



**UAB** COLLAT  
SCHOOL OF BUSINESS

Knowledge that will change your world

Increasing Philanthropic Performance through  
Business Modeling and Teamwork  
Community Investment Network  
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@anthonyhood #teamscience #SciTs



Objectives: At the conclusion of this workshop, participants will be able to identify and describe:

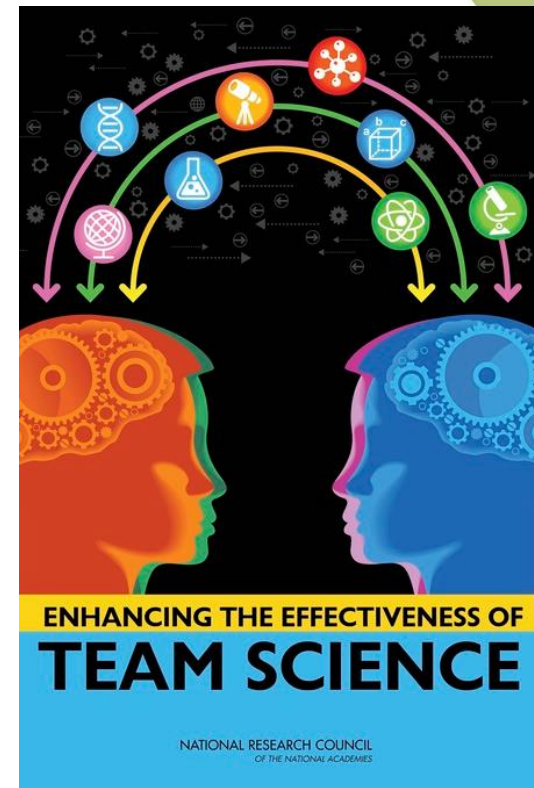
- Distinguish between philanthropic
  - Creativity
  - Innovation
  - Entrepreneurship
  - Strategy
- 3 primary types of conflict in teams
- Psychological safety
- Transactive Memory

# Philanthropy is a Team Sport



# What is a team?

- **“Two or more individuals with different roles and responsibilities, who interact socially and interdependently within an organizational system to perform tasks and accomplish common goals”** (NAP report, p. Sum-1).



Committee on the Science of Team Science, Cooke, N., Hilton, M., Editors.  
[Enhancing the Effectiveness of Team Science](#). Washington, DC: The  
National Academies Press; 2015 Apr 24.

# The Business of Philanthropy

- Philanthropy requires Creativity
- Philanthropy requires Innovation
- Philanthropy requires Entrepreneurship
- Philanthropy requires Strategy

# The Business of Philanthropy

## Philanthropic Creativity

- The ***exchange*** and ***combination*** of ***divergent*** yet ***complementary*** bits of information between 2 or more team members that produces something that is both ***novel*** and ***potentially useful*** (Amabile, 1983; Amabile et al., 1996; Gino et al., 2010; Nahapiet & Ghoshal, 1998)

## Philanthropic Innovation

- Implementation of a novel or useful discovery or product (Hulsheger et al., 2009)
- Translation (taking action to move and transform the idea from one phase to another)

# The Business of Philanthropy

## Philanthropic Entrepreneurship

- Opportunity-seeking behavior.
- Commercialization. Tech transfer. Start-up activity. University spin-offs. Intellectual property. Licensing. Patent protection. Business incubation.
- Income generation. Profit maximization. Wealth creation.

## Philanthropic Strategy

- Advantage-seeking behavior.
- How to out-perform and out-compete others. (e.g. Ireland, Hitt and Simon, 2003)
- Sustainability. Long-range planning.

