# GOOD JOBS INSTITUTE

# **Good Jobs Strategy:**

How to drive excellence for customers, employees and investors

LEI Summit March 2019

# GOOD JOBS INSTITUTE

Our Mission

Help Companies
Thrive by Creating
Good Jobs

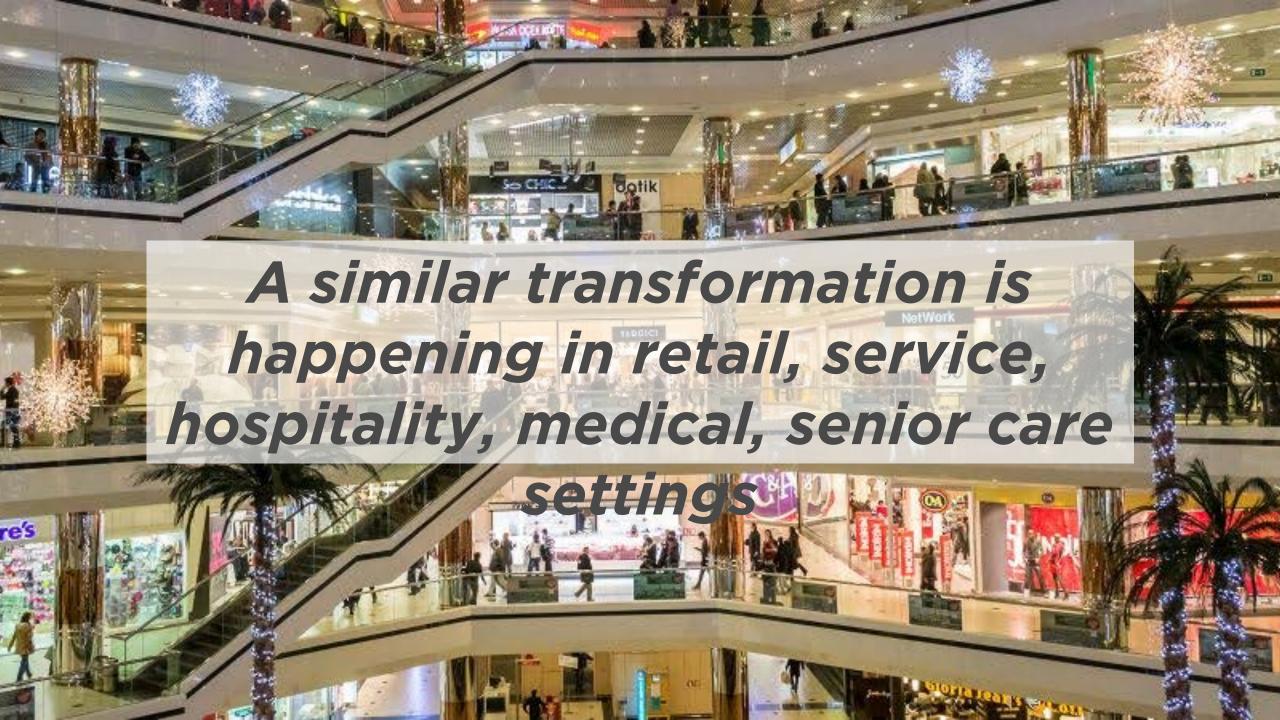
"Why is it that I always get the whole person when all I want is a good pair of hands?"

1913 Highland Park, MI



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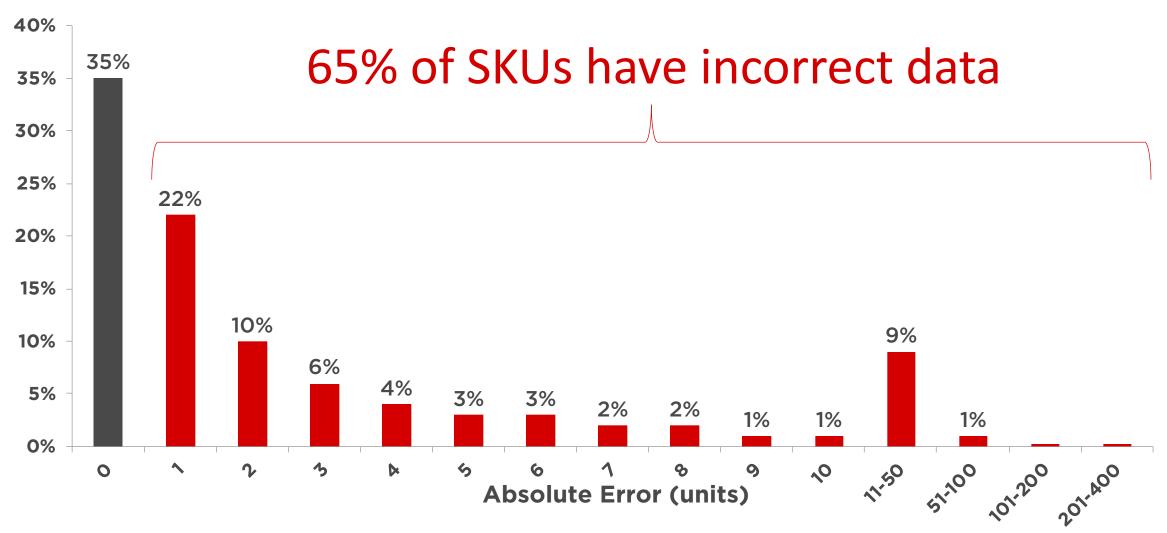
## **Phantom stockouts**

