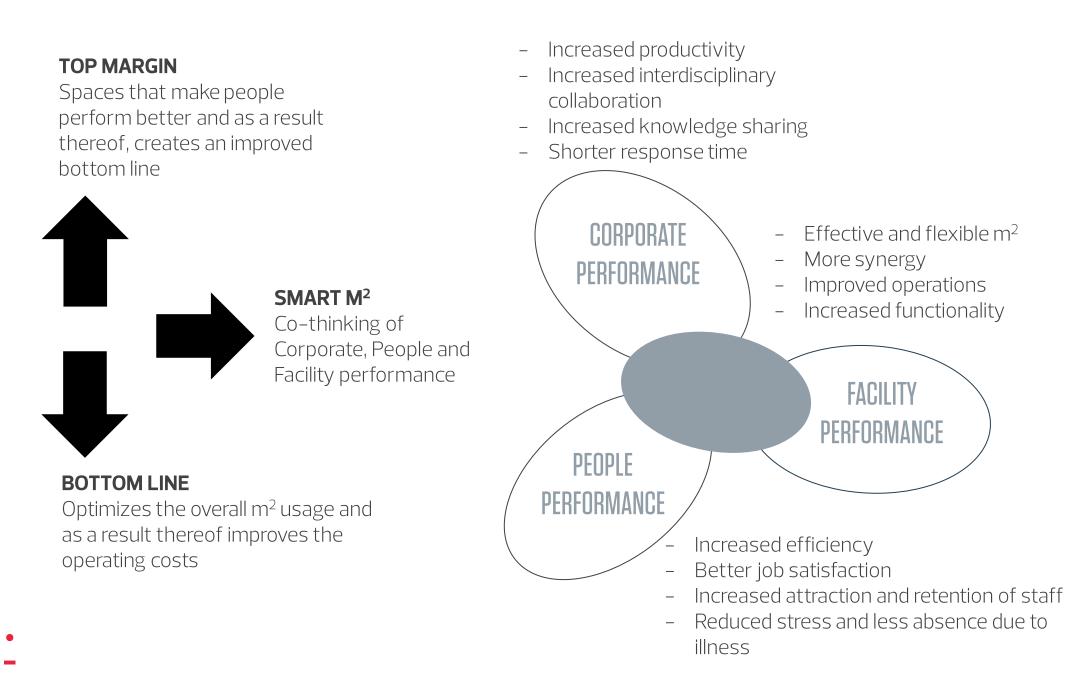


## "SPACE AT WORK" DATA, EVIDENCE & TRENDS

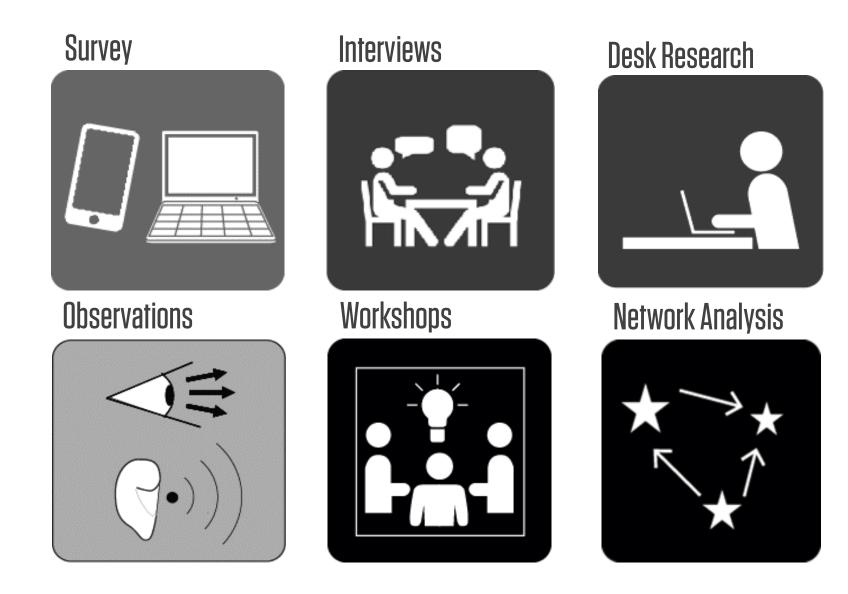
BY GITTE ANDERSEN - SIGNAL Global Head of Workspace Management & Design WWW.Sinal-Arki.Dk

