

Managing Employees in a Multigenerational Workforce

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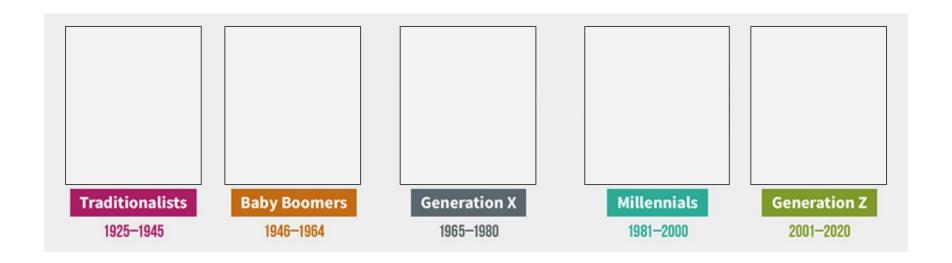
Learning Objectives

At the end of this session, you will be able to:

- Explain what a generation is
- Describe the unique working nuances of each generation in the current workforce
- Recognize how to bridge the generation gap in your organization
- Identify how to modify your existing recruiting and retention practices to accommodate for the different generations and plan for the future













Generational Characteristics



Characteristics



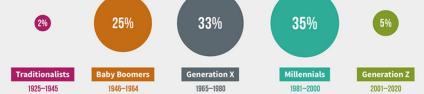
Similarities

Characteristics	Great Generation	Boomers	Gen-X	Gen-Y	Millennials
	(Pre-1945)	(1946-1964)	(1965-1980)	(1981-2000)	(Born after 2000)
Life Experiences	WWII Nuclear Families Defined Gender Roles	Cold War Swinging 60's Youth Culture / Woodstock	End of Cold War Live Aid Early technology	9/11 Terrorist Attacks Play Station / Sega Google Earth	Economic Recession Environmental focus The Cloud
% in the Workforce	~2	<~25	~33	~35	~5
Aspiration	Home Ownership	Job Security	Work-Life Balance	Flexibility	Security and stability
Career Attitude	Life Jobs	Careers Defined by Work	employer	Entrepreneurs	Career multi-taskers
Communication Media	Formal Letter (Paper)	Telephone	PC	Laptop/Tablet	Smart Phone
Communication Preference	Face to face	Face to face preferred Telephone or email if required	TOXE OF E-Mail	TEXE/ SOCIAL MEGIA	Handheld device on social media
Decision Making (Especially financial ones)	Face to face	Face to face preferred On-line if required	On-line preferred, In-person as time allows	Face to face	*Collaborative





Characteristics



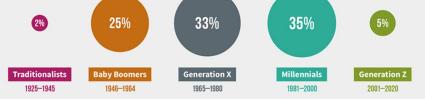
Differences

Generations at a Gla	1920-1940	1340-1304	1303-1300	1901-2000	2001-2020
Characteristics	Great Generation	Boomers	Gen-X	Gen-Y	Millennials
Cital acteristics	Great Generation	Doomers	Gell-X	Gen-1	Willielillais
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	Nuclear Families	Swinging 60's	Live Aid	Play Station / Sega	Environmental focus
	Defined Gender Roles	Youth Culture / Woodstock	Early technology	Google Earth	The Cloud
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				1	
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Career Attitude	Life Jobs	Careers Defined by	Loyal profession not	Entrepreneurs	Career multi-taskers
		Work	employer		
Communication	Formal Letter (Paper)	Telephone			Smart Phone
Media					
Communication	Face to face	Face to face preferred	Text or E-mail	Text / Social Media	Handheld device on
Preference		Telephone or email if		1	social media
		required			
Decision Making	Face to face	Face to face preferred	On-line preferred,	Face to face	*Collaborative
(Especially financial ones)		On-line if required	In-person as time		
			allows		
(Source: Composite sources.)					





- Characteristics



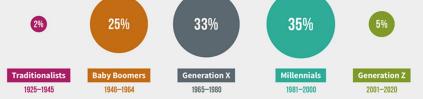
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Communication Media	Formal Letter (Pape	Telephone	PC	Laptop/Tablet	Smart Phone	
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- Characteristics



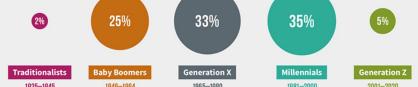
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(Source: Composite sources.)					