- 25-30% in CPG
- 60% at a specialty retailer
- Promotion compliance
- 50% compliance









% of SKUs (n=369, 592)

## Unpredictable Schedules



Schedule of a fulltime hourly manager during a week

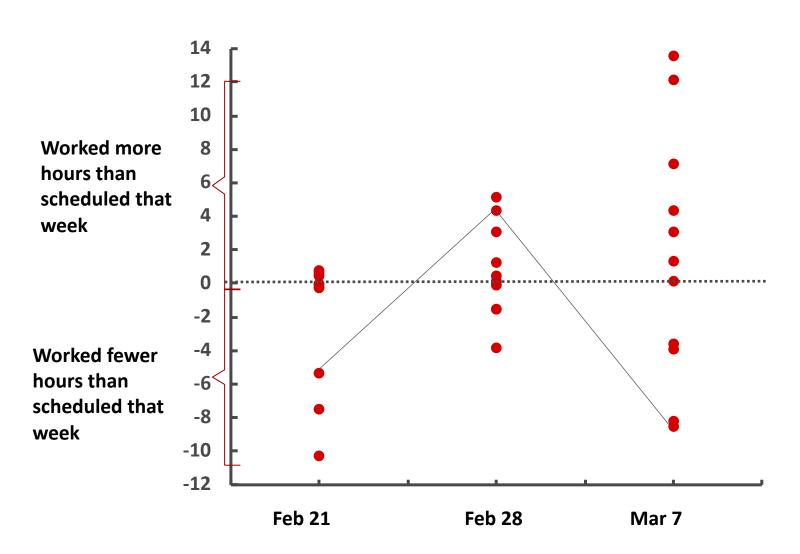
(7 years, several promotions later)

	MON	TUE	WED	THUR	FRI	SAT	SUN
11 PM							
10 PM							
9 PM							
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12 AM							



# Little stability $\rightarrow$ no time for managing

**Turnover** = 120%





# Little Respect for Employee Time, Capability, Knowledge

"We are throwaways who are a dime a dozen... Just human robots, really"

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# Meeting Employee Needs

#### **WORK MEETS HIGHER NEEDS**

#### **MEANINGFULNESS**

Work itself and significance to customer

#### **PERSONAL GROWTH**

Learning, creativity, problem solving

#### **BELONGING**

Team, pride for working at the company, mutual respect

### **ACHIEVEMENT**

Have autonomy, tools, time and resources to do great work

#### RECOGNITION

High expectations, feedback from others and job

#### **WORK PROVIDES BASIC NEEDS**

### **PAY & BENEFITS**

Fair for the work and compared to others, meets needs

### **SCHEDULES**

Stable and predictable schedules, adequate hours

### **CAREER PATH**

Clear and fair advancement to higher pay

#### **SECURITY & SAFETY**

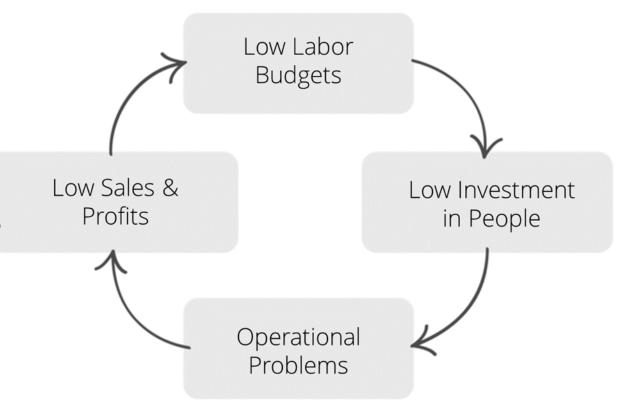
Keep job if perform well, safe conditions



