ATD Workshop Series

CUSTOMER SERVICE training



Includes All the Activities, Handouts, Tools, and Assessments You Need to Create and Deliver Powerful, Effective Training

CUSTOMER SERVICE training

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KIMBERLY DEVLIN





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The ATD Workshop Series

Whether you are a professional trainer who needs to pull together a new training program next week, or someone who does a bit of training as a part of your job, you'll find the ATD Workshop Series is a timesaver.

Topics deliver key learning on today's most pressing business needs, including training for communication skills, leadership, coaching, new supervisors, customer service, new employee orientation, and more. The series is designed for busy training and HR professionals, consultants, and managers who need to deliver training quickly to optimize performance now.

Each ATD Workshop book provides all the content and trainer's tools you need to create and deliver compelling training guaranteed to

- enhance learner engagement
- **deepen** learner understanding
- **increase** learning application.

Each book in the series offers innovative and engaging programs designed by leading experts and grounded in design and delivery best practices and theory. It is like having an expert trainer helping you with each step in the workshop process. The straightforward, practical instructions help you prepare and deliver the workshops quickly and effectively. Flexible timing options allow you to choose from half-day, one-day, and two-day workshop formats, or to create your own, using the tips and strategies presented for customizing the workshops to fit your unique business environment. Each ATD Workshop book also comes with guidance on leveraging learning technologies to maximize workshop design and delivery efficiency and access to all the training materials you will need, including activities, handouts, tools, assessments, and presentation slides.

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Chapter 3

Two-Day Customer Service Workshop: A Total Approach to Service

What's in This Chapter

- Objectives of the two-day Customer Service Workshop
- Summary chart for the flow of content and activities
- Two-day program agenda

Congratulations! If this is the workshop you are choosing to facilitate, you are working with an organization that places a priority on service, has leadership that is open to making bigpicture changes in processes and systems, and supports investing time in learning and development. That is significant. Now, it will be your turn to put an emphasis on preparing to lead this workshop. In addition to being the lengthiest of the three workshops, it is also the most fluid. There is a greater need in this design for you to refine the timings based on dynamics of your unique group. You may need to dedicate more time to planning and preparation for this workshop. Be sure to thoroughly review the agenda and learning activities *before* conducting your needs assessment and subject matter expert (SME) interviews to be certain you ask all the necessary questions.

Two-Day Workshop Objectives: A Total Approach to Service

The two-day agenda covers service behaviors, strategies, and systems, with an emphasis on systems, including cross-functional processes. The learning objectives for Day One of the two-day workshop are

- Strengthen internal relationships and awareness of lateral service challenges
- Distinguish service behaviors from service strategies and service systems
- Assess the three aspects of your service environment to target improvement opportunities
- Document a process map for a customer-critical service system.

The learning objectives for Day Two of the workshop are

- Examine the organization's service systems for breakdowns from the customer's perspective
- Improve existing service strategies through mistake-proofing techniques
- Follow a framework for creative problem-solving
- Create team action plans to enhance the service systems documented on Day One
- Identify strategies for managing conflict.

Two-Day Workshop Overview

Overview of Day One

TOPICS	TIMING
Welcome/Learning Activity 26: Wall Graffiti	10 minutes
Program Objectives/Learning Activity 27: Prioritize Learning	5 minutes
Ground Rules/Learning Activity 28: Social Agreements	10 minutes
Learning Objective 1/Learning Activity 29: Now You Know	35 minutes
Learning Objective 1/Learning Activity 30: Group Résumé	25 minutes
BREAK	15 minutes
Learning Objective 2/Learning Activity 31: Interconnected Service Facets	10 minutes
Learning Objective 2/Learning Activity 32: The Root Issue Is?	20 minutes
Learning Objective 3/Learning Activity 33: Performance Improvement Service Levels	15 minutes
Transition to Service Systems	
Learning Objective 3/Learning Activity 34: Field Trip	20 minutes
LUNCH (AND FIELD TRIP)	105 minutes

