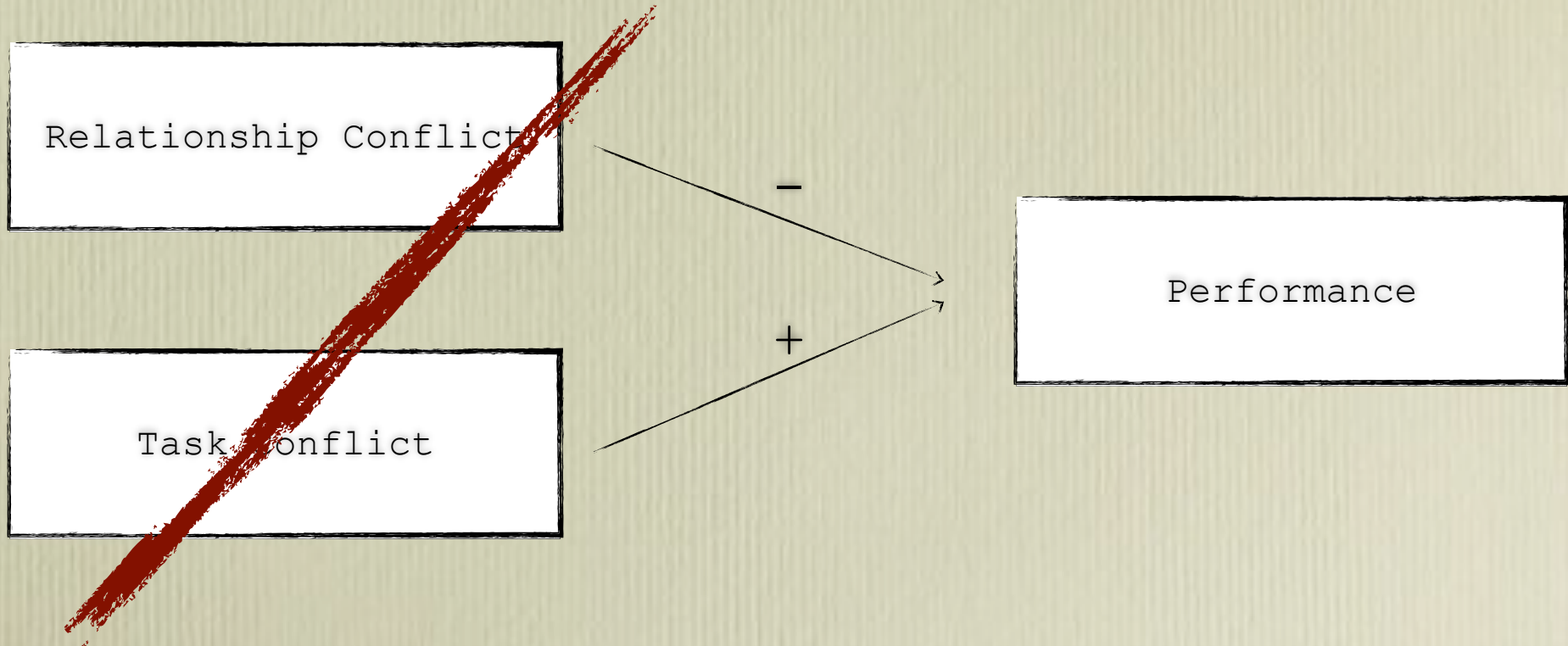
In-depth knowledge

**We analyze (video capture and frame by frame coding) facial muscle movement and body language during team interactions, such as pair programming, negotiations and tiger teams, and correlate the results to performance indicators**

# **AFFECTIVE DYNAMICS AND PERFORMANCE IN ENGINEERING DESIGN TEAMS**

**Ph.D. Oral Defense  
Mechanical Engineering  
Malte F. Jung  
5/24/2011**

# INTRA-GROUP CONFLICT AND PERFORMANCE

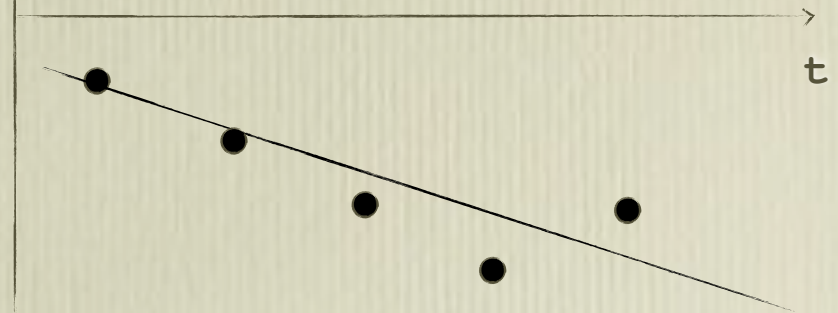


(DeDreu & Weingart, 2003)