# Assumption: People = Cost

## **This Vicious Cycle Hurts**

- Investors
- Customers
- Employees & Managers





- Tight labor market
- Min wage hikes in cities/states
- Scheduling legislation
- Competition & slower growth
- Omni channel experience
- Technological advances
- Big need to adapt/implement changes
  - Need people stability to roll out new processes/tech

Companies that pursue operational excellence through a Good Jobs Strategy will win



# QuikTrip: A Convenience Store Chain



### **Profit Per Store**

 89% Higher than Top Quartile Performers

### **Sales Per Hour**

 \$142 vs. \$94.7 (Top Quartile)

### Shrink

• 0.7% vs. 1.52% (Top ©Good Obs Institute 2019 Quartile)



Source: QuikTrip Instagram











# What's Their Secret?

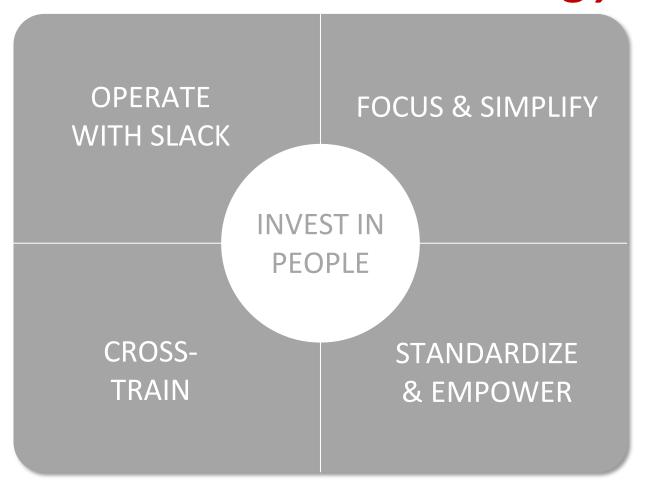
# Human-Centered Operating System

Need for capable, motivated people Operational Investment in Choices People that increase productivity, contribution and involvement Need return on people investment





# The Good Jobs Strategy



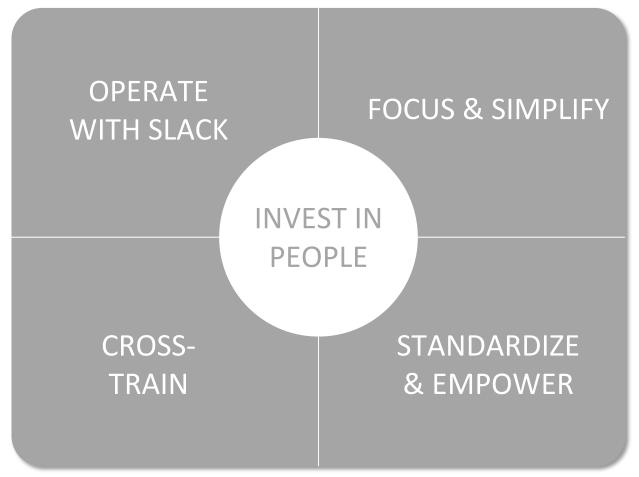
VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT

# **Holistic System Across the Company**

- Decisions made at the headquarters
- Decisions made inside the store, hospital, senior living community, etc.
- Coordination across the company



# GJS Is a System



VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT

- Ops choices <u>require</u>, <u>leverage</u>, <u>drive</u> motivated & capable workforce
- People investment <u>enables</u> and <u>requires</u> ops choices
- Ops choices work together and with investment in people



## What GJS Enables

- Strong managers who can focus on developing staff
  - Know their staff—strengths, weaknesses, what matters to them
  - Have time to hire, train, provide feedback
- Managers who feel like owners rather than task executers
- Continuous improvement
- Successful corporate rollouts/new programs