TOPICS	TIMING
Learning Objective 3/Learning Activity 35: Quick Start—Field Trip Debrief	15 minutes
Learning Objective 4/Learning Activity 36: Working With Cross- Functional Process Mapping	30 minutes
Learning Objective 4/Learning Activity 37: Cross-Functional Process Mapping Our Processes	60-90 minutes
BREAK	included above
Learning Objective 4/Learning Activity 38: Cross-Functional Process Map Reviews	30 minutes
Closing/Learning Activity 39: Day-One Workshop Closure	15 minutes
TOTAL	450 minutes (7.5 hours)

Overview of Day Two

TOPICS	TIMING
Reconnect/Learning Activity 40: Welcome Back!—Quick Start	20 minutes
Learning Objective 5/Learning Activity 41: Control–No Control–Influence (C–NC–I)	30 minutes
Transition to Service Strategies	
Learning Objective 6/Learning Activity 42: Mistake Proofing	20 minutes
Learning Objective 6/Learning Activity 43: Mistake-Proofing Process Map Elements	30 minutes
BREAK	15 minutes
Learning Objective 6/Learning Activity 44: Critiquing Mistake-Proof Techniques	30 minutes
Learning Objective 7/Learning Activity 45: Creative Problem-Solving	35 minutes
LUNCH	60 minutes
Transition to Afternoon/Learning Activity 46: Quick Start	15 minutes
Learning Objective 8/Learning Activity 47: Next Steps to Improve Our Systems	45 minutes
BREAK	15 minutes
Transition to Service Behaviors	
Learning Objective 9/Learning Activity 48: Keep a Cool Head	30 minutes
Learning Objective 9/Learning Activity 49: Quit Taking It Personally (Q-Tip)	30 minutes
STRETCH BREAK	10 minutes
Personalizing the Learning/Learning Activity 50: Living My Legacy	40 minutes
Closing/Learning Activity 51: Day-Two Workshop Closure	25 minutes
TOTAL	450 minutes (7.5 hours)

A Word About Presentation Slides and Handouts

The presentation slides for this workshop have been animated to enhance their effectiveness. They can be used effectively in the pdf format (which are static), but if you choose to use the fully customizable versions and display the slides in slide show mode, many will have motion and builds. These animations are not merely movement; they are structured to enhance the visuals' effectiveness, provide greater facilitative control of group discussions, manage cognitive load by chunking content in keeping with activity instructions, and in some instances, even provide feedback to the participants. Some animations are controlled by advancing the slides, and others are automated for you. This is intentional to guide certain activities and to offer you facilitative flexibility in others. Make time to familiarize yourself with the animations and plan how you will leverage them. You can run the workshop effectively using the pdf versions; however, if you are accessing the presentation slides in their native format through an optional license, be sure to display them in slide show mode to derive their full benefit!

Please note that some slides in this workshop may also appear in the half-day or one-day workshops. Their animations here may be a bit different, in support of this workshop's structure. Please be sure to familiarize yourself with these animations even if you previously reviewed a different workshop's visuals.

Each workshop has been designed as a continuous event. If facilitated that way, it may be logical for you to assemble all of the associated handouts into one bound workbook to distribute to participants when they arrive. In this case, where the learning activities direct you to distribute a handout, you may want to make note of and refer to the appropriate workbook pages during the workshop.

For ease of navigation through the book, learning activities and handouts for all three workshops are numbered sequentially. Therefore, this workshop begins with Learning Activity 26 and the first handout is number 27. Each handout has a name as well. For a seamless participant experience, I suggest you refer to the handouts by name, page number (if bound), or renumber them to begin with number 1.

Two-Day Workshop Agenda: Day One

With all that you are focused on when facilitating a workshop, it can be useful to have a quick-reference, birds-eye view to the workshop. This agenda is intended for that purpose. If you are customizing the timings in the learning activities, be sure to update them here too. While I typically use the agenda below as my main reference, I also always have two other tools available to me: the learning activity pages in Chapter 11, which provide the detail in support of the workshop design, and a reference set of the handouts.

