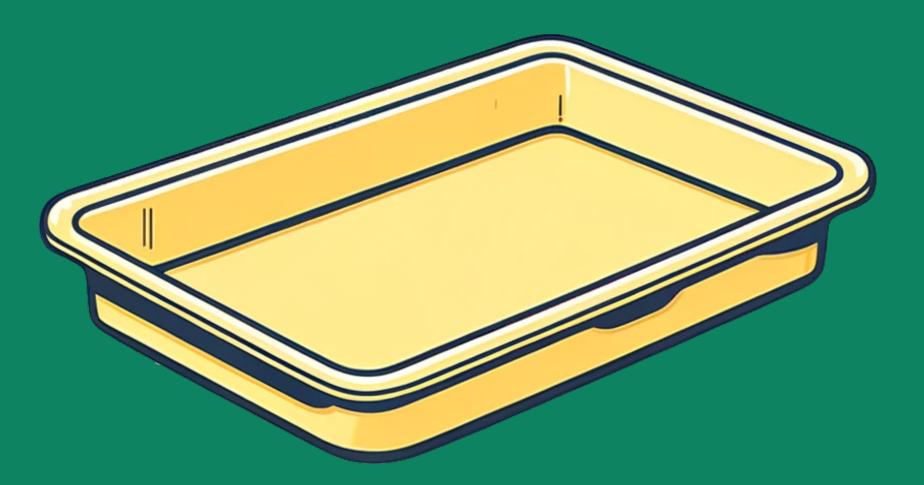
If you're not part of the solution, You're Part of the Problem.

@alexcanessa | LeadDev London - June, 2024

I'm Alex Head of Developer Relations



Story time: Airport security.



If you're not part of the solution, you're part of the problem.

Being good ≠ drive change.

Is it valid for toxic work environment as well?



If you have ever worked in a toxic environment, please stand up.

If you tried to address the issue, please stay up.

If you have successfully improved a toxic situation, please stay up.

Looks like 12%

https://www.mckinsey.com/featured-insights/sustainable-inclusive-growth/chart-of-the-day/toxic-exodus

Another (true) story: Bench pressure.