# Common Themes Across GJS Elements: Assumptions About People and Their Work

### GJ leaders believe

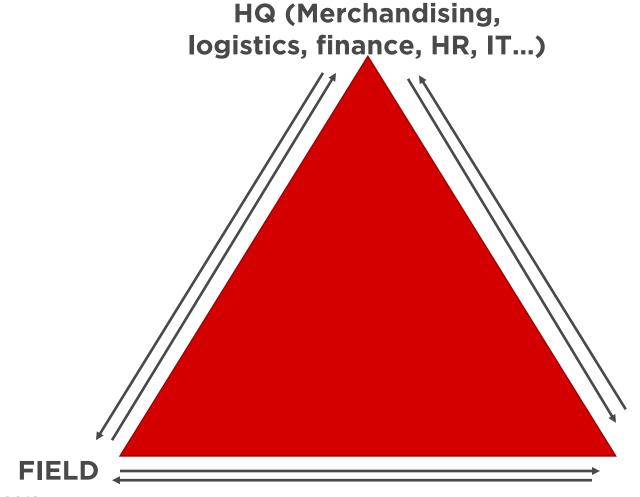
- People are internally motivated to do a good job, take pride, and improve versus people are lazy and unwilling to take responsibility
  - Whatever your belief is, people will prove it to be right
- The best ideas about work come from the people who do the work versus engineers or HQ
- 3 Problems are caused by the system versus people



### **Specified Principles (early 90s)**

- Everyone is reliable
- Only do what adds value to the boss
- Every company is an assembly line
- Have a scientific mind
- Zero defects
- All is improvable
- The company must prescribe
- Abide by the law
- Convince, not defeat

# Common Themes Across GJS Elements: End to End Focus on the Customer

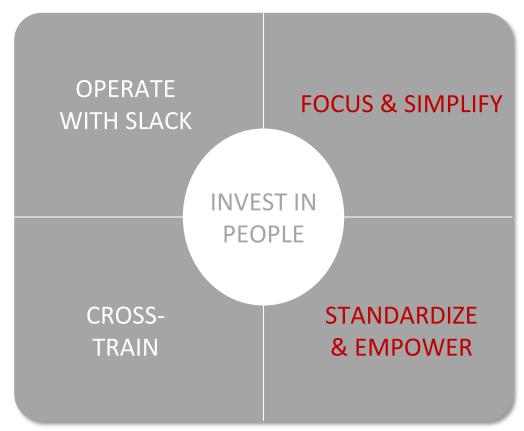


layout, products, displays, processes...

**STORES** 



# Common Themes Across GJS Elements: Headquarters-Store Coordination



VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT

- Involve stores, tie to customer
   1st, explain why
- Deep respect for associate time, knowledge, and ability to shine in front of customers
  - e.g., QT maintenance



### Versus

- HQ thinks, frontlines comp store managers are task executors
- HQ decisions with little store input
  - Decisions may not work at the store level
    - Can't adhere to displays
    - Products inappropriate for local market (snow blowers in Miami)
    - Technology or tools not used by associates
  - Impact on associates & managers
    - Lack of trust in HQ capability
- Good Holder is ions rarely consider the effect on frontline employees

# Common Themes Across GJS Elements: High Expectations All Around

## Company of Employees

- High Standards: hiring, attendance, task performance
- Clear expectations
- Recognition of strong performers, weeding out weak performers
- Healthy competition



Respect for their time,

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**Employees of** 

Other

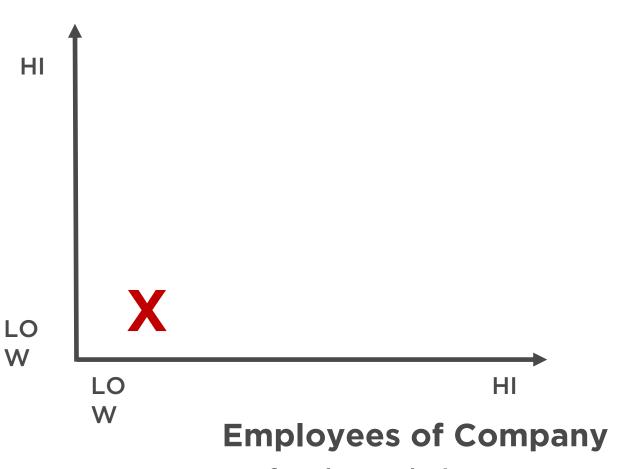
**Employees** 

# Versus: Low Expectations All Around

W

## Company of **Employees**

- Low Standards: hiring, attendance, task performance
- No time for constructive, specific feedback
- Weak performers linger



- Don't care for them, their success and growth
  - Don't respect their time, knowledge