## **SPACE - A TOOL TO BETTER PERFORMANCE**

#### SIGNAL



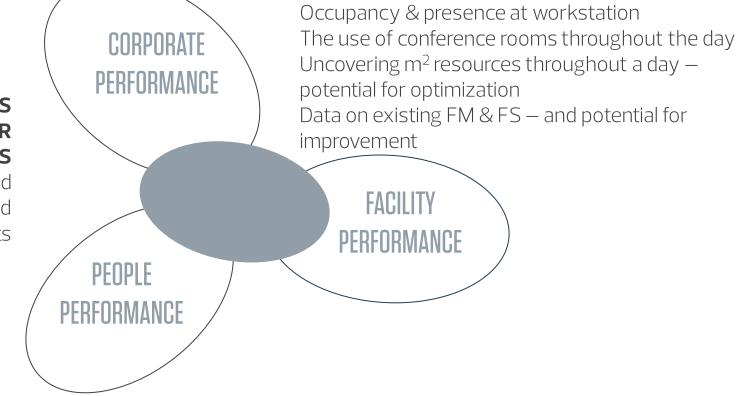
## SIGNAL BENCHMARK - EVIDENCE & DATA THROUGH 16 YEARS SIGNAL



### WORKSPACE MANAGEMENT SIGNAL DATA AS A PREREQUISITE FOR BETTER PERFORMANCE – COLLECTED DURING 16 YEARS DATA ON HOW WE USE OUR M<sup>2</sup>

#### DATA ON TOP MANAGEMENT'S FUTURE CRITERIAS FOR SUCCESS

KPI, performance metrics and setting measurable goals and ambitions for the results

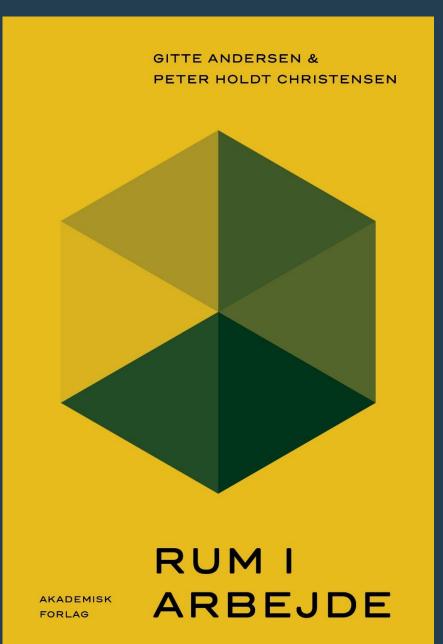


#### DATA ON THE USER / CUSTOMER EXPERIENCE

Data on the experienced quality on how space support work processes Data on employee engagement scores / Sickness rates / Employee retention rates Data on group characteristics on how we work Data on end user experience / end user touchpoints satisfaction

#### WE WRITE BOOKS ABOUT IT ....

#### S'GNAL



Looking into global evidence on space & performance, and into SIGNAL benchmark & evidence during 16 years. Just publiced in English



KLOGE M2 udkommer apri 2017



## DATA DATA DATA

#### WHAT DO WE KNOW ABOUT SPACE & PERFORMANCE?

## **CORPORATE FOCUS WHEN CHANGING SPACE**

#### Optimization of m<sup>2</sup>

#### • Productivity, efficiency and increased performance

75 % of top executives thinks that there is a need to simplify work processes.
 Technology and globalization have created employees who are overwhelmed with information.

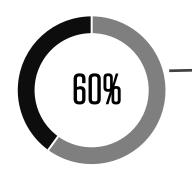
#### Employee satisfaction

• 50 % of top executives thinks that the biggest challenge right now is to create meaningful tasks with high commitment and job fit.