Characteristics



Universals

- ✓ Acknowledgement
- ✓ Investment
- ✓ Input

Generations a	t a Glanc	1925—194	1946—1964	1965-1980 1981-	2000 2001–2020
	Great		- ··		
Characteristics	Generation	Boomers	Gen-X	Millennials	Generation Z
	(=)				
	(Pre-1945)	(1946-1964)	(1965-1980)	(1981-2000)	(Born after 2000)
Attributes		Loyal	Optimistic	Independent	Hopeful
		Command and control style	Collegial style	Self-command style	Participative style
		Self-sacrifice	Workaholic	Suspicious of authority	Determined
		50% ex-military	" <u>Me</u> Generation"	"Latchkey Generation"	Internet generation
Likes		Community involvement	Responsibility,	Freedom, up-to-date technology,	The latest technology
		Family togetherness	Serious work ethic	multi-tasking, work/life balance	Asks questions
		Proper dress	"Can-do" attitude		Their parents / grandparents
		respect for authority	Competitive		Public activism
Dislikes		Waste	Laziness (Others lacking ambition)	Too much collaboration, political	Negativity
Distikes		Credit cards	Poor etiquette	red tape, hype	. ,
		Technology	Getting older	lea tape, nype	Anything slow
		recimology	detting older		Boredom
D =1:		Chau respect to them	Value their experience	Cive feedback when asked green	Dravide extentation training
Do This		Show respect to them	Value their experience	Give feedback when asked, groom	
Do This		Act accountably	Give them credit	for management, allow to multi-	Frequent feedback
Do This		Act accountably Honor the chain of command	Give them credit Give them perks		Frequent feedback Give buddies or mentors
Do This		Act accountably	Give them credit	for management, allow to multi-	Frequent feedback
		Act accountably Honor the chain of command Act with courtesy	Give them credit Give them perks	for management, allow to multi-	Frequent feedback Give buddies or mentors Career pathing
Try Not to Do		Act accountably Honor the chain of command	Give them credit Give them perks Give them bonuses	for management, allow to multi- task	Frequent feedback Give buddies or mentors Career pathing
		Act accountably Honor the chain of command Act with courtesy Use slang or pe vulgar Arrive late	Give them credit Give them perks Give them bonuses Ignore their contributions	for management, allow to multi- task	Frequent feedback Give buddies or mentors Career pathing
Try Not to Do		Act accountably Honor the chain of command Act with courtesy Use slang or be vulgar	Give them credit Give them perks Give them bonuses Ignore their contributions Disrespect them	for management, allow to multi- task	Frequent feedback Give buddies or mentors Career pathing Ignore their security, treat them like children, forget to explain
Try Not to Do This		Act accountably Honor the chain of command Act with courtesy Use slang or pe vulgar Arrive late	Give them credit Give them perks Give them bonuses Ignore their contributions Disrespect them	for management, allow to multi- task	Frequent feedback Give buddies or mentors Career pathing Ignore their security, treat them like children, forget to explain
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Try Not to Do This Feedback		Act accountably Honor the chain of command Act with courtesy Use slang or be vulgar Arrive late Change appointments Infrequent	Give them credit Give them perks Give them bonuses Ignore their contributions Disrespect them Tell them verses ask them	for management, allow to multi- task IVIICTOMANAGE, talk too much, treat them like slackers Frequently	Frequent feedback Give buddies or mentors Career pathing Ignore their security, treat them like children, forget to explain "why"
Try Not to Do This		Act accountably Honor the chain of command Act with courtesy Use slang or pe vulgar Arrive late Change appointments Infrequent Not perceived as needing	Give them credit Give them perks Give them bonuses Ignore their contributions Disrespect them Tell them verses ask them Annually or semi-annually	for management, allow to multi- task IVIICTOMANAGE, TAIK TOO MUCH, Treat them like slackers Frequently When asked for	Frequent feedback Give buddies or mentors Career pathing Ignore their security, treat them like children, forget to explain "why" All the time
Try Not to Do This Feedback		Act accountably Honor the chain of command Act with courtesy Use stang or be vulgar Arrive late Change appointments Infrequent Not perceived as needing Praise personally	Give them credit Give them perks Give them bonuses Ignore their contributions Disrespect them Tell them verses ask them Annually or semi-annually	for management, allow to multi- task Micromanage, talk too much, treat them like slackers Frequently When asked for A balance of fair compensation	Frequent feedback Give buddies or mentors Career pathing Ignore their security, treat them like children, forget to explain "why" All the time Frequent individual and public
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- Characteristics