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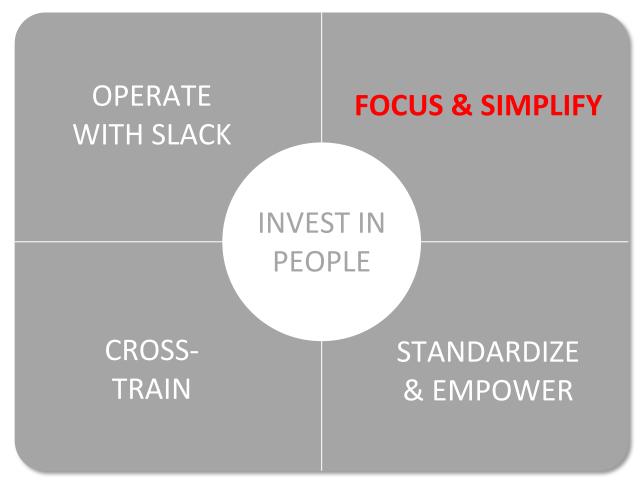
# Focus & Simplify

### **Strategic Focus**

- Clarity and alignment on the ideal customer experience
  - What problems are you solving for the customer?
  - Why do your customers come to you?

### **Operational Simplification**

 Rigor around new products, promotions, training, communication, and processes to be added (or removed)
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Consistent with strategic focus



**VALUES: 100% COMMITMENT TO** CUSTOMERS, EMPLOYEES & IMPROVEMENT

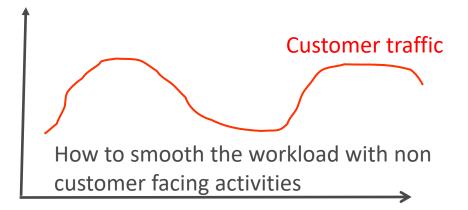
## WHAT to Simplify



### AMOUNT

- Work that does not add value to the customer
- Busy work that doesn't respect employee time
- # of tools, products, processes, promotions, communication...

### TIMING



### VARIABILITY

Reduce last minute changes



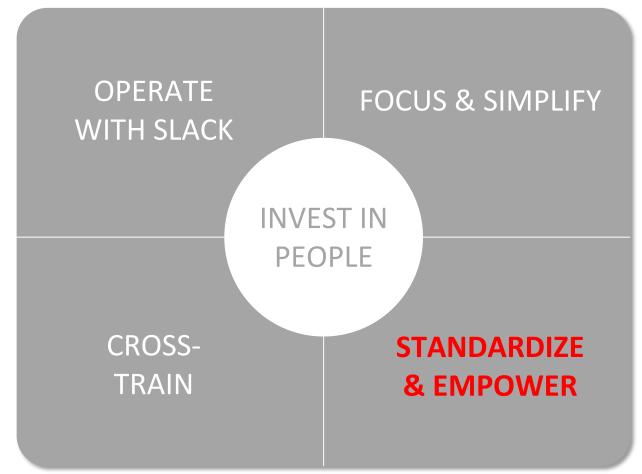
# **How** to Simplify

- Explain why
  - Highlight impact on customers and employees
  - Convince not defeat
- Involve Front Line Workers
  - Tools & technology
  - Merchandising: mechanisms to get store input
  - Non Value Add Work
  - Smart Short Cuts
  - Process Improvements



## Standardize & Empower

- Balance is key
  - Routine tasks
  - Variability from customers



VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT



## What to Standardize

### **Routine processes**

When, with what materials, how, duration

### Task performance, policies, & rules

- No more than three pallets on the selling floor when store is open, no more than three customers waiting,  $\frac{1}{4}$ " fat for ribeye
- Expectation: 100% compliance

Communication

**Improvement** 

**Management Practices** 



## **HOW** to Standardize

- Top directed & bottom up
  - Involve front line workers to develop standards and improve them
  - Strong buy-in
- Consistently get feedback
  - Process owners
- Clarity on who will do what
- Standardization of communication
- Explain WHY → link to customer 1st
- High conformance & consistency
  - High expectations
  - Focus and Simplify → reasonable requests



# **Empowerment**

- Empowered employees
  - Adapt to customer needs
  - Merchandising/Service decisions
  - Improve processes/products

→ Speed/responsiveness, respect for people's time and judgment



# **Involving Associates in Improvement**

Most of what needs to be improved is invisible to managers & executives but visible to people who are closest to work

- Coca Cola Stockholm results:
  - Management driven: 2.5 million SEK from 7 projects
  - Frontline driven: 8 million SEK from 1720 projects