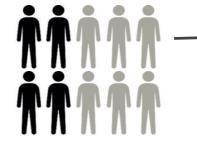
## WHAT DO THE EMPLOYEES SAY ABOUT THEIR WORKPLACE? SIGNAL



Only **50 %** of the employees are proud to show their workplace. Only **45 %** think that their workplace reflects the company's values.



**60 %** consider good colleagues as an important criterion for a creative workplace.



Almost **6 out of 10** think that inspiring surroundings are important to live up to their full potential.



Only **1 out of 3** thinks that their workspace inspire them to perform better.

### HOW DO WE WORK – ALONE OR TOGETHER?

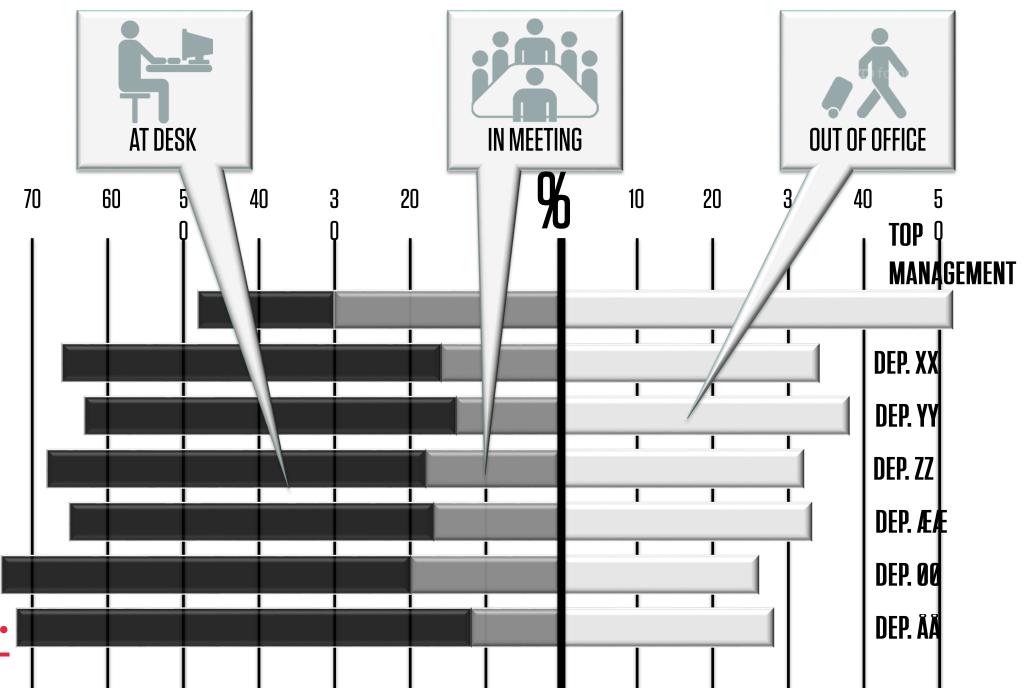
#### 15-30 % Average time out of office **30–55** % Average time at workstation 15-30 % Average time in meetings