# 3 Primary Sources of Conflict

## Task conflict

- Ideas, viewpoints and opinions (Jehn, 1995)

## Relationship conflict

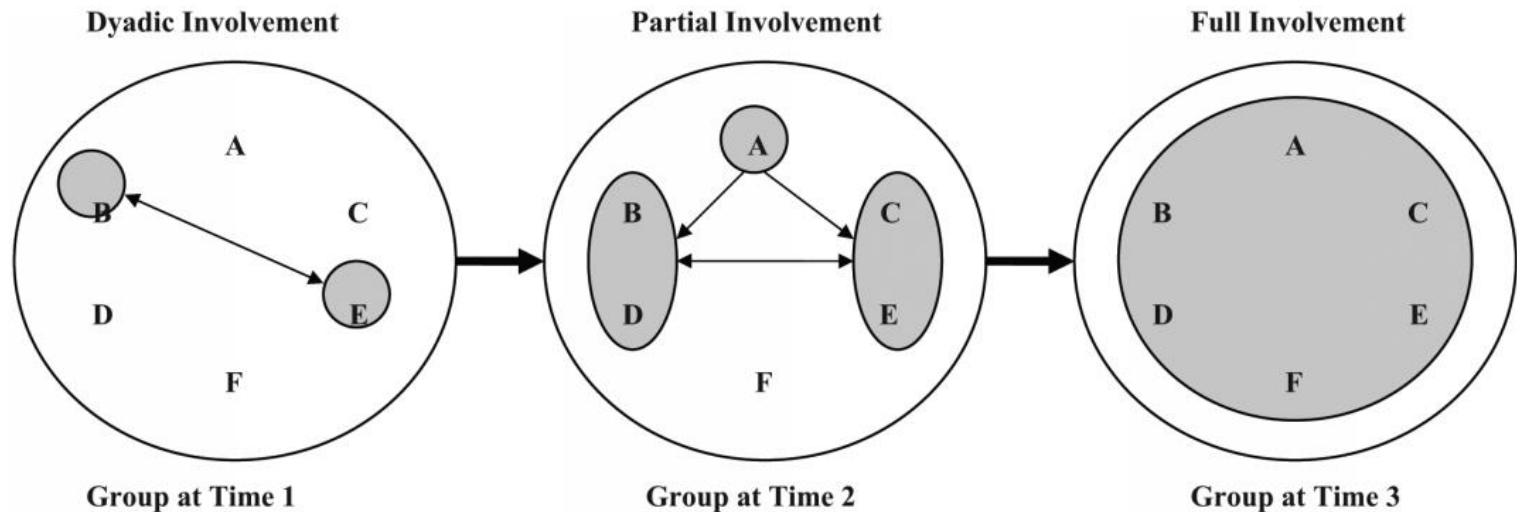
- Interpersonal incompatibilities, annoyance, frustration (Jehn, 1995)

## Process conflict

- Task delegation, resource allocation, workload sharing (Jehn & Bendersky, 2003)



# Conflict can be *Contagious*



## Mechanisms for Conflict Contagion

### Conflict Dynamics

Resolution Potential	High
Competitive Tactics	Moderate

### Outcomes

Performance	High
Efficiency	High
Creativity	High
Turnover	Low
Satisfaction	Moderate