Source: The Idea-Driven Organization, Robinson and Schroeder

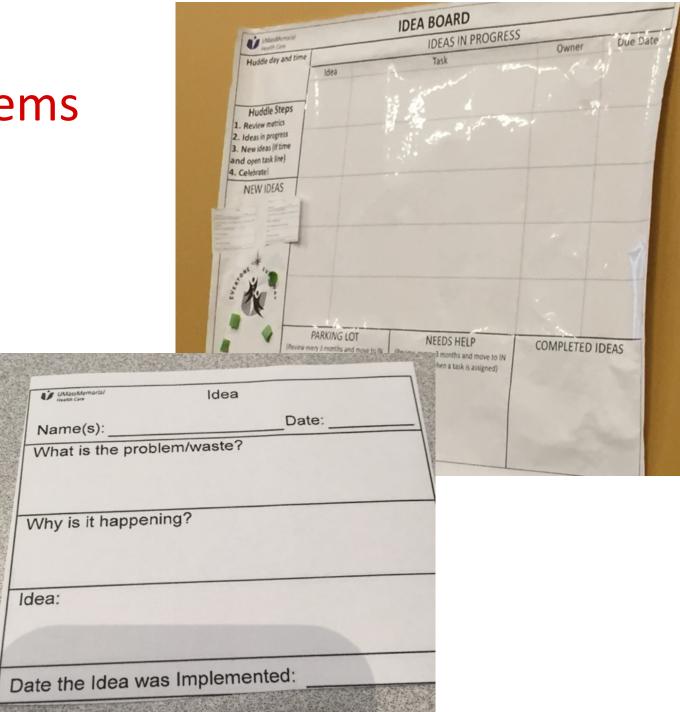
# Health Care Ideas Systems

Many hospital systems implementing ideas systems

- STANDARDIZE communication by having daily huddles and clear hand offs
- EMPOWER front line employees by asking for and implementing their ideas

# UMASS Memorial Medical Center:

- Doctors and administrator did not know how to fix a serious ER problem—but the nurses and techs knew.
- Engaging everyone, every day, in improving the experience



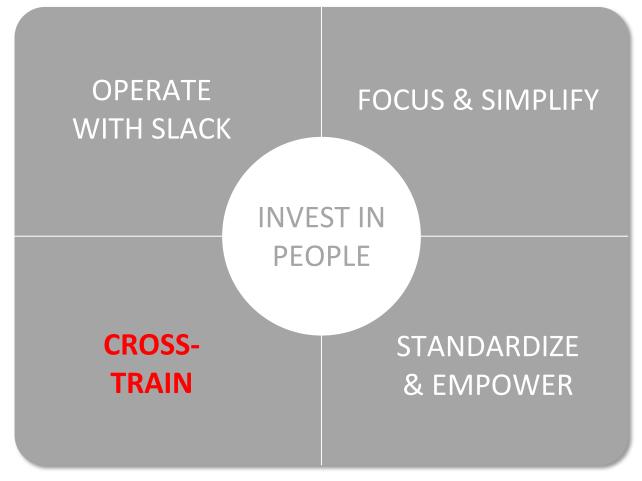


### **Cross-Train**

- I. Cross Train to Customer and Non-Customer Facing Tasks
- II. Fewer people with more hours

### Balance:

- Specialization/mastery
- Flexibility to deal with variability
- Motivation
- Teamwork



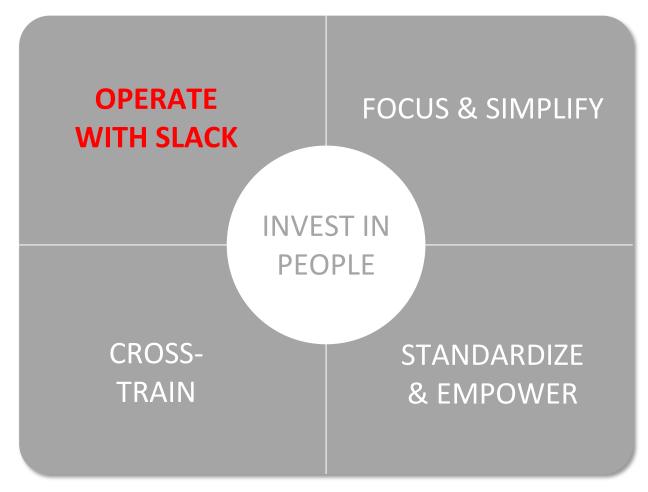
VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT



## Operate with Slack

# This is the last operational choice for a reason!

- Staff based on tasks/traffic vs sales
- Staff more than the expected workload
- Focus on customer 1st
- Managers focus on managing