**SIGNAL** 

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WE KNOW HOW WE WORK

#### S'GNAL



## OUR PERCEPTION OF WORK IS CHANGING

**S**'GNAL



## From work as a place

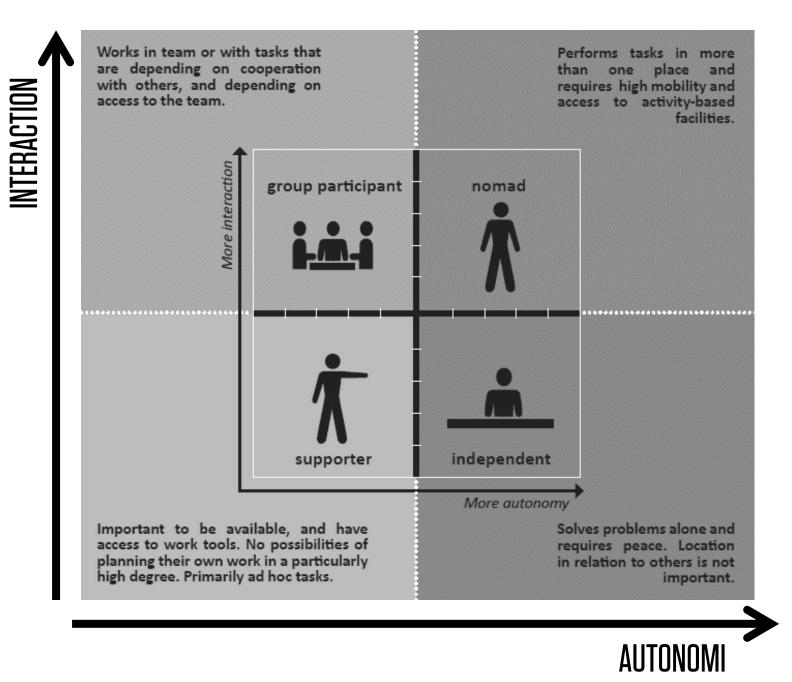
## To work as an activity



## **ROLES & ARCHETYPES**

SIGNAL

#### WE ARE A Combination of them all



\_

## USE OF M<sup>2</sup> DURING THE DAY

#### SIGNAL

**50** %

of the

M<sup>2</sup> are

empty

#### **RUMOBSERVATIONER 1. ETAGE**

#### KONTORER 1-2 PERSONER (BRUG AF ARBEJDSSTATIONER)

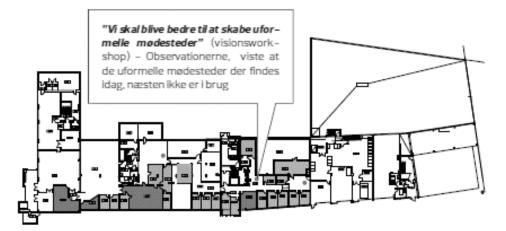
Morgen	55%
Middag	45%
Eftermiddag	53%
Gennemsnit	5196

#### ÄBNE KONTORER OVER 2 PERSONER (BRUG AF ARBEJDSSTATIONER)

Morgen	459
Middag	499
Eftermiddag	479
Gennemsnit	479

#### MØDE/VIDEOKONFERENCERUM (BRUG AF RUM)

Gennemsnit



46%

#### RUMOBSERVATIONER 2. ETAGE

KONTORER 1-2 PERSONER (BRUG AF ARBEJDSSTATIONER)

Morgen	53%
Middag	43%
Eftermiddag	46%
Gennemsnit	50%

#### ABNE KONTORER OVER 2 PERSONER (BRUG AF ARBEJDSSTATIONER)

Morgen	47%
Middag	54%
Eftermiddag	47%
Gennemsnit	AOK.

#### MØDE/VIDEOKONFERENCERUM (BRUG AF RUM)

Gennemsnit

Auditoriet er i brug meget af tiden, men med meget få deltagere



## MENTAL REBUILD<sup>®</sup> Work space in a shared economy

#### Up to 35 % better performance in

the same m<sup>2</sup> only by challenging behavior – WITHOUT rebuilding or moving walls

More is not always better! It is more important to have access to facilities when we have the need, than owning them 24 hours a day.

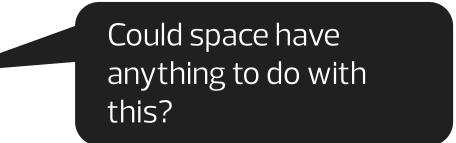
#### **SIGNAL**

### COLLABORATION

"Collaboration is employees communicating and working together, building on each others' ideas to produce something new or do something differently."

When employees collaborate they work:

15 % faster, on average
73 % better, quality
60 % more innovative
56 % are more satisfied

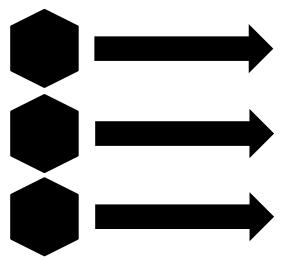


Businesses with a collaborative strategy are twice as likely to outgrow their competitors and they are more likely to improve their profit!