Universal Do's

- ✓ Acknowledgement
- ✓ Investment
- ✓ Input

Universal Don'ts

- ✓ Mixed Messages
- ✓ Disconnect
- ✓ Assumptions

Generations at	t a Glanc	e 1925–194	15 1946—1964	1965-1980 1981-2	000 2001–2020
Characteristics	Great Generation	Boomers	Gen-X	Millennials	Generation Z
	(Pre-1945)	(1946-1964)	(1965-1980)	(1981-2000)	(Born after 2000)
Attributes		Loyal Command and control style Self-sacrifice 50% ex-military	Optimistic Collegial style Workaholic " <u>Me</u> Generation"	Independent Self-command style Suspicious of authority "Latchkey Generation"	Hopeful Participative style Determined Internet generation
Likes		Community involvement Family togetherness Proper dress respect for authority	Responsibility, Serious work ethic "Can-do" attitude Competitive	Freedom, up-to-date technology, multi-tasking, work/life balance	The latest technology Asks questions Their parents / grandparents Public activism
Dislikes		Waste Credit cards Technology	Laziness (Others lacking ambition) Poor etiquette Getting older	Too much collaboration, political red tape, hype	Negativity Anything slow Boredom
Do This		Show respect to them Act accountably Honor the chain of command Act with courtesy	Value their experience Give them credit Give them perks Give them bonuses	Give feedback when asked, groom for management, allow to multi- task	Provide orientation training Frequent feedback Give buddies or mentors Career pathing
Try Not to Do This		Use slang or be vulgar Arrive late Change appointments	Ignore their contributions Disrespect them Tell them verses ask them	Micromanage, talk too much, treat them like slackers	lgnore their security, treat them like children, forget to explain "why"
Feedback		Infrequent Not perceived as needing	Annually or semi-annually	Frequently When asked for	All the time
Recognition (Source: Composite sources.)		Praise personally Reward with compensation	Public praise and career advances	A balance of fair compensation and ample time	Frequent individual and public praise; career growth





Quick Poll Question

Which two (2) generations make up over 60% of the workforce today?





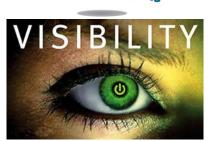




Essentials of Managing Multi-Generational Groups









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Feedback

Providing ways to deliver ongoing, meaningful employee feedback.

Visibility

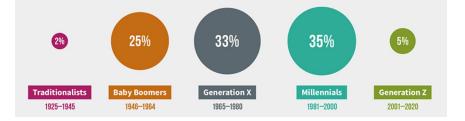
 Allowing visibility into employees' skills, strengths and areas for opportunity for better succession planning.

Collaboration

 Creating collaborative recruiting practices to enable the strategic growth of teams and the organization.







Recruiting and onboarding

- 1. Culture communicated
- Interview process / methods
- 3. Discovery learning

- Foundation for decisions
- 2. Impact of decisions
- 3. Results based on capability relative to expectations

Role specific

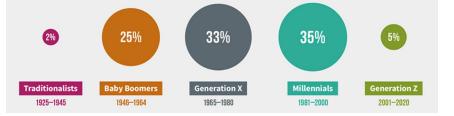
- 1. Clear knowledge, skill, abilities required
- Partner / mentor expertise
- 3. Gap discussions

Feedback

Providing ways to deliver ongoing, meaningful employee feedback.







Recruiting and onboarding

- 1. Print / visible
- 2. Personal connection
- 3. "Brings to us..."

- 1. Legacy knowledge transfer
- 2. "Champions"
- 3. "Significant 3" performance review

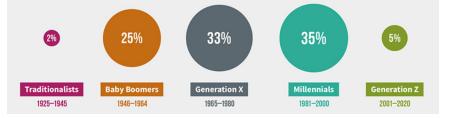
- Role specific
- Talent reviews
- 2. "What's next..." sessions
- 3. Department shadowing

Visibility

Allowing visibility into employees' skills, strengths and areas for opportunity for better succession planning.







Recruiting and onboarding

- Internal resources
 participate in recruiting process
- 2. Employee trainer / perspective resources
- 3. Role plays / active engagement activities

- 1. Element / area of performance feedback
- 2. Identify / value of and to internal customers
- 3. Process thinking / education

Role specific

- Identify / value of and to internal customers
- Career "map" or path discussions
- Project teams / groups/ committees

Collaboration

Creating collaborative recruiting practices to enable the strategic growth of teams and the organization.





Quick Poll Question

What are the three areas that organizations need to remain focused on when working with multiple generations?









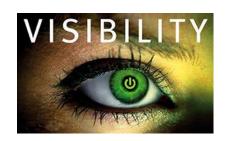
Key Takeaways



Key takeaways

- Get to know your team members
 - Everyone is an individual
- Develop a culture of interaction and understanding
 - Educate your team members on generational differences
- Leverage the strengths of each generation
 - Organizations that harmonize the different generational work styles are more productive
- Treat each other as a peer





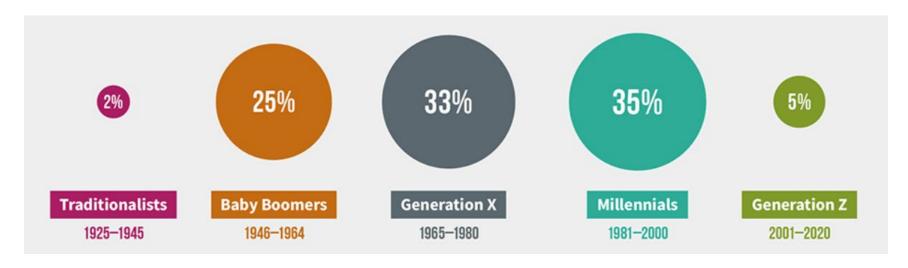


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"Those leaders who accept that it is not about which generation is better, worse, right or wrong and instead embrace how each generation is different are the ones who always win the recruitment and retention game!"

Move Over, Millennials; Generation Z Is Here









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