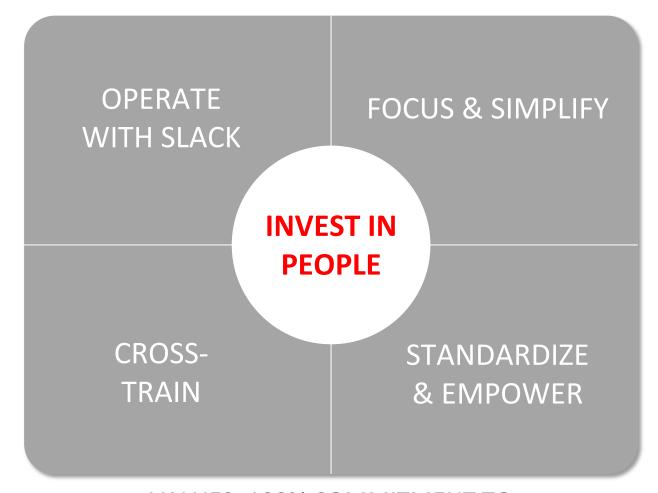
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### Invest in People

### Stable Base:

- Pay
- Benefits
- Scheduling



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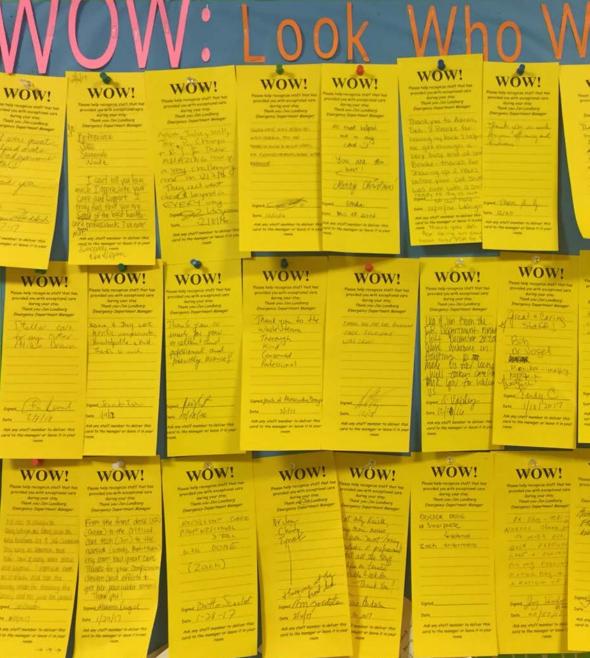


# Invest in People

- 1. Are people capable of doing the work?
  - Hiring and Onboarding: Hire for key attributes, selection is rigorous, clear understanding of job and schedule, respect at every juncture
  - Training: Training schedule is clear and trainers are prepared, hands on, training is evaluative
- 2. Are people motivated to do the work?
  - Performance Management Systems
- 3. Are people supported to develop at work?
  - Promotion from within=crucial

# Lots of ways to recognize people

wow! wow! wow! wow!



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### **Outcomes**

EMPLOYEES

Motivated & capable

CUSTOMERS
Satisfied & loyal

**PERFORMANCE** 

High productivity, strong execution, high sales & profits



VALUES: 100% COMMITMENT TO CUSTOMERS, EMPLOYEES & IMPROVEMENT

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### **Business Case for Good Jobs**



Motivated & capable

Moral

### **CUSTOMERS**

Satisfied & loyal



Competitive

#### **PERFORMANCE**

High productivity, strong execution, high sales & profits



**Financial** 

### **Employee Experience Metrics**



#### Pay

- % of employees making a living hourly wage
- % of employees whose annual pay is <\$10K, \$10-\$20K, \$20-\$30K, >30K
- % of full-time employees on federal assistance
- % of temporary and/or contract workers
- % of people who qualify for benefits

#### **Schedules**

- # of weeks notice for schedules
- Deviation between actual and planned hours/employee/week
- % of employees working (per week): <10 hours, 10-20, 20-30, 30-40,</li>
   >40
- % full-time employees
- Min. guaranteed hours for part-timers

#### **Career Path**

- % of frontline managers promoted from within
- % of field leaders promoted from within (e.g., regional and district managers)

#### **Safety and Security**

- # of safety incidents (both employee and customer)
- # of layoffs in last 5 years

What percentage of employees make a living wage?

What % are full time?

How far in advance do employees get their schedule—and how often do they change?

What % of frontline managers are promoted from within?



# **Customer Experience Metrics**

- Customer surveys
- Customer focus groups and observations
- Social media sentiment
- Yelp ratings and qualitative comments
- Mystery shopper evaluations
- NPS, Tempkin, ACSI
- Capacity measures for sufficient staffing
  - (e.g., customer traffic per labor-hour in retail)

Who are your customers?

Why do they come to you?

Do you deliver the right product or service, in an accurate, timely fashion?