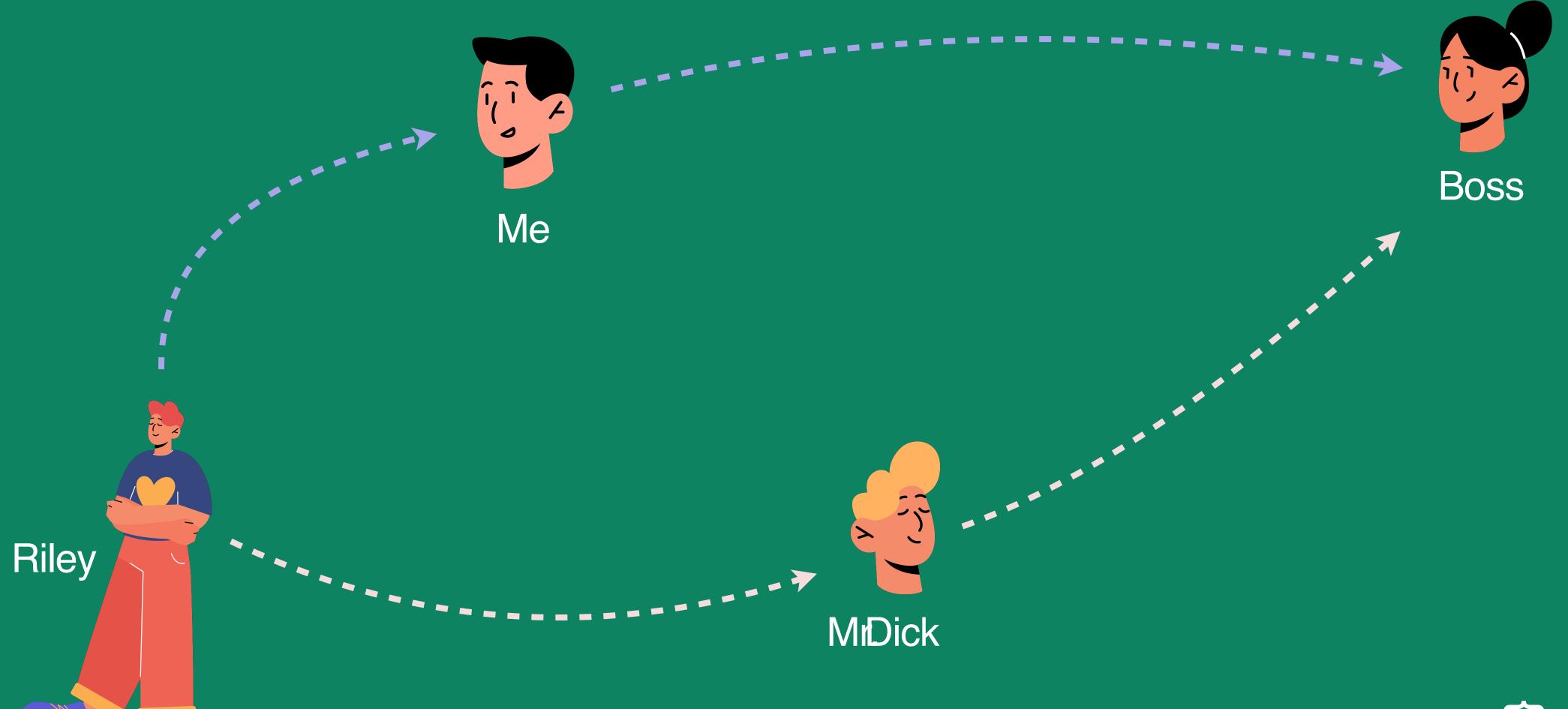


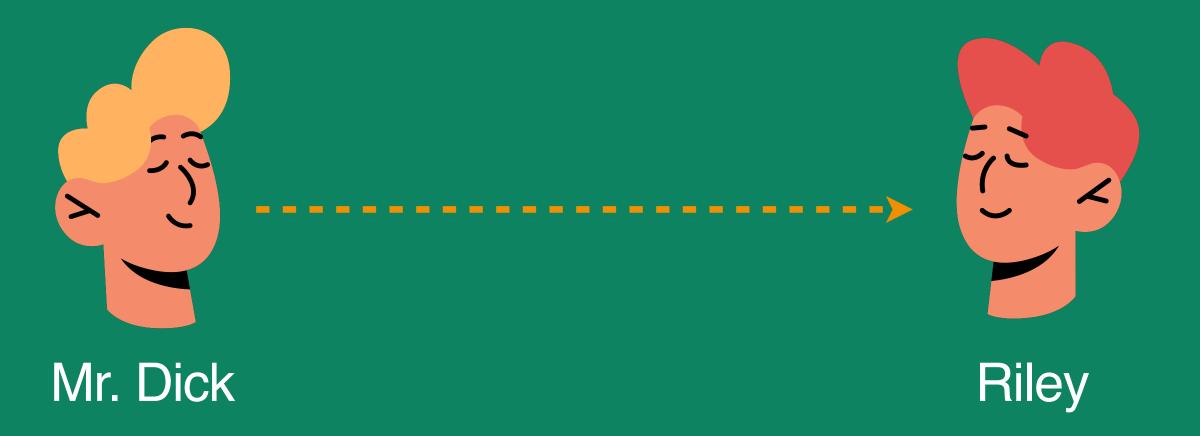


A junior software engineer.

I've being their mentor for 6 months.

After a few months they're now on the bench.