Deloitte 2014

## **ANALYSIS OF COOPERATION & WORKPLACE DESIGN**

#### **S**'GNAL



#### **Aggregated Cooperation**

Each sub-process takes place isolated from other sub-processes but contributes to the other sub-processes for the organizational output. They often take place in stable and repetitive environments.

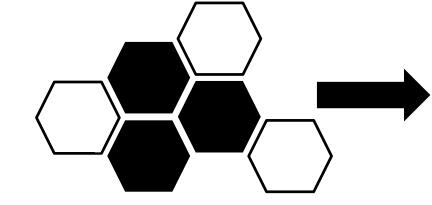
## $( ) \rightarrow ( )$

#### **Mutual Cooperation**

Here and now sub-processes are interdependent. Coordination takes place in the action and often in environments that are unpredictable.

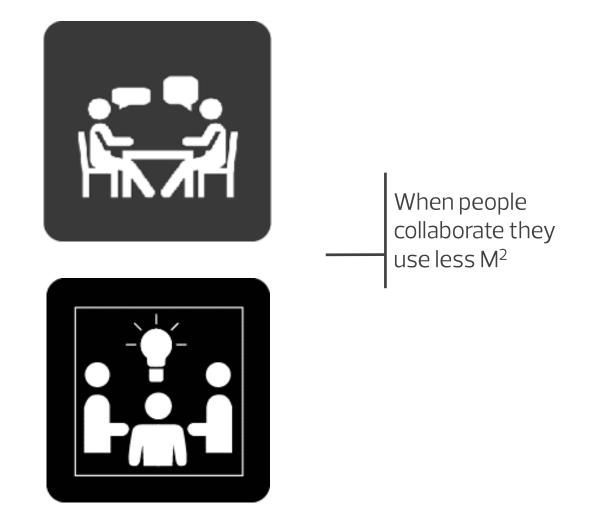
**Sequential Cooperation** 

The first part of the process is dependent on the previous sub-process. Some activities must be carried out before others. They often take place in more dynamic environments with a need for continuous adaptation to new conditions.



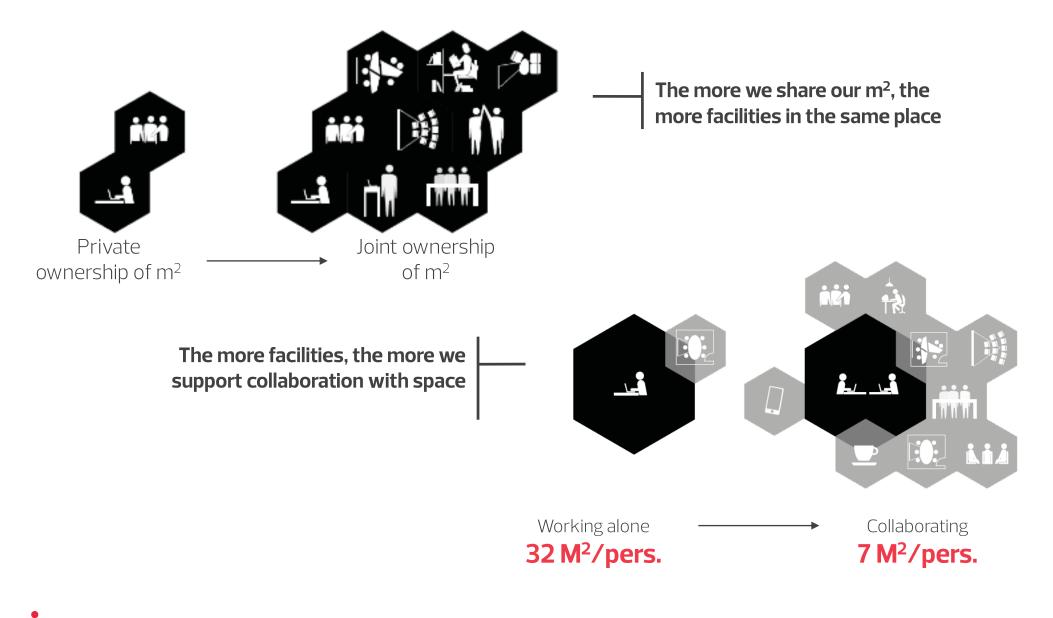
### COLLABORATION & USE OF M<sup>2</sup>