Coalition Formation  
Emotional Contagion  
Threats to Outcomes

Low  
High

Moderate  
Low  
Moderate  
Moderate  
Low

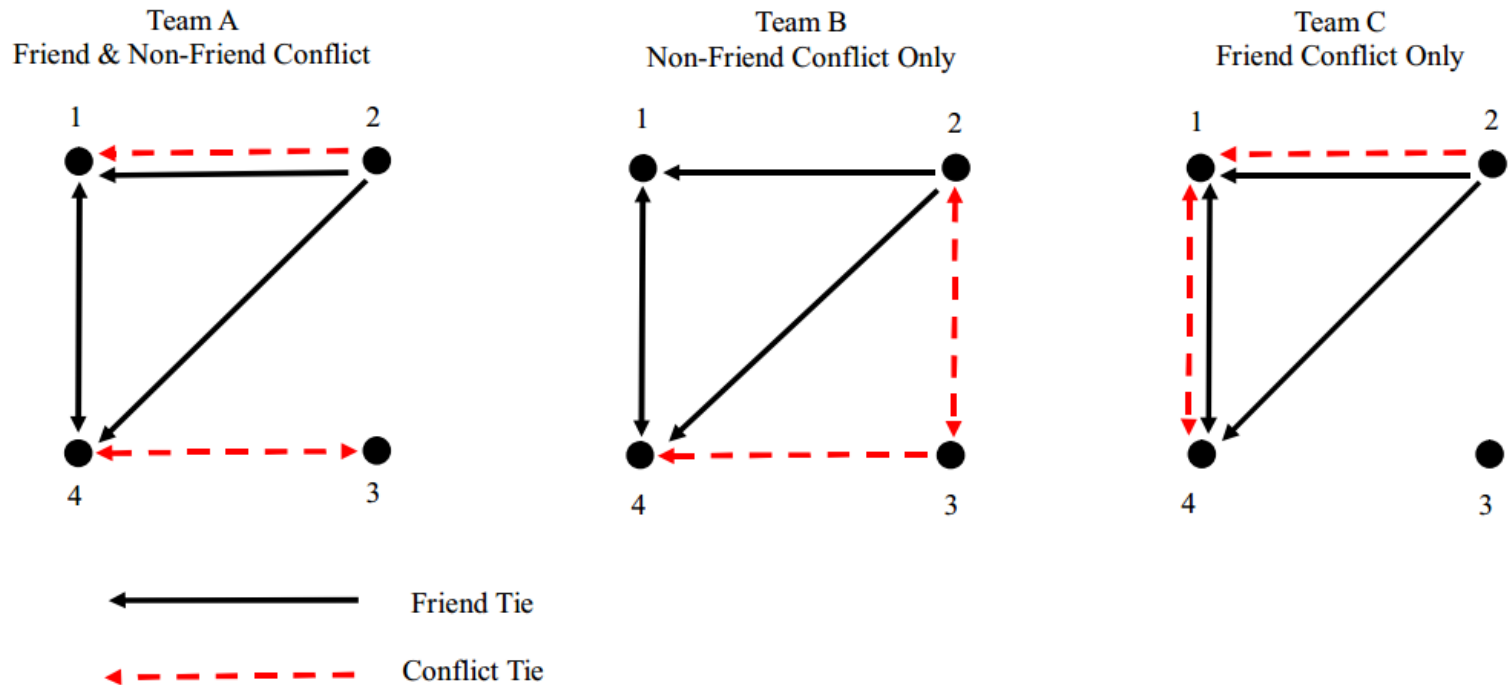
Coalition Formation  
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Jehn, K., Rispens, S., Jonsen, K., & Greer, L. (2013). Conflict contagion: a temporal perspective on the development of conflict within teams. *International Journal of Conflict Management*, 24(4), 352-373.

# Conflict can be *Multiplex*



**Fig. 1** Illustration of the multiplex view of friendship and conflict in teams

Hood, A. C., Cruz, K., & Bachrach, D. G. (2016). Conflicts with friends: A multiplex view of friendship and conflict and its association with performance in teams. *Journal of Business and Psychology*. doi:10.1007/s10869-016-9436-y

# Creating Psychologically Safe Environments



# Psychological Safety in Teams

- “In the context of teams, psychological safety (PS) refers to team members’ assessment that the team’s environment is safe for interpersonal risk-taking (Edmondson, 1999).”
- “PS influences willingness to engage in potentially threatening behaviors, such as many of those associated with creativity and learning in groups.”

Hood, A. C., Bachrach, D. G., Zivnuska, S. and Bendoly, E. (2015) Mediating effects of psychological safety in the relationship between team affectivity and transactive memory systems. *Journal of Organizational Behavior*.  
<http://dx.doi.org/10.1002/job.2050>.