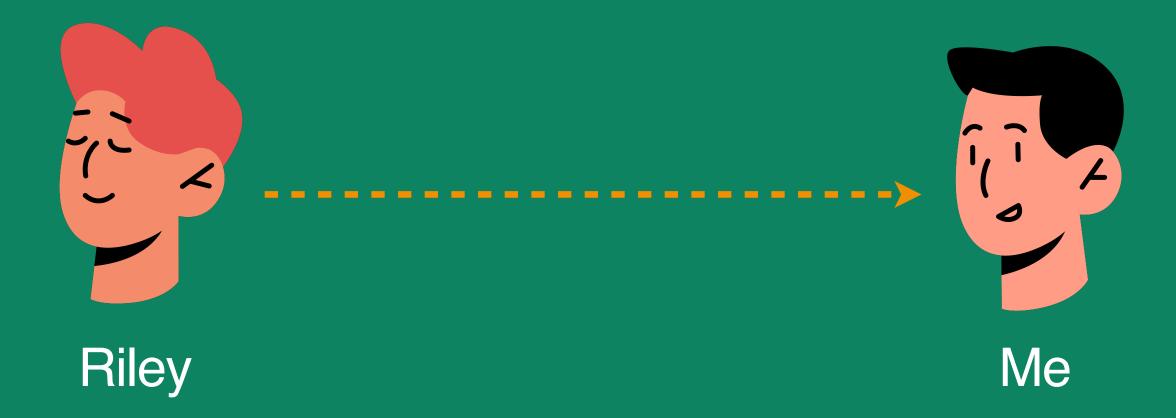






What did Riley do?

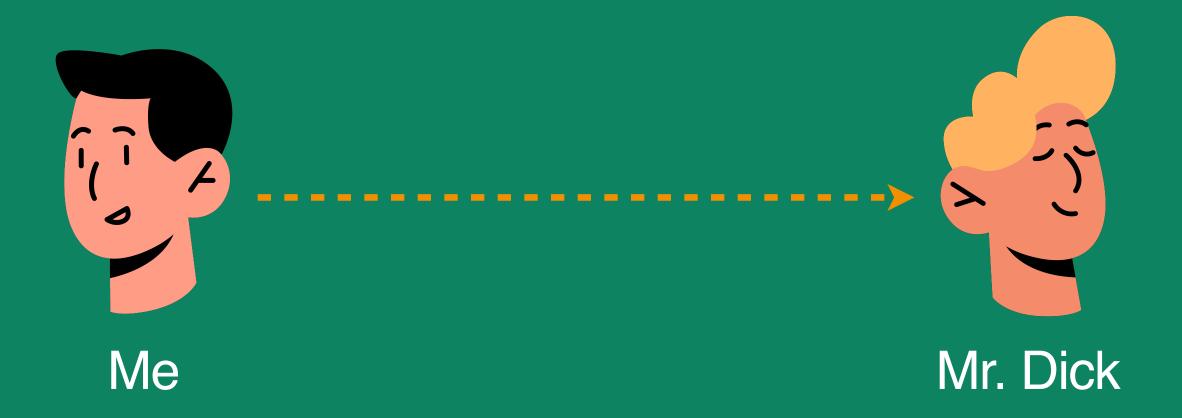
- 1. Did not react.
- 2. Tried to find a project themselves.
- 3. Escalate.





What did I do?

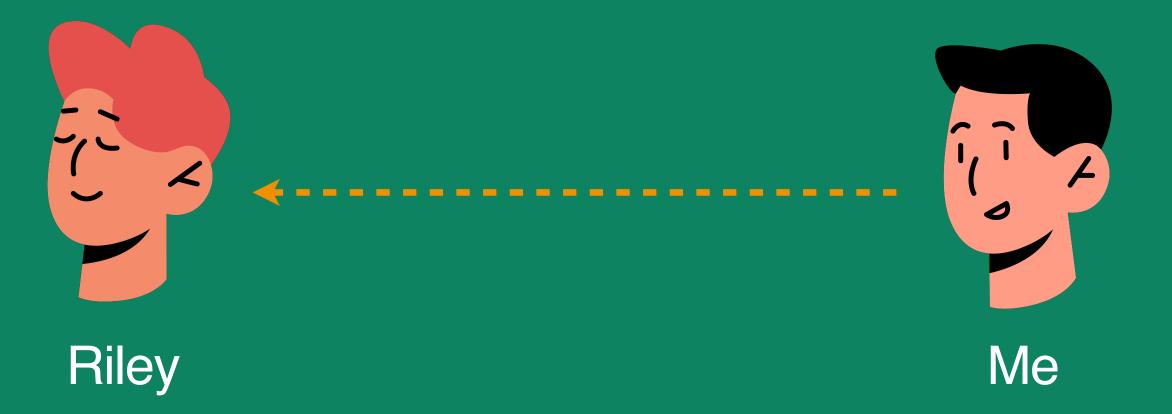
- 1. Not their job to find a project.
- 2. Understand Mr. Dick's decision.
- 3. Give Mr. Dick my insights.