When you tailor these materials to your needs, be sure to carry any changes through all three resources for a seamless facilitation.

Day One: (9:00 a.m. to 4:30 p.m.)

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
	ATD Workshop A Total Approach to Service Systems - Strategies - Behaviors	Create a Positive Learning Environment Display this opening slide and welcome participants as they arrive.
9:00 a.m. (10 min)	Slide 2 Service-Themed Graffiti Use color, images, and words to fag the graffiti charts Work quicklydon't get caught!	Welcome/ Learning Activity 26: Wall Graffiti Use this learning activity to create immediate involvement and to draw out the participants' perspectives, <i>not</i> as housekeeping, introductions, or generalized "welcoming" comments (you will do that later in the workshop). Set the tone for the learning event as an active, contributory, and fun experience.
9:10 a.m. (5 min)	Slide 3 Learning Objectives – Day One • Strengthen relationships and awareness of service challenges • Distinguish among service behaviors, strategies, and systems • Assess your service environment to target improvement opportunities • Document a process map for a customercritical service system	Program Objectives/ Learning Activity 27: Prioritize Learning • Handout 27: Learning Objectives This individual activity introduces the workshop's learning objectives for both days, encouraging participants to begin engaging with the objectives.
9:15 a.m. (10 min)	Slide 4 Social Agreements - Create a list of guidelines to adhere to for a fun, effective workshop	Ground Rules/ Learning Activity 28: Social Agreements Guided by your facilitation, this activity will help participants generate a list of guidelines that will drive their behavior for the two days. During the debrief, reach consensus on how the group will monitor and correct breaches of these agreements (so that you are not placed in the role of sole enforcer).

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
9:25 a.m. (35 min)	Slide 5 Now You Know 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2 2	Learning Objective 1/ Learning Activity 29: Now You Know • Handout 28: Now You Know Learning Activities 29 and 30 act as icebreakers while supporting the first learning objective—strengthen internal relationships and your awareness of lateral service challenges. Through one-on-one interviews, this large group activity will help participants meet others and develop deeper understandings of one another's work and how it affects the organization's ability to deliver customer service. Use the instructions in the learning activity to guide the exercise. To help participants get started, share examples of how you might complete the worksheet statements and sentence stems. Following the debrief, integrate a complete self-introduction,
10:00 a.m. (25 min)	Slide 6 Group Résumé • Take stock of your group's skills and strengths • Create a resume to sell yourselves as service improvement gurus!	including your experience and expertise with customer service. Learning Objective 1/ Learning Activity 30: Group Résumé Working in small groups, teams will chart the collective strengths of the members of their group in the form of a wall chart résumé. These will be useful to refer back to at points in the workshop where the groups' strengths are being drawn upon.
10:25 a.m. (15 min)	Stide 7 Break	BREAK

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
10:40 a.m. (10 min)	Slide 8 Interconnected Service Facets	Learning Objective 2/ Learning Activity 31: Interconnected Service Facets
	Behaviors person-to-person skills Strategies a step in a system (within your control)	This facilitated discussion supports the second learning objective—distinguish service behaviors from service strategies and service systems.
	Systems processes Bill Strike (India), blad with permission / ISSE Ad	Lead a discussion of the three elements that contribute to the customer's overall experience, referring to the content in the learning activity. Be sure to use questioning to draw information, ideas, and examples from the participants. Plan to <i>supplement</i> the comments shared by the participants with the content provided for you to avoid turning this into lecture.
10:50 a.m.	Slide 9	Learning Objective 2/ Learning Activity 32: The Root Issue Is?
(20 min)	The Root Issue Is? • Discuss each example and decide which service facet(s) is or are contributing to the service fallure: • Behaviors – person-to-person skills • Strategies – a step in a system • Systems – processes	Handout 29: Interconnected Service Facets
		• Handout 30: The Root Issue Is?
		This application activity also supports the second learning objective.
		You will need to customize the handout to the organization or industry. An example is provided to guide you, and sample situations are also included; tailor them to be relevant to your participants.
		(Slide 1 of 2)
	The Root Issue Is? - As answers are shared, 'vote' to indicate your agreement - Behaviors - Indicate your agreement - Systamia - processes 0 2016 foliony Danie, Used ethippermanie, 1,005 410	Use this slide during the debriefing discussion as a visual support. It will remind participants of the three service facets and guide them in their voting. (Slide 2 of 2)