#### **S**'GNAL



## M<sup>2</sup> & COLLABORATION

#### SIGNAL



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#### SPACE DESIGN & FACE TO FACE DIALOG WITH COLLEAGUES SIGNAL

26 % of the people who has a private office, has no face to face-dialog with other colleagues.
For people who shares the office with others, the number is 13 %.

### SPACE DESIGN & NETWORK WITH COLLEAGUES

Employees that work in activitybased environments have a larger multidisciplinary network within the organization than those that work from fixed desks and private offices. **Š**:gnal

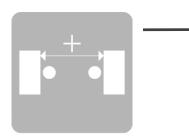
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## **KNOWLEGDE SHARING & SOCIAL RELATIONS**

#### SIGNAL



We mainly share knowledge with those who we have the best social relationship.



With distances over 50 meters the knowledge sharing falls dramatically.



The more time we spend together, the more sympathy we have for each other.

## WHO DO WE PREFER TO SHARE KNOWLEDGE WITH?

#### **S**'GNAL

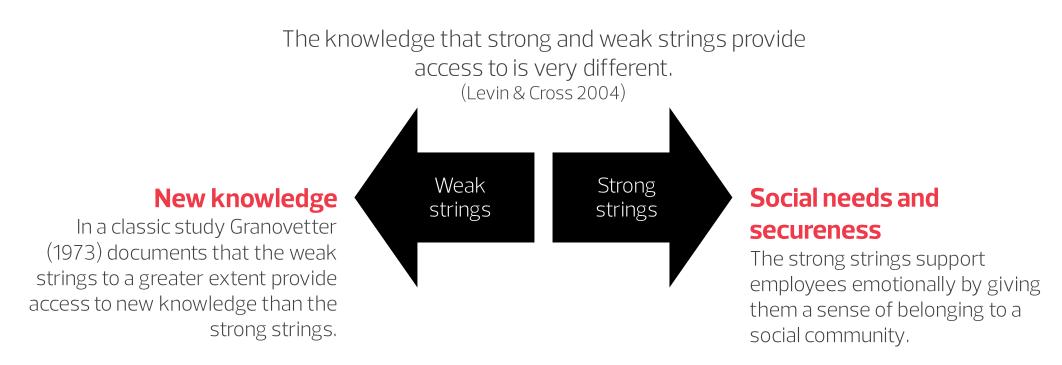
	Inkompetent	Competent
Sympathetic	The incompetent Sympathetic	The competent Sympathetic
Insympathetic	The incompetent fools	The competent fools
		$C_{2}$

Casciaro og Lobo (2005: 95)

- 1. The competent sympathetic
- 2. The incompetent sympathetic
- 3. The competent fool
- 4. The incompetent fool

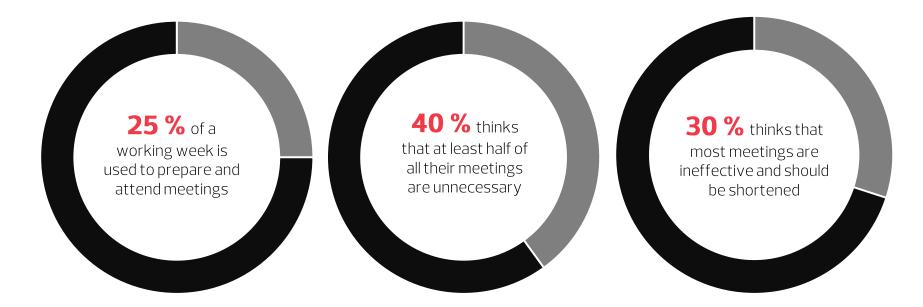
#### **INCIDENTS & STRONG VS. WEAK STRINGS**