# MEASURING HEDONIC BALANCE



Cumulative  
pos-neg affect



Hedonic Balance = Slope



# RCISS CODING

(Krokoff, Gottman, & Haas, 1989)

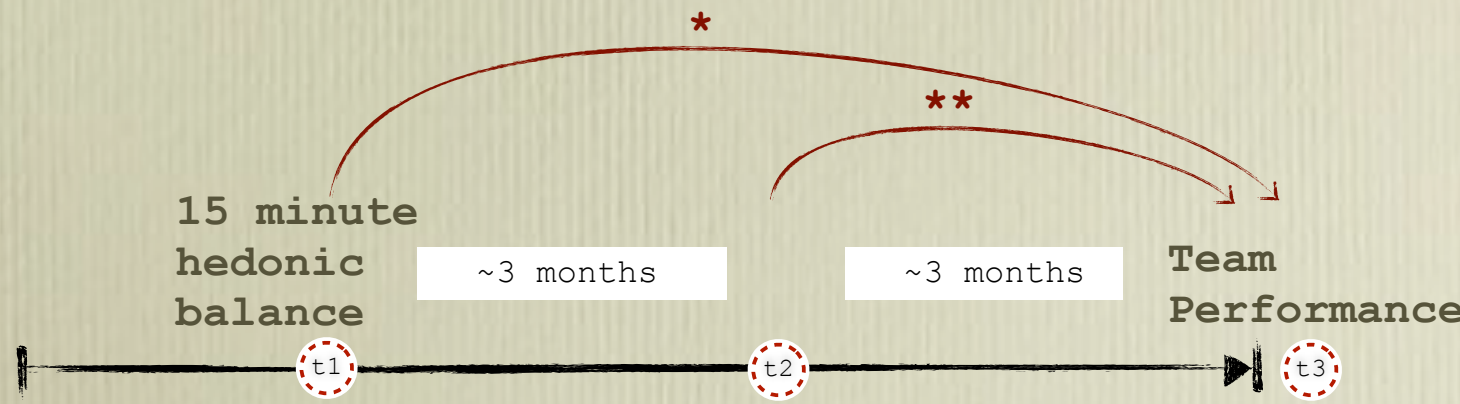
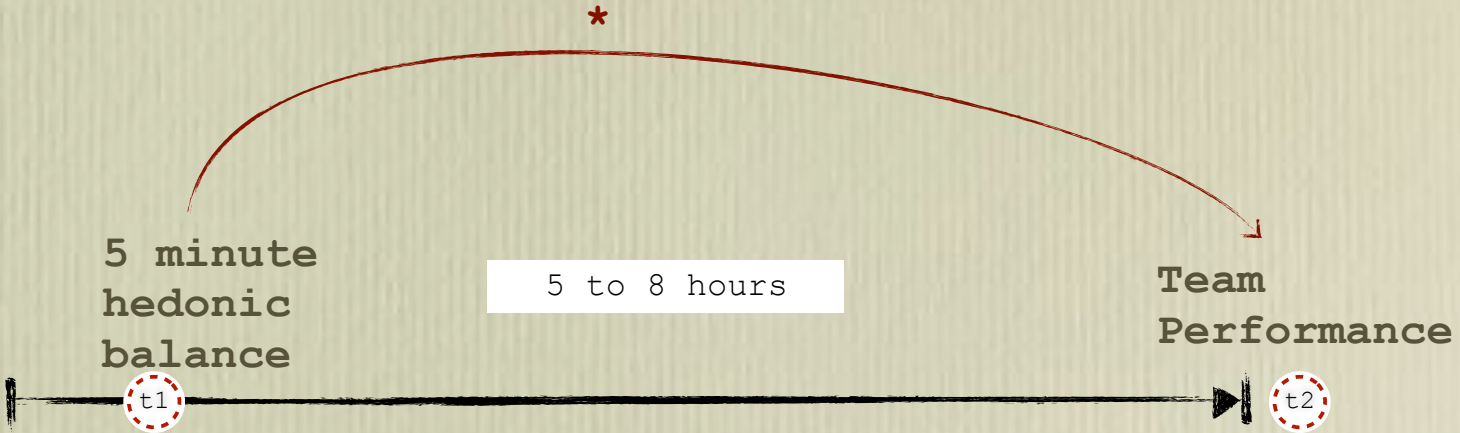
The screenshot displays the RCISS CODING software interface. At the top, the title bar reads "Pair Programming 529-530 - rciiss2 - v1.0". The main window is divided into four quadrants by a video feed showing two individuals in a pair programming environment. To the right of the video is a vertical list of coding categories, each with a "Mark" and "+Note" button. The categories are color-coded: red for letters q-z, yellow for letters a-w, and green for letters x-z. Below the video feed is a playback control bar with a play button and a progress indicator. At the bottom of the interface is a large area containing a visualization of coding events, represented by colored diamonds (yellow, orange, red, green) scattered across the space. At the bottom right, there are checkboxes for "Interval Playback Mode", "Continuous Interval", and "Interval".