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
11:10 a.m. (15 min)	Slide 11 Performance Improvement	Learning Objective 3/ Learning Activity 33: Performance Improvement Service Levels
	Could Be	Handout 31: Performance Improvement
	AS IS © 2015 Scharley Streets (Just with parameter, 1/3,005,411	This partner talk activity supports the third learning objective—assess the three aspects of your service environment to target improvement opportunities.
		Direct participants to team up and discuss their interpretations of As Is, Should Be, and Could Be based on the slide image. Lead a large group discussion afterwards to clarify and expand on the partner talk content.
		(Slide 1 of 5)
	Performance Improvement Could Be Should Be Long-term Targets Short-term Targets Short-term Targets	Use this slide and the learning activity instructions to provide additional context for As Is, Should Be, and Could Be, and as a transition into a large group discussion. (Slide 2 of 5)
	As Is Level Where we are right now - objective assessment - no justifications - no explanations - just a true assessment If we don't know where we arehow can we measure our progress?	Begin a large group discussion on As Is, referring to the slide and learning activity for content. (Slide 3 of 5)
	Should Be Level • What is possible with existing resources - creative thinking - streamlining - asking (and answering) how can we/l do this more effectively/efficiently	Continue the large group discussion on Should Be, referring to the slide and learning activity for content. (Slide 4 of 5)

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
	Could Be Level What we might achieve if - resources are reallocated - departments collaborate - we stop worrying about who gets credit for ideas - updates are made - processes are redesigned	Wrap up the large group discussion with the Could Be level, referring to the slide and learning activity for content. (Slide 5 of 5)
	Slide 16 Service Systems	Transition to Service Systems Display this slide to signal the transition from service strategies to service systems.
11:25 a.m. (20 min)	Slide 17 Field Trip Examine the service interaction by walking in the customer's shoes	Learning Objective 3/ Learning Activity 34: Field Trip • Handout 32: Field Trip Log • Handout 32b: Virtual Field Trip Map (optional) • Assessment 1: Where Are We Now? (optional) In support of the third learning objective—assess the three aspects of your service environment to target improvement opportunities—ask participants to visit their service delivery environment as a customer and assess and document the customer experience. This activity is scheduled to span the lunch hour plus 45 minutes of workshop time to allow flexibility for varying field trip needs. The field trips will be debriefed after lunch through the quick start activity. Handout 32b and Assessment 1 are optional
		Handout 32b and Assessment 1 are optional resources to use with activity variations noted in the learning activity.

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
11:45 a.m. (105 min) NOTE: Includes 45-minute field trip and 60-minute lunch.	Slide 18 Lunch	LUNCH (AND FIELD TRIP)
1:30 p.m. (15 min)	Slide 19 Quick Start	Learning Objective 3/ Learning Activity 35: Quick Start—Field Trip Debrief
	Review your Field Trip Log Grab a marker and add your answers to the posted charts: - What I didn't know Why customers are fortunate - How we aren't helping customers - I felt Number of POCs I hit	Use this slide to initiate the self-directed debrief of the field trips as participants return from lunch.
1:45 p.m. (30 min)	Slide 20 Process Mapping vs. Flowchart	Learning Objective 4/ Learning Activity 36: Working with Cross- Functional Process Mapping
	Torons Functional Process Map	This activity supports the fourth learning objective—document a process map for a customer-critical service system.
	Cophics and will permission of MET con © 2015 Seelang Scient, Usef with permission / 10.054.205	Use this slide to show examples of a flowchart and a cross-functional process map and to help you highlight the differences between the two.
		(Slide 1 of 2)
	Slide 21 Cross-Functional Process Map 9 90 90 00 00 00 00 00 00 00	Working with a generic process, groups will process map the steps involved in a family of four going out to dinner at a restaurant. Display this slide to model how their process map should be set up. (Slide 2 of 2)