What did Mr. Dick tell me?

- 1. Riley's contract and cost.
- 2. Riley "has been difficult to work with".
- 3. Happy to let me handle this.



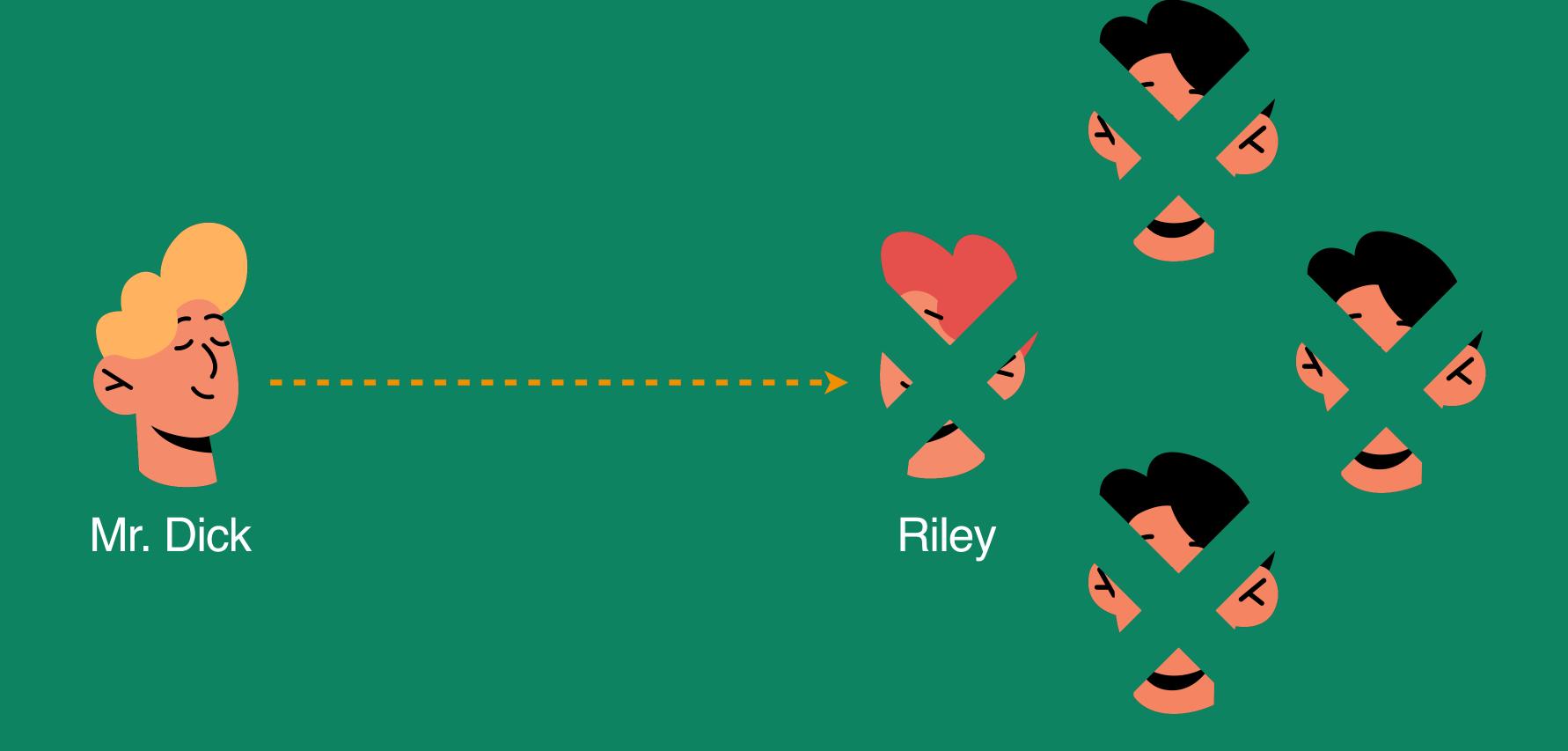


What did I tell Riley?