Do you offer a great customer experience?





Category	Ways to Measure			
Employee Stability	<ul> <li>Employee turnover (e.g., ~4% at Mercadona)</li> </ul>			
	<ul> <li>First-year or 90-day turnover %</li> </ul>			
	<ul> <li>Turnover % of employees &gt;1 year tenure (e.g., ~6% at Costco)</li> </ul>			
	Absenteeism			
Costs	Cost of Turnover			
	Theft or shrink			
	Waste			
	<ul> <li>Cost savings from employee ideas</li> </ul>			
Customer Satisfaction	Average ticket spend			
and Sales Metrics	Repeat customer rate			
	Conversion rate			
	Same unit sales growth			
Operational Execution	Data inaccuracy			
	<ul> <li>Misplaced products or resources</li> </ul>			
	<ul> <li># changes, promotions, and/or deviations from schedule</li> </ul>			
Productivity	<ul> <li>Productivity of your most important resources; e.g., space, people,</li> </ul>			
	inventory/materials			

Do you have stability in your workforce?

What is the cost of turnover? Shrink and waste?

How do your employees help you reduce costs and increase sales?

What are your biggest operational problems?

How do you make sure your employees are productive?



# Other GJS Tools: Leadership survey (20 questions)

### Helps measure urgency and inclination in your leadership/organization

1) Our competitors offer a more compelling customer experience than we do					
Completely Disagree - 1 $\bigcirc$	O 2	○ 3	O 4	○ 5 - Completely Agree	
2) Our same unit sales growth is at or below industry average					
Completely Disagree - 1 $\bigcirc$	O 2	○ 3	O 4	○ 5 - Completely Agree	
3) Labor productivity in our units is at or below industry average					
Completely Disagree - 1 $\bigcirc$	O 2	○ 3	O 4	○ 5 - Completely Agree	
4) More than half of our frontline employees leave the company within their first year					
Completely Disagree - 1 $\bigcirc$	O 2	○ 3	O 4	○ 5 - Completely Agree	
5) Our units often have challenges executing corporate plans related to new products, promotions, and services					
Completely Disagree - 1 $\bigcirc$	O 2	○ 3	O 4	○ 5 - Completely Agree	
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# Other GJS Tools: Diagnostic (80+ questions)

- Survey that identifies which elements of the Good Jobs Strategy your company already practices and where you can improve
- Sections on values, invest in people and each operational choice

### **Uses:**

- 1.) To review GJS choices and how they come to life at companies
- 2.) To see where your team thinks your company lands
- 3.) To compare scores of C-suite to leadership to field and business unit managers to understand where you may have gaps



# Case Study: Quest Diagnostics Call Centers

#### **Stabilized People**

 Raises wages, created clear career path and improved training

#### AND

 Raised Expectations: New attendance policy and clear KPIs/performance management

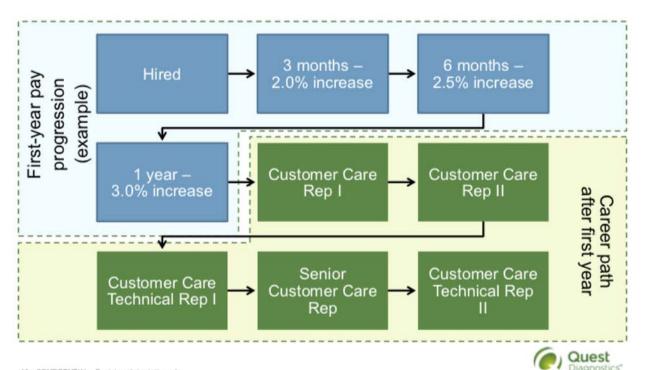
#### **Simplified Work**

 Reduced call volume (asked customers what calls they would prefer to get vial email/fax)

#### **Standardized Tasks and Empowered Reps**

- Huddles and visual management
- Model pods
- Ideas system

#### Customer Care Career Path



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# Case Study: Quest Diagnostics Call Centers

- Improvement within 18 months:
  - Effect on customers:
    - Transfer rate: 12% → 9.5%
    - Calls answered within 60 seconds: 50%→70%
    - Better service → fewer complaints → fewer lost accounts
  - Effect on employees
    - Employee turnover: 34%→16%
    - Absenteeism: 12.4% → 4.2%
    - Higher pay for reps
    - Training→80% of training funds spent on onboarding to 42%
  - \$2M in savings, \$1.2M from improvement projects
    - July 2016-Feb 2017: 1556 ideas from reps, 1001 completed

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