Category	Mark	+Note
Start Coding	Mark	+Note
End Coding	Mark	+Note
Category 1	Mark	+Note
Category 2	Mark	+Note
Category 3	Mark	+Note
q 3	Mark	+Note
w 2	Mark	+Note
e 3	Mark	+Note
r 4	Mark	+Note
i 5	Mark	+Note
y 6	Mark	+Note
u 7	Mark	+Note
i 8	Mark	+Note
z 9	Mark	+Note
x 10	Mark	+Note
c 11	Mark	+Note
v 12	Mark	+Note
b 13	Mark	+Note
a 14	Mark	+Note
s 15	Mark	+Note
d 16	Mark	+Note
g 17	Mark	+Note
f 18	Mark	+Note
p 19	Mark	+Note
h 20	Mark	+Note
n 21	Mark	+Note
m 22	Mark	+Note
t 23	Mark	+Note
g 24	Mark	+Note
h 25	Mark	+Note
n 26	Mark	+Note
m 27	Mark	+Note
t 28	Mark	+Note
g 29	Mark	+Note
h 30	Mark	+Note

Interval Playback Mode:  
 Continuous Interval  
 Interval



# SUMMARY



# CONTRIBUTIONS

A set of methods to study affect in engineering team interactions

Empirical evidence supporting a relationship between group hedonic balance and performance



**In a nutshell, any emotional communication must overall be more positive than negative. Mistrust, anxiety, anger etc. kills performance**

**... now how to deal with it ???**

(let me tell you about MIT fatigue and the Stanford Duck syndrome)



# *two problems for today*

Design Thinking Behavior

In-depth knowledge

**2) *How does internal team dynamic work?***

Design Thinking Behavior

In-depth knowledge

**In a nutshell, any emotional communication must overall be more positive than negative. Mistrust, anxiety, anger etc. kills performance**

**... now how to deal with it ???**

(let me tell you about MIT fatigue and the Stanford Duck syndrome)



**We did not “love” each other but respected each others skills and contributions AND we never forced collaboration long term.**



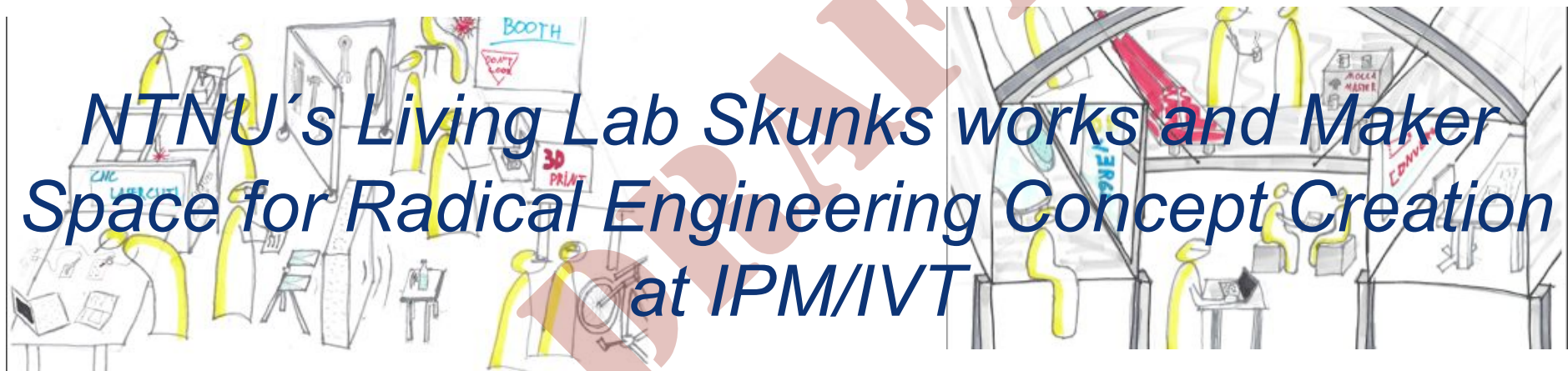


Takk for meg!

Questions?  
Or ideas for TrollLABs experiments ;)

# TrollLABS

*NTNU's Living Lab Skunks works and Maker  
Space for Radical Engineering Concept Creation  
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*martin @ NTNU*

Trondheim 2014 - 2018