# Psychological Safety (Edmondson, 1999; Edmondson & Lei, 2013)

Do team members feel comfortable engaging in potentially risky interpersonal behaviors such as:

- Admitting errors
- Asking for help
- Speaking up
- Challenging/Questioning/Vetting

Without concern for:

- Devaluation, distortion or discounting of expertise
- Rejection

# TMS: Importance of Knowing Who Does What



# Transactive Memory Systems (TMS)- Mental Model of Tasks, Expertise and People

Tasks	Expertise	People

Brandon, D. P., & Hollingshead, A. B. (2004). Transactive Memory Systems in Organizations: Matching Tasks, Expertise, and People. *Organization Science*, 15(6), 633-644.  
doi:10.1287/orsc.1040.0069

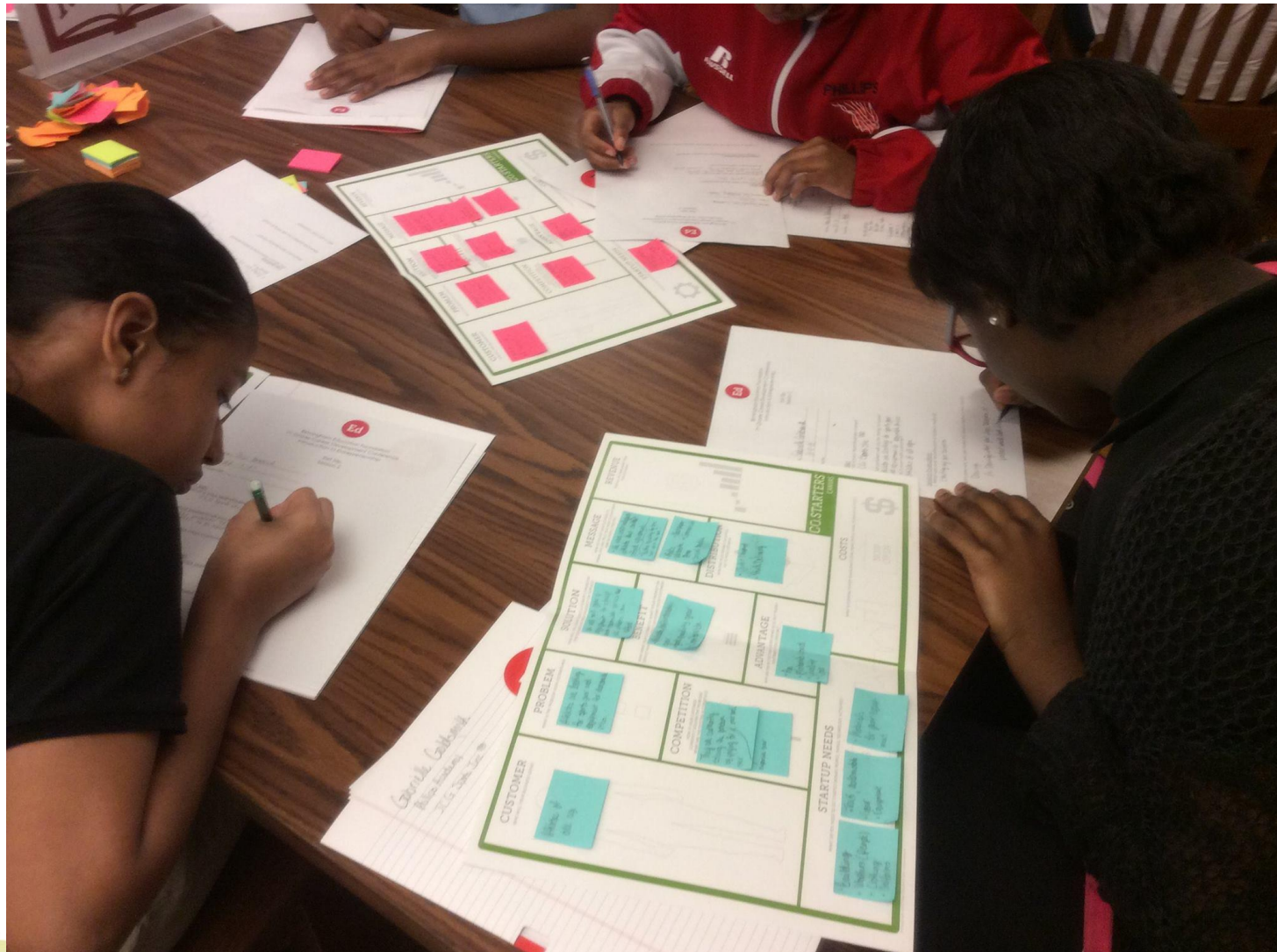
# Transactive Memory Systems (TMS)- Mental Model of Tasks, Expertise and People

Tasks	Expertise	People
Grantsmanship	??	Susan
Data analysis	Biostats	??
Comm Organizing	Church Leader	??
??	Health Disparities	Karen
Publish	??	John
Health Screenings	Clinician	Chris
Qualitative Surveys	CBPR	??