- 1. How much I value them.
- 2. Mr. Dick's point of view.
- 3. Found a project could be best suited for them.



And savedthem



What did I do wrong?

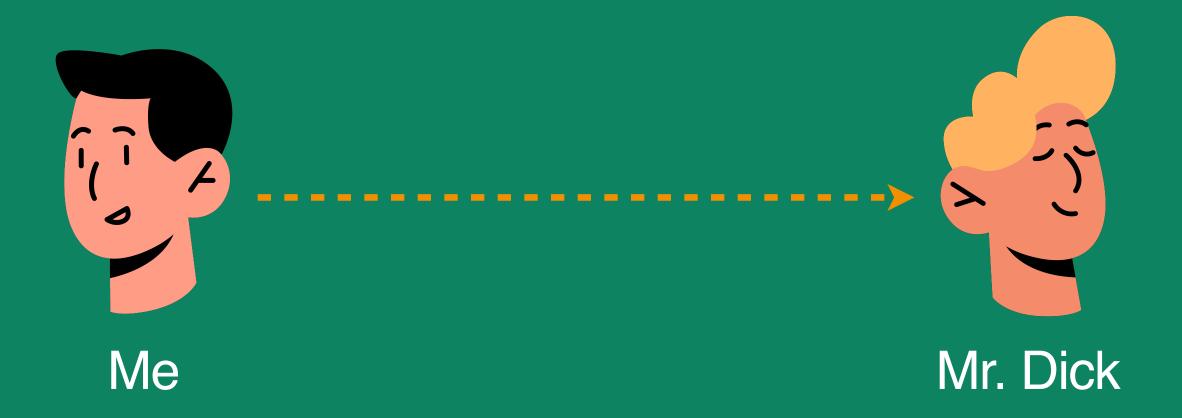
Back to the airport.

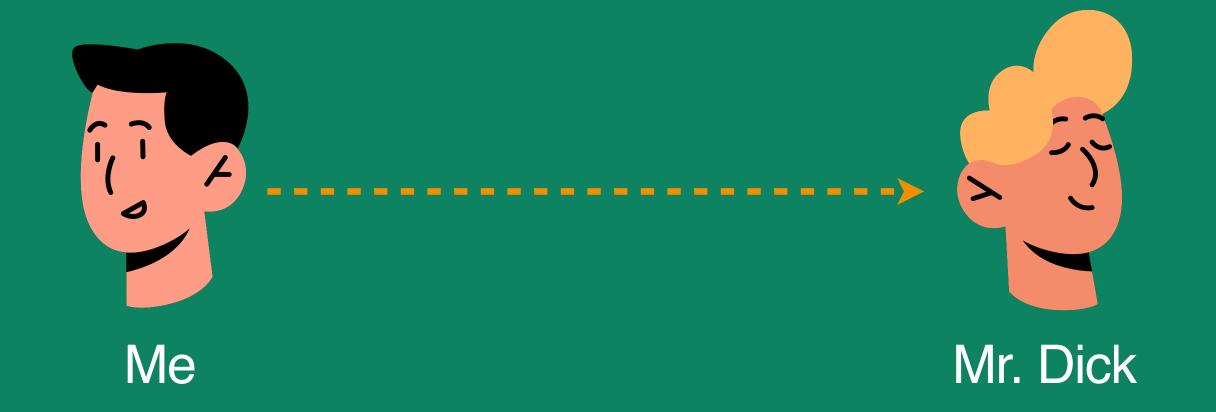
Back to the airport.

- 1. They keep leaving trays everywhere.
- 2. I feel exhausted by tidying up after them.
- 3. I cannot return every tray.