#### **S**'GNAL



#### TIME SPENT ON MEETINGS

#### **SIGNAL**





## MEETING CULTURE & THE TIME WE SPENT IN MEETINGS



The time we spend in meetings is drastically reduced if we are having meetings in ad hoc based meeting areas that don't have to be booked in advance

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# 8 EMPLOYEE TRENDS

## **8 EMPLOYEE TRENDS**

#### **SEARCH FOR MEANING**

The focus has shifted from wages, benefits and working titles towards meaning. TO BE A **MEANINGFUL CONTRIBUTER TO SOCIETY** HAS BECOME A KEY FACTOR FOR THE ATTRACTIVE WORKPLACE.





#### **CULTURAL SIGNIFICANCE**

FROM TASK TO MISSION

Both employees and managers focus more on value creation and results than where, when and how the work is done. THE INCREASED FOCUS ON VALUE CREATION MARKS A CENTRAL CHANGE OF WORK LIFE.

PEOPLE TEND TO LOOK FOR COMPANIES WITH A **STRONG COMMUNITY** AND A **CULTURE** THAT THEY CAN IDENTIFY THEMSELVES WITH.





#### TWO-WAY FLEXIBILITY

Flexible working hours and constant online. PEOPLE EXPECT FLEXIBILITY ON THEIR OWN TERMS.

#### S'GNAL

## **8 EMPLOYEE TRENDS**

#### S'GNAL

#### DO-CRAZY

EMPLOYEES TAKE MORE **INDIVIDUAL RESPONSIBILITY** TO SOLVE PROBLEMS AND ACHIEVING RESULTS.





#### **CHANCE & LUCK**

COMPANIES TRY TO PROMOTE AD HOC CHANCE MEETINGS WITH PEOPLE WITH DIFFERENT SKILLS, HOPING TO CREATE INNOVATIVE IDEAS.

#### THE CREATIVE WORKSPACE

No more controlling of employees at a physical workplace. THE NEW CREATIVE WORKSPACE MUST PRIMARILY **OPTIMIZE THE INNOVATIVE EXCHANGE OF IDEAS** BETWEEN EMPLOYEES AND THUS CREATE VALUE.





#### **CONSUMERISM**

THE WORKPLACE MUST BE ADAPTED TO INDIVIDUAL NEEDS WHERE PERSONAL PREFERENCES AND EXPERIENCES ALSO ARE USED AT WORK.

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# MORKPLACE

## THE FUTURE WORKING ENVIRONMENT – 4 MACRO TRENDS?



The ageless workplace



The mindful workplace





The intuitive The collaborative workplace workplace



## THE AGELESS WORKPLACE

#### S'GNAL



#### An "ageless" working environment enables people to work "for ever" – not because they have to but because they want to!

Age is irrelevantEmployees no longer see age as a factor for their working ability60+preneursPeople over the age of 50 are better entrepreneurs – 70 % of their start ups<br/>last more than five years – while the number is 28 % for younger entrepreneurs



#### Ageless canteens

Canteens will become places with focus on food, which is rich on vitamins and minerals



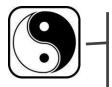
#### **Smart networks**

Employers benefit from older employees' experience and knowledge by using them as part-time consultants, who can communicate knowledge to the entire workforce



#### **Mental training**

Employers must help older employees avert dementia through regular activities that help the brain staying healthy and fit



#### Wellness

Courses and programs will enable all ages to prevent the challenges and the stress that comes with a busy work life

## THE MINDFUL WORKPLACE





## A mindful, easy and attentive workplace that nurtures health and the mindful performance

<b>Digital overload</b>	Employees feel more and more overwhelmed by the need to always be online and available
<b>Mental health</b>	From only focusing on the physical health, the mental health is also in focus now
Flexibility	The mindful employee wants flexibility to have a balanced life



#### Disconnect

Mindful employees start to turn away from the busy, always-online, digital lifestyle



#### **Regular breaks**

It is important to take regular breaks and seek out into new places to increase productivity



#### Daydreaming

In the future, organizations will encourage employees to daydream during their breaks, as it increases productivity and problem solving