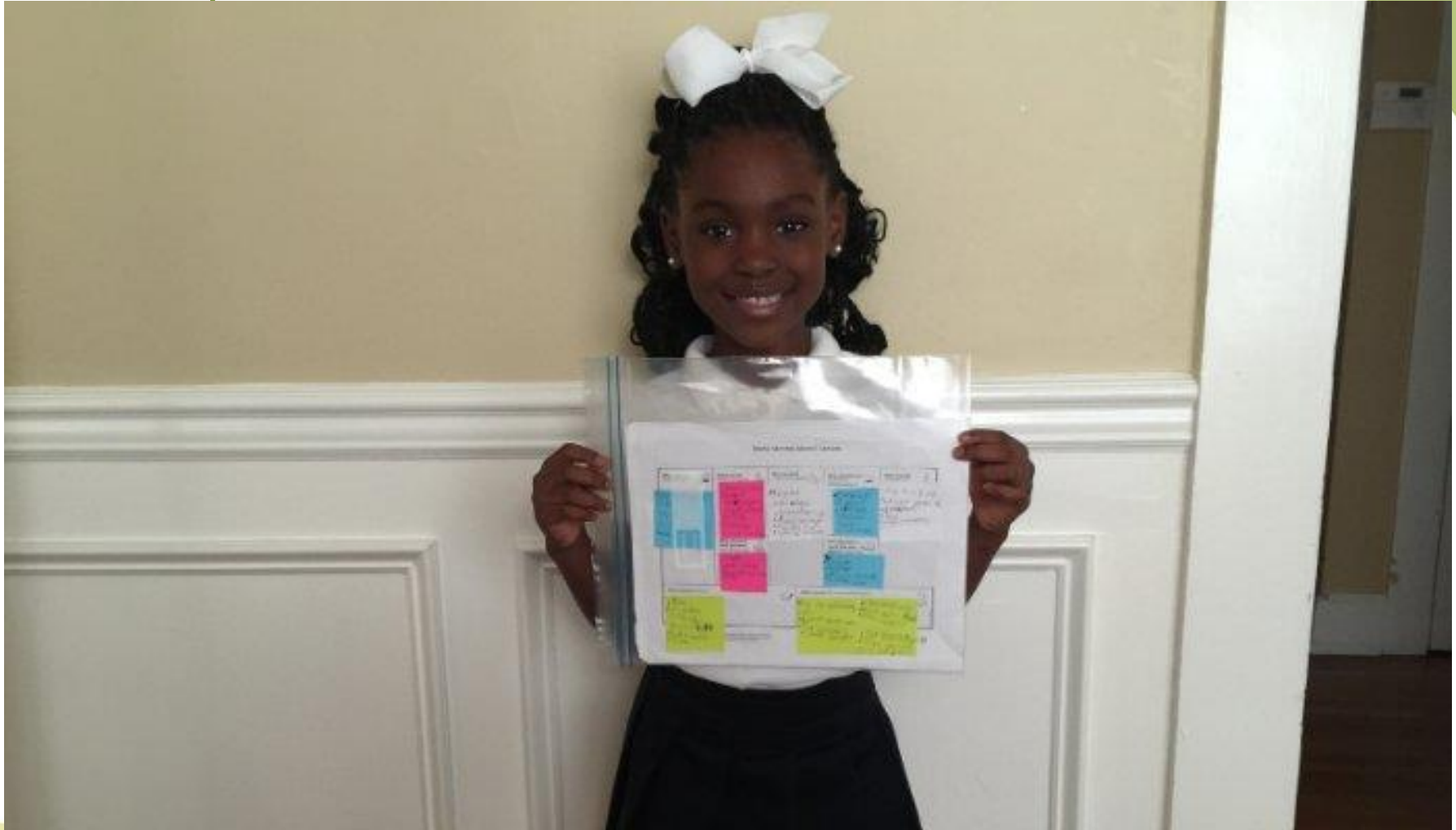
Brandon, D. P., & Hollingshead, A. B. (2004). Transactive Memory Systems in Organizations: Matching Tasks, Expertise, and People. *Organization Science*, 15(6), 633-644. doi:10.1287/orsc.1040.0069