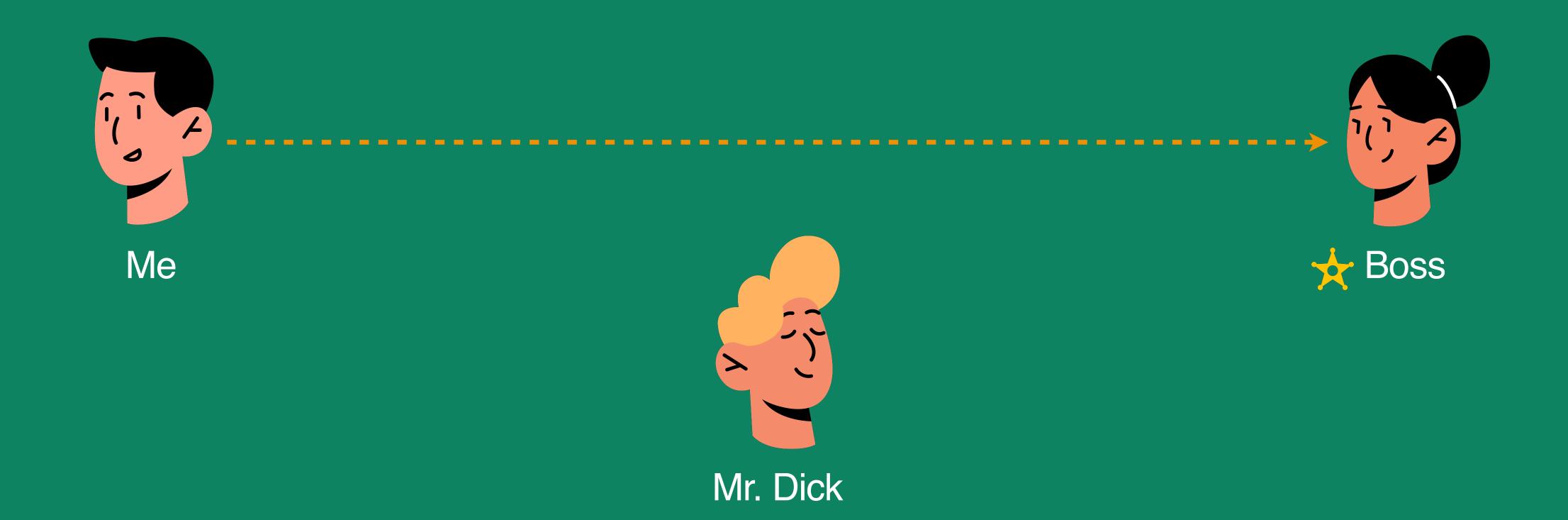


Start returning his trays.





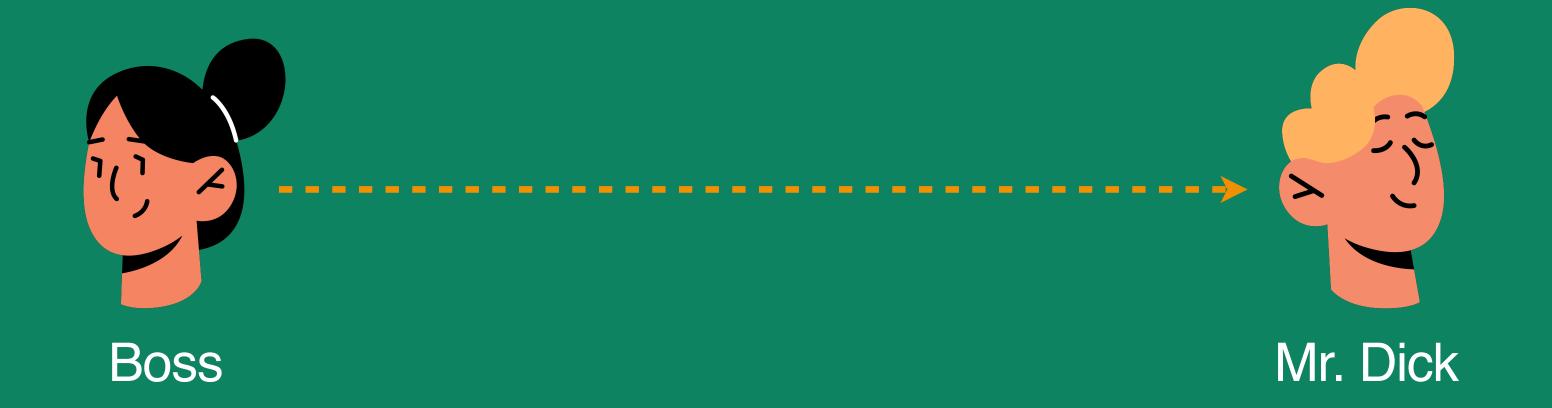






What should the boss do?