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
2:15 p.m. (60-90 min) NOTE: This includes a 15-minute break.	Slide 22 Process Mapping Our Systems Choose a customer-critical service system to map Identify the roles that touch the system; create "swim lanes" on your map Record the steps on index cards and post them in the appropriate swim lanes	Learning Objective 4/ Learning Activity 37: Cross-Functional Process Mapping Our Processes Transition the group from the generic process mapping exercise to an organization-specific, customer-critical one. Groups will apply the lessons learned from the mini, generic process map to their selected organization-specific one. Use learning activity notes to guide the exercise.
3:45 p.m. (30 min)	Slide 23 Process Map Review • Use assigned sticky note color • Guidelines: - Don't move/change map's index cards - Leave feedback on sticky notes - Adhere sticky notes close to relevant point on map - You can comment on other sticky notes as well	Learning Objective 4/ Learning Activity 38: Cross-Functional Process Map Reviews Groups will review one another's process maps and revise their maps based on feedback received. Use learning activity notes to guide the activity.
4:15 p.m. (15 min) End at 4:30 p.m.	Research Assignment - Find and bring to Day Two a resource related to customer service, such as: - video - article - blog - social media site - RSS feed	Closing/Learning Activity 39: Day-Two Workshop Closure Time has been built into this activity for you to share a simple assignment that will serve as the basis of the quick start activity for the morning of Day Two. It will also gather quick feedback on Day One, preview and potentially revise the agenda for Day Two, set a date for Day Two (if not already established), and devise a group strategy for having all of the output of Day One available on Day Two. Based on your customization and length of time between workshop days, you may also want to capture any additional expectations you have of the participants from now until Day Two.

What to Do Between Workshop Days

- Follow up on any questions or parking lot issues presented during Day One.
- Note facilitator lessons learned from the first day of the workshop. Adjust materials for Day Two accordingly, if needed.

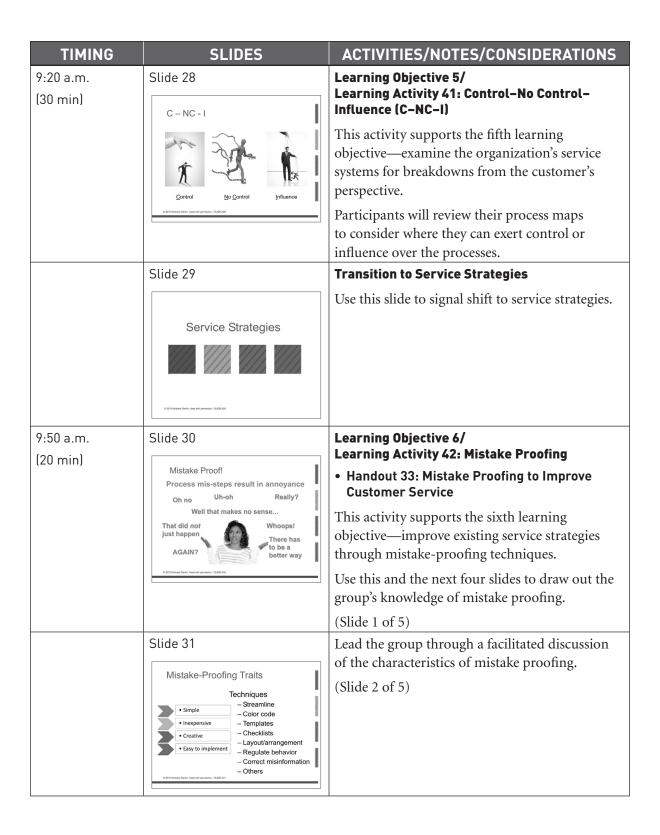
- Address any equipment, room setup, or other learning environment issues you weren't able to address during the workshop.
- Debrief with your co-facilitator, if applicable.