# Business Modelling in Philanthropy

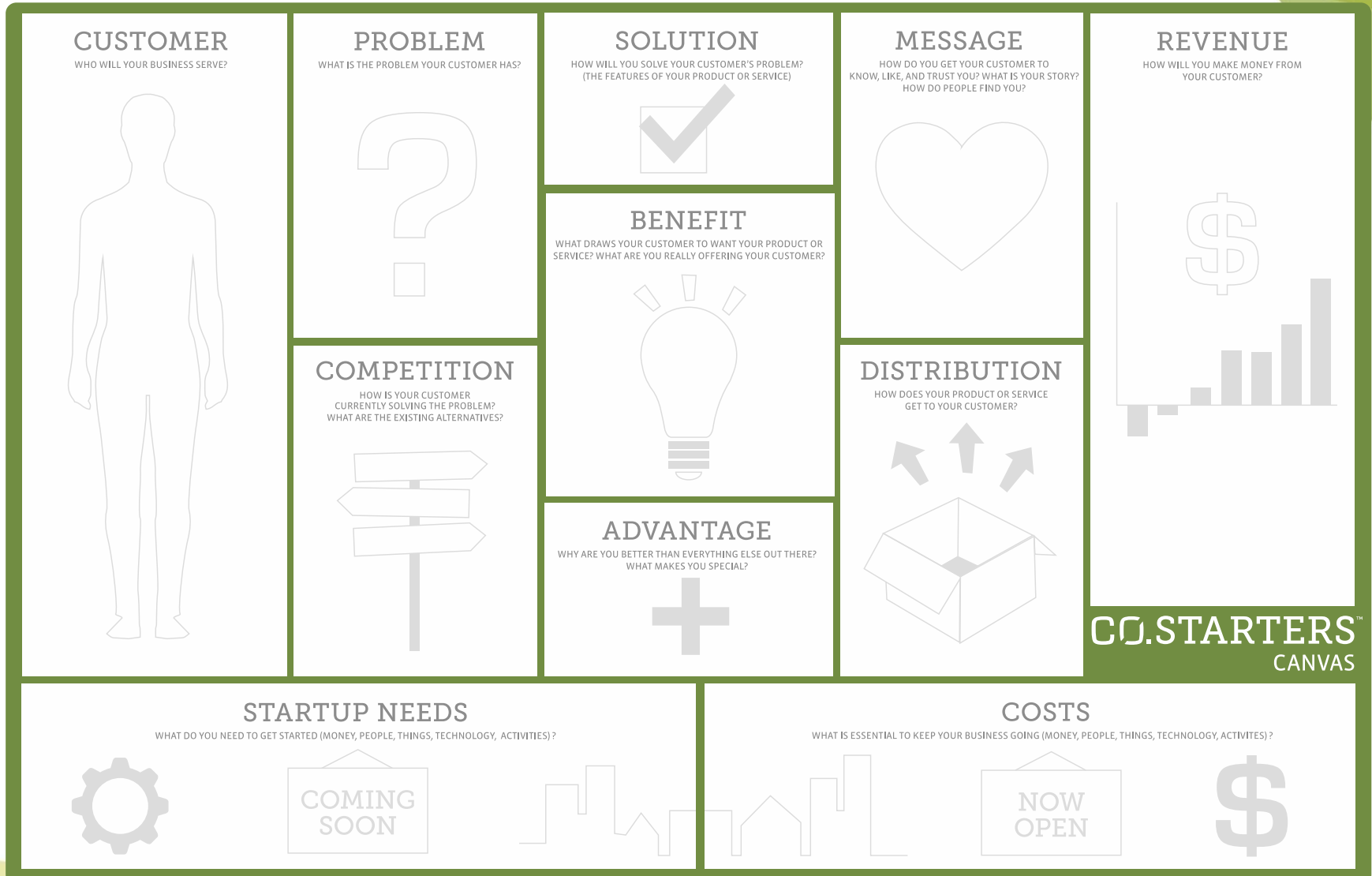


# Daddy's Pooh Pooh (Web-Based Morning Show for Kids)

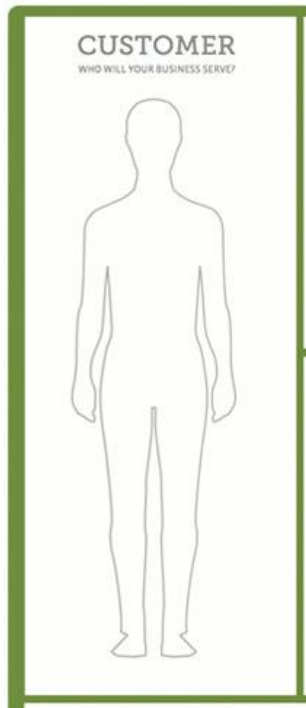


<https://www.linkedin.com/pulse/what-my-7-year-old-taught-me-entrepreneurship-anthony-c-hood-ph-d?trk=prof-post>

# Business Model Canvas: A Tool for Teams



# Customer



- Grantees
- Communities
- Funders
- Peer Reviewers
- End users

# Problem



- Challenges/Opportunities
- Food Desert, Blight, Crime, Education
- Prevalence/Severity/Frequency
- Pains, Gains, Jobs to be Done
- Gaps in theory/practice

# Competition



- Current Initiatives
- Alternatives
- Effectiveness
- Satisfaction with current care/treatment
- Competing theories, research teams, etc

# Solution



- Proposed plan of care/treatment/intervention
- Value Proposition
- Specific Aims

# Benefit



- Proposed benefit to subjects?
- How does the proposed grant:
  - Relieve pains?
  - Create desired gains?