- 1. Assess the situation fairly.
- 2. Encourage a culture of feedback and self-reflection.
- 3. Lead by example and offer mentorship.

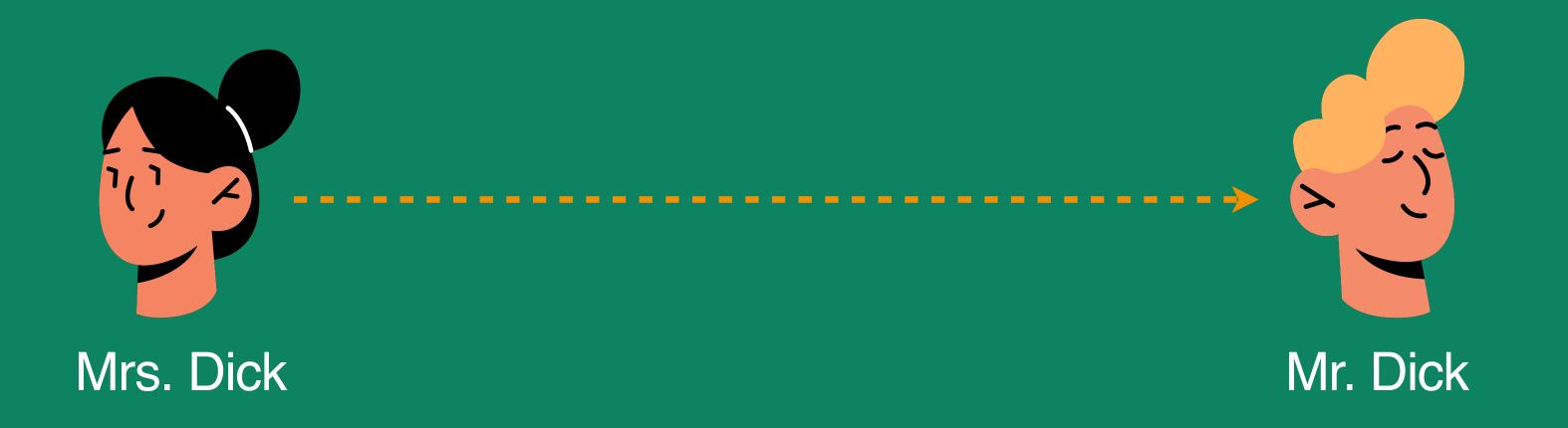


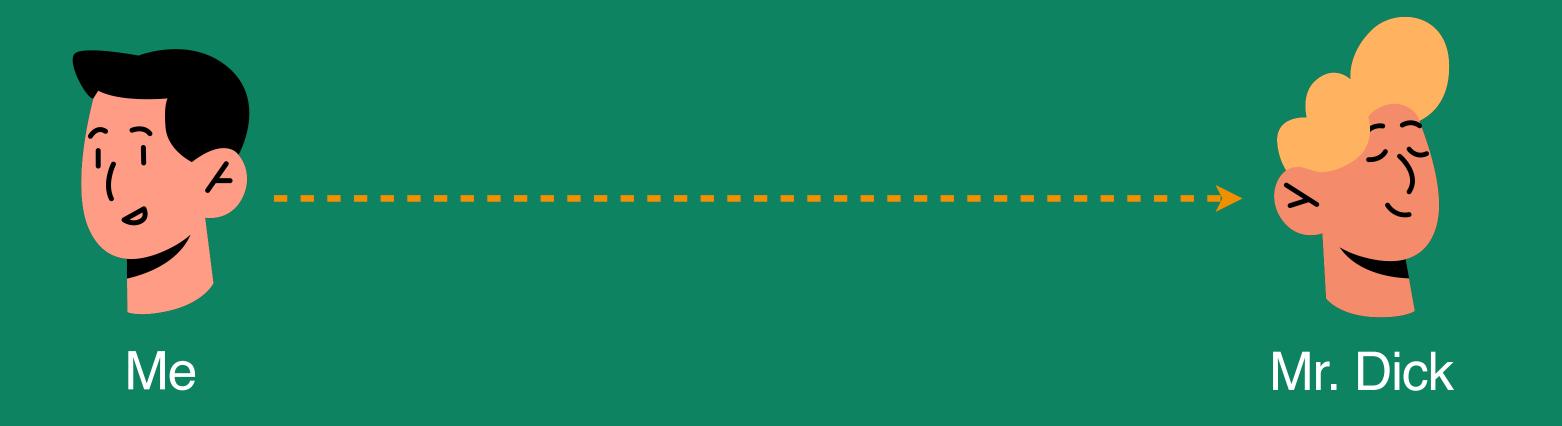


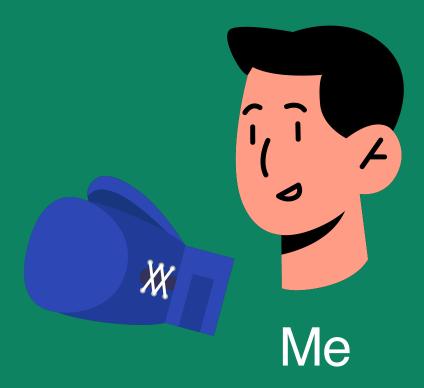
Solution?

Solution? Unfortunately none

Solution? Unfortunately none How to find yours.

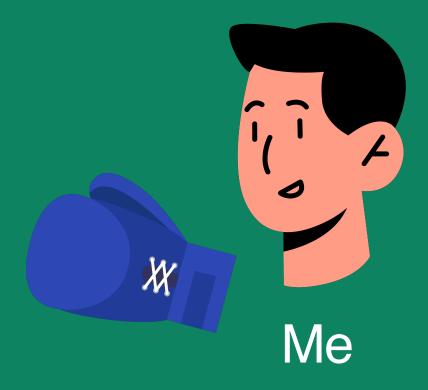






Anger + anger = 2x anger





Fight anger with empathy.



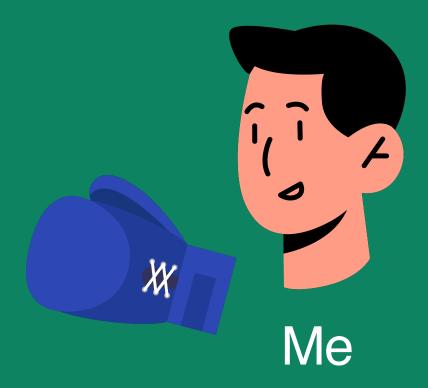
Non Violent Communication (NVC) "Expressing our needs without blame and listening with empathy."

Non Violent Communication (NVC)

- 1. Observation.
- 2. Feeling.
- 3. Need.
- 4. Request.

Non Violent Communication (NVC)

"When you [observation], I felt [feeling] because I [need]. Could you [request]."



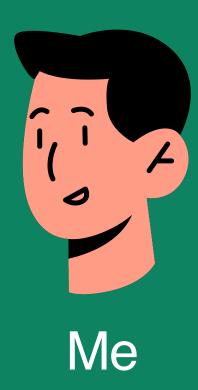
"Dear Mr. Dick, when you were a complete ars**ole...





"Dear Mr. Dick, when you decided to fire the developer, even after I expressed my concerns ...





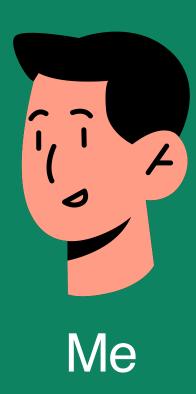
... I felt frustrated and undervalued...





... because I need my input to be respected and considered in decisionmaking...



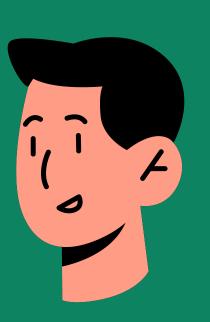


... could you please consider my recommendations seriously in the future?"



Repeat for every player.









Might not work.





Quitting is a valid option.

Quitting

- 1. Inspires collective action.
- 2. Triggers organisational reflection.
- 3. Encourages accountability.
- 4. Promotes talent retention efforts.



I am no longer working there and I now work for a wonderful company 💢 🙃







I could help Riley finding a new (great) job

Grazie ? See You Later for Questions