Two-Day Workshop Agenda: Day Two

The second day of this workshop is where the greatest fluidity comes into play. Based on the feedback participants shared at the end of Day One, the time available to you between workshop days, and your customization of the workshop design, the following agenda overview may require adjustments and fine tuning.

Day Two: (9:00 a.m. to 4:30 p.m.)

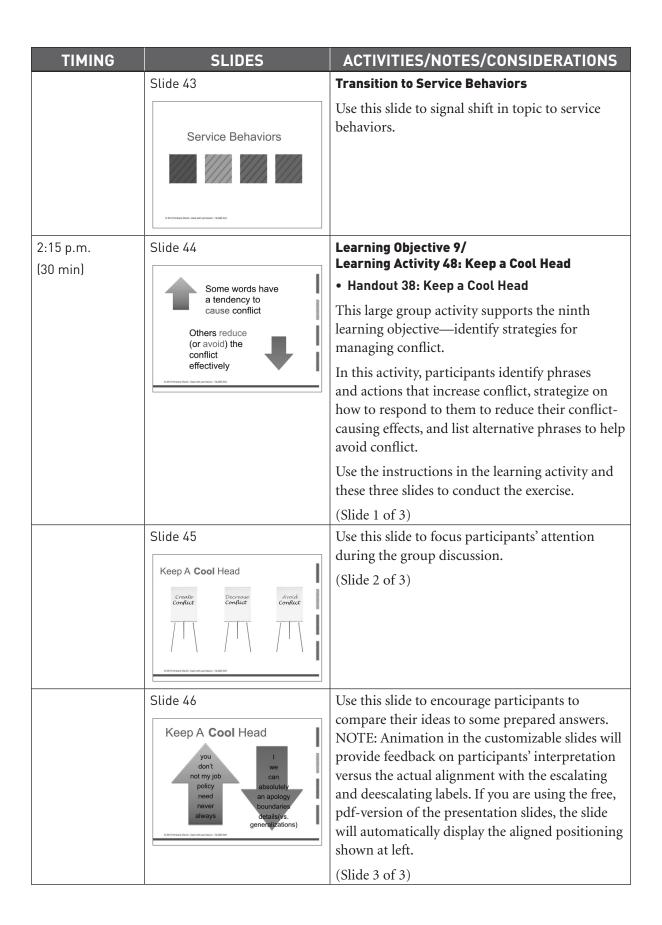
TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
	Slide 25	Transition to Day Two
	ATD Workshop A Total Approach to Service Systems - Strategies - Behaviors	This slide is primarily intended as an aid for <i>you</i> , to mark the crossover to Day Two, not as a visual support for the participants.
9:00 a.m. (20 min)	Slide 26 Welcome Back! — Quick Start • Form a trio • Share the resource you brought • video • article • blog • social media site • RSS feed • other	Reconnect/ Learning Activity 40: Welcome Back!—Quick Start Display this slide as participants arrive to engage them in the self-directed workshop opening activity. Welcome participants and individually direct their attention to the quick start if needed. (Slide 1 of 2)
	Stide 27 Learning Objectives – Day Two Examine service systems for breakdowns Improve service strategies with mistake-proofing techniques Follow a creative problem solving framework to address business re-engineering issues that may arise Create team action plans to enhance service systems documented on Day One Identify strategies for managing conflict	Revisit and remind participants of the learning objectives for Day Two. (Slide 2 of 2)



TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
	Slide 32 Color Coding Open Codes Open C	Solicit their examples of how mistake-proof techniques can be used to support customer service. Supplement discussion with examples from your experience (or from examples provided in learning activity notes). Consider replacing Slides 32-34 with slides depicting organization-specific examples, if applicable. (Slide 3 of 5)
	Checklists Checkl	Checklists are another example of mistake-proofing techniques. Ask participants to cite an example of their use in their current processes. (Slide 4 of 5)
	Slide 34 Regulate Behavior	Yet another technique is regulating behavior through design (size/dimension). Other examples include arm rests on bus benches to discourage people from lying down or counter height of courtesy computer stations to limit use time. (Slide 5 of 5)
10:10 a.m. (15 min)	Slide 35 Break	BREAK