  - Facilitate getting jobs done more cheaply or efficiently?
- Theoretical Contributions
- Practical Contributions

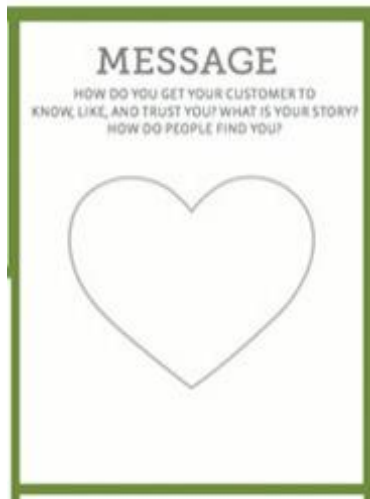


# Advantage



- Novelty/Innovation
- Why should your work be funded?  
Published?
- Why should the community support  
your work?
- Why should customers accept your  
philanthropy?

# Message



- What is your “brand”?
- How will you establish and build trust?
- How will your funders, peers and end users learn about your work?
- What are your plans for recruitment, enrollment and retention?

# Distribution



- Where will the work be conducted?
- What is your plan to communicate the impact of your work?
- What is your plan for translation, implementation, commercialization, etc?

# Revenue



- Funding sources
  - Member giving/dues
  - Foundations
  - Federal grants
  - Fee-for-service
  - Industry-sponsored

# Startup Needs

- Non-recurring costs
  - Meeting space, social events, equipment, recruitment incentives, technology