## THE INTUITIVE WORKPLACE



A workplace that keeps track of the employees' working environment, mood, wants and needs for creating an inclusive, intelligent and intuitive working environment

Data

An increase in personal technology will generate more information about how we work

**Omni channel marketing** Customized and data-driven solutions that give each employee a personal experience made to specifically meet their needs

**Close-proximity services** Our habits can be tracked and measured. Location based technology connects digital and physical interactions



#### **Productive behavioural** patterns

Employees will increasingly use their mobile devices to monitor their own habits. As a result the employers will understand their employees' productivity and behavioral patterns better



#### **Orchestrated working** environments

Workplaces will analyze data about how the employees interact and use the data to create new collision points to promote new ideas and creativity



#### **Big data offices**

Organizations will develop big data plans using analysis and computers to identify hidden patterns

## THE COLLABORATIVE WORKPLACE



## A workplace that is cooperative, social and comprehensive in the way it works.

**Increasing togetherness** The modern employee wants to participate in at least five different ad-hoc teams at the same time

The time of the woman

This is the century of the female – in an increasingly social, transparent, interdependent world the masculine characteristics are no longer efficient



## Cooperative and flexible work

The employees want a cooperative working environment which boosts creativity. They prefer hotdesking instead of traditional structures



#### Exchange of personal data

The employees want an open and transparent environment where they can share information with each other



#### **Social media**

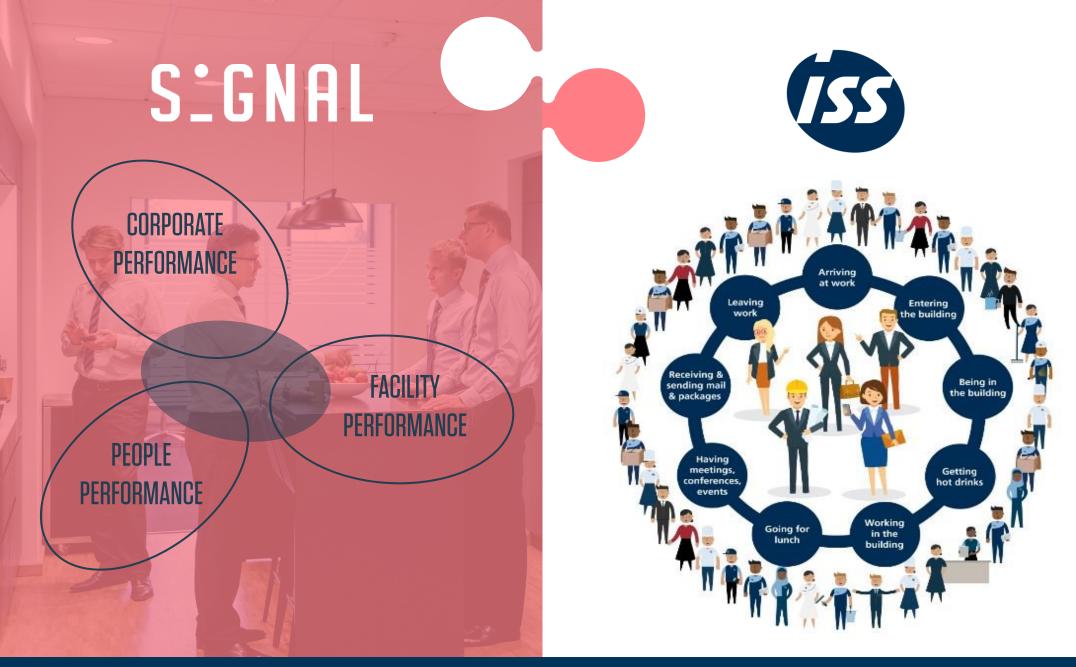
Cooperative employees are aware of their online reputation, and at the same time they are open to use equipment to track habits at work to measure their performance

S'GNAL

# OPTIMIZING THE USER EXPERIENCE

Designing workspaces where people innovate, collaborate and communicate

Delivering service performance through touchpoints



#### Together we create better user experience

## SPACE MATTERS!!! Signal-Arki.dk