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
10:25 a.m. (30 min)	Slide 36 Creating Mistake-Proof Techniques	Learning Objective 6/ Learning Activity 43: Mistake-Proofing Process Map Elements
	Techniques Simple Color code Inexpensive Templates Conception Con	Handout 34: Mistake-Proofing Process Map Elements
	Creative Easy to implement Gegulate behavior Correct misinformation Others	This partner activity continues to support the sixth learning objective.
	6 2015 Greekly Doubt, Oak Hit permission, 7 SUG-SUS	Participants partner and use the handout to identify opportunities to mistake proof elements of the process maps and then design mistake-proof techniques to improve the service outcome.
10:55 a.m. (30 min)	Slide 37 Critiquing Mistake-Proof Techniques	Learning Objective 6/ Learning Activity 44: Critiquing Mistake-Proof Techniques
	Ask yourself and one another Are they • Simple	This partner activity also continues to support the sixth learning objective.
	Inexpensive Creative Creative Easy to implement ### Control State Control	Working with a new partner, participants receive feedback on their mistake-proof techniques. Once they have received feedback, ask them to return to their original partner and share what they learned and how they enhanced or revised
11:25 a.m.	Slide 38	the technique. Learning Objective 7/
(35 min)	Stide 36	Learning Objective 7/ Learning Activity 45: Creative Problem-Solving
,	7. Keep It Up 1. Slow It Down 2. Write It Down 3. Break It Down 4. Remain Open 4. Remain Open 5. Talk It Up 5. Talk It Up 6. Build It Up 7. Keep It Up 6. Build It Up 7. Talk It Up 7. Talk It Up 7. Talk It Up 8. Break It Down 8. Break It Down 9.	Handout 35: Seven-Step Creative Problem- Solving Process
		Handout 36: Creative Problem-Solving Worksheet
		This activity supports the seventh learning objective—follow a framework for creative problem-solving to address issues that may arise from business reengineering.
		Use the slide and Handout 35 to introduce the content of the learning activity. Facilitate a discussion of the model and have participants share their strategies for each step. (NOTE: The customizable presentation slides are animated and allow you to bring in each step one at a time.)
		Then lead the group into the application portion of the activity, referring to Handout 36 and the list of problems charted during the discussion.

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
12:00 p.m.	Slide 39	LUNCH
(60 min)	Lunch 4.00 forest flows to be all personnes (S.O.E. 40)	
1:00 p.m. (15 min)	Slide 40	Transition to Afternoon/ Learning Activity 46: Quick Start
	Quick Start Pick two cards from the pile on the table Choose the one yo answer Share your card and answer with your tablemates	Use this self-directed pulse-check activity to open the afternoon and address any questions or concerns. Set out materials, display the slide, and invite participants to complete the learning activity as they return.
	© 2015 Ordering Streets, Street with parameters, FSSEE And	After the activity, answer questions from the group and clarify content as needed. Provide an overview of the remaining learning objectives for the afternoon.
1:15 p.m. (45 min)	Slide 41 Next Steps	Learning Objective 8/ Learning Activity 47: Next Steps to Improve Our Systems
	© 2015 Strikering Tourish - Count with permission / ToUSE And	Handout 37: Next Steps to Improve Our Systems This activity supports the eighth learning objective—create team action plans to enhance the service systems documented on Day One.
		You have a great deal of flexibility in how you choose to form the action planning teams. Be sure each team member takes an active role both in documenting the action plan and in the actions committed to in the plan.
2:00 p.m.	Slide 42	BREAK
(15 min)	Break	
	© 2019 Following Chrolin. Sharl with parentsson. J SLCE And	



TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
2:45 p.m. (30 min)	Slide 47 Quit Taking it Personally! (Q-Tip) Bad behaviors customers may exhibit dismissive annoyed demanding yelling blaming inconsiderate harassing loisrespectful argumentative creating an ethical dilemma	Learning Objective 9/ Learning Activity 49: Quit Taking It Personally (Q-Tip) • Handout 39: Quit Taking It Personally (Q-Tip) This pop-up activity also supports the ninth learning objective. Use this slide and the handout to review (briefly) the types of customer behaviors that can trigger
		an emotional reaction. (Slide 1 of 2)
	Stide 48 Quit Taking It Personally! Review the list Think of an effective, neutral response you'd say Pop Up and share it with the group! The group will "vote" on it	During the pop-up exercise, participants generate neutral and customer-focused responses to sample language customers may say. Colleagues will vote on the effectiveness of the responses shared using colored cards. Use the instructions in the learning activity and this slide to introduce and facilitate the exercise. (Slide 2 of 2)
3:15 p.m.	Slide 49	STRETCH BREAK
(10 min)	Stretch Break	For this break, stay in the room but invite everyone to stand, stretch, and take a mental break to lead into closing activities. Options to consider include self-directed
	6-201 Streeting Starts, bard will permisses. / Statil And	stretching, a chair-yoga video clip, or asking volunteers to lead the group in their favorite stretch.

TIMING	SLIDES	ACTIVITIES/NOTES/CONSIDERATIONS
3:25 p.m. (40 min)	Service Legacy • What do you want to be known for? Smile Simplify Streaming simpli	Personalizing the Learning/ Learning Activity 50: Living My Legacy • Handout 40: Living My Legacy Worksheet Take 10 minutes to field comments from participants on what a legacy is and how to plan and live your own desired service legacy. Begin shifting your tone and energy level to lower the intensity of the room's energy level. Establish a quiet learning environment for participants to contemplate and draft their service legacy plans. Allow 30 minutes. Consider adding a guided reflection prior to the handout to shift the energy of the room to one of self-reflection and introspection before they focus on their individual plans. It may also be beneficial to softly play music to establish a tone in the room, as described in a variation in the learning activity.
4:05 p.m. (25 min) End at 4:30 p.m.	ATD Workshop A Total Approach to Service Systems - Strategies - Behaviors	Closing/Learning Activity 51: Day-Two Workshop Closure • Handout 41: Course Evaluation—A Total Approach to Service Time has been built in here for you to structure a planned close to the workshop, rather than an abrupt ending. With questioning and other techniques, guide participants through a review of what they learned, their own assessment of what they learned, what they will do with what they learned, and a celebration of their achievements. If the workshop is part of a larger organizational initiative, be sure to share next steps in relation to the overall initiative too. Use the evaluation instrument to gather feedback on the workshop. Collect completed course evaluations. Distribute certificates (if provided).

What to Do Next

- Review Chapter 10 and create your workshop support plan:
 - Select the most effective pre- and post-workshop communication strategies.
 - Involve participants' managers early on.
 - Choose the follow-up coaching strategies that most efficiently align with your workshop rollout.
- Manage workshop logistics:
 - Identify appropriate participants.
 - Schedule the workshop dates, reserve an appropriate location, and invite participants.
 - Inform participants about any pre-work, if you are adding it to the workshop.
 - Prepare copies of the participant handouts (refer to Chapter 14 for information about how to access and use the supplemental materials provided for this workshop).
 - Coordinate catering, if being provided.
- Prepare yourself for the workshop:
 - Review the workshop objectives, learning activities, and handouts to plan the content you will use.
 - Confirm that you have addressed scheduling and personal concerns so that you can be fully present to facilitate the class.
 - Set an out-of-office email auto response for both days of the workshop.
- Pack your bag:
 - Gather the workshop essentials: participant materials, slide show file, facilitator notes (learning activity pages in Chapter 11), and any activity materials noted in the learning activities (customized manipulatives, index cards, envelopes, or others).
 - Coordinate or bring audio-visual equipment: laptop, projector, speakers, and remote control for presentation slides.
 - Pack training room basics: markers, tape, easels, flip charts, and tactile items, such as Koosh balls, Play-Doh, or others, to place on the tables for tactile learners.
 - See Chapter 8 for other ideas to enhance the learning environment of your workshop.

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