# Costs

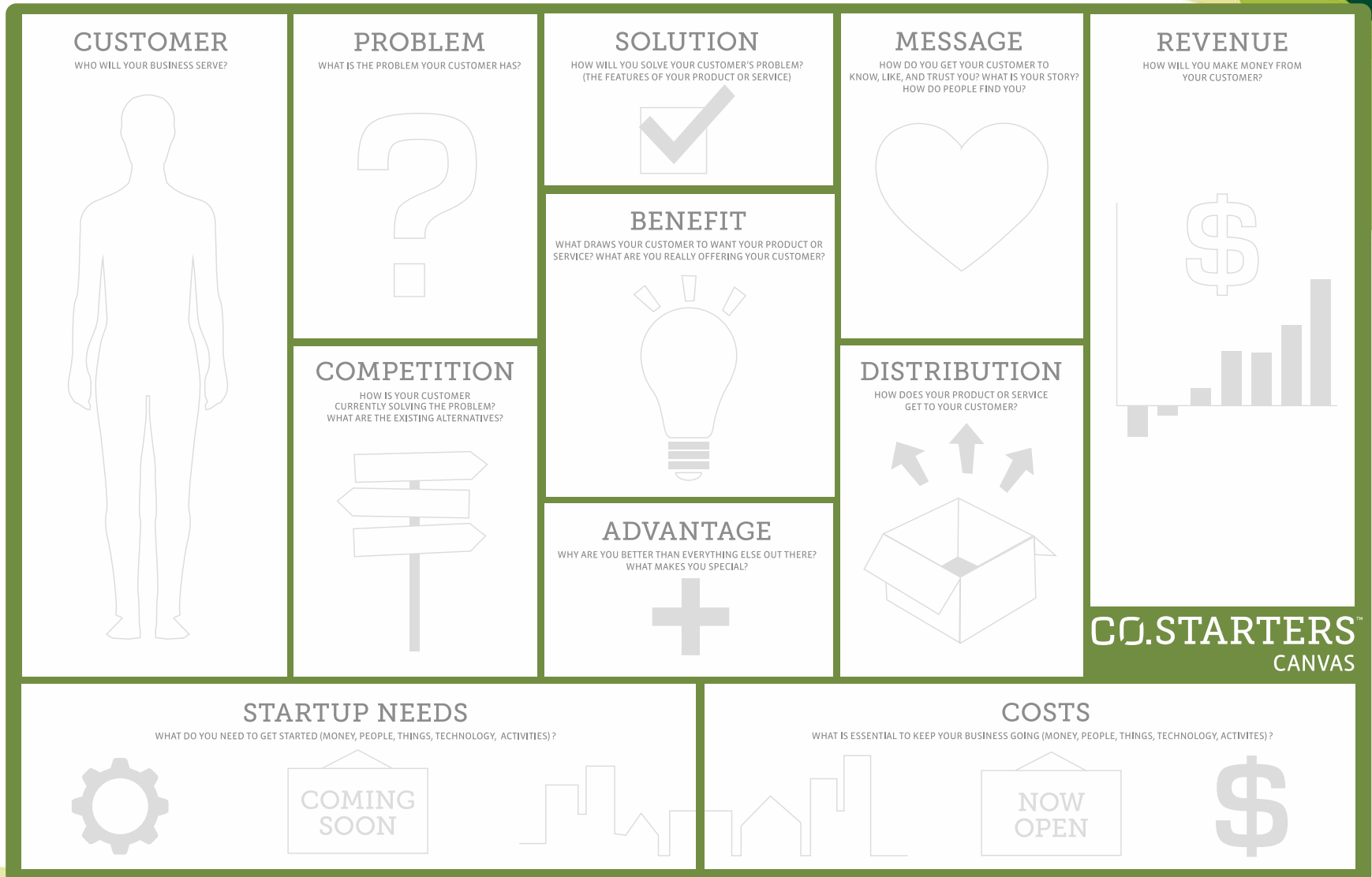
- Ongoing costs once the work begins
  - Space rental, salary support, supplies
- Time
- Emotional Energy



# Performance Evaluation

- Holding strategic planning retreats/kickoffs
- Project management
- Quarterly/Annual reviews
- Documenting activity
- Monitoring progress towards stated objectives
- Making corrective adjustments as needed
- Vision casting for next Q/Y

# Business Model Canvas: A Tool for Teams





# Philanthropy is a Team Sport



# Questions?

