

# Training and Developing IT Staff

Troy Robason

# What type of issues are you facing?

- High turnover?
- Reduced head-count?
- Hero mentality?
- Keeping up with technology?
- Adapting to a service mindset?

# Agenda

- A little background . . .
- How DO we learn? Why do I care?
- What skills are necessary in today's IT organizations?
- Building a training program . . .
  - For your group
  - For an individual
- Measuring Success
- Wrap it up!

# A little background . . .

- Job Experiences

**GENERAL DYNAMICS**



- Industry involvement



- Life experiences



**BAYLOR**  
UNIVERSITY

**STANFORD UNIVERSITY**

# Learning Styles

*The way in which we view the world is called our . . .*

## **Perception**

*We perceive in two ways . . .*

**Concrete**

**Abstract**

*The way we use the information we perceive is called . . .*

## **Ordering**

*We order in two ways . . .*

**Sequential**

**Random**

# Four Combinations

## Concrete Sequential

Hardworking, conventional, accurate, stable, dependable, consistent, factual, organized

## Abstract Sequential

Analytic, objective, knowledgeable, thorough, structured, logical, deliberate, systematic

## Abstract Random

Sensitive, compassionate, perceptive, imaginative, idealistic, sentimental, spontaneous, flexible

## Concrete Random

Quick, intuitive, curious, realistic, creative, innovative, instinctive, adventurous

# What do they do best?

## Concrete Sequential

- Organize
- Fine tune ideas
- Produce products from abstract ideas

## Abstract Sequential

- Gather data before making decisions
- Analyze ideas, research
- Use facts to prove theories

## Abstract Random

- Listen sincerely to others
- Focus on themes / ideas
- Bring harmony to group situations

## Concrete Random

- Inspire others to take action
- Visualize the future
- Think fast on their feet
- Take risks

# What's hard for them?

## Concrete Sequential

- Working in groups
- Discussion with no specific point
- Following incomplete or unclear directions

## Abstract Sequential

- Repeating the same tasks over and over
- Being diplomatic when convincing someone else of their point of view.

## Abstract Random

- Competition
- Working with unfriendly people
- Accepting even positive criticism

## Concrete Random

- Formal reports
- Keeping detailed records
- Having no options

# What questions do they ask when learning?

## Concrete Sequential

- What facts do I need?
- How do I do it?
- What should it look like?
- When is it due?

## Abstract Sequential

- How do I know this is true?
- Have we considered all the possibilities?
- What will we need to accomplish this?

## Abstract Random

- What does this have to do with me?
- How can I make a difference?

## Concrete Random

- How much of this is really necessary?

# Why do I care?

- Learning how to recognize and appreciate learning styles can help you identify natural strengths and tendencies each individual possesses.
- A great team is one that has members from each of these areas!

# Types of Learning

- Three types of learning
  - **Cognitive:** mental skills (*Knowledge*)
    - Knowledge, comprehension, application, analysis, synthesis, evaluation
  - **Affective:** growth in feelings or emotions (*Attitude*)
    - Receiving phenomena, responding to phenomena, valuing, organization, internalizing values
  - **Psychomotor:** manual or physical skills (*Skills*)
    - Perception, Set, Guided response, mechanism, complex overt response, adaptation, origination

# How do we gather information?

- Visual, Auditory, and Kinesthetic
  - Lookers - Rely on the sense of sight
  - Listeners - Prefer sounds and words
  - Movers - Hands on learning through both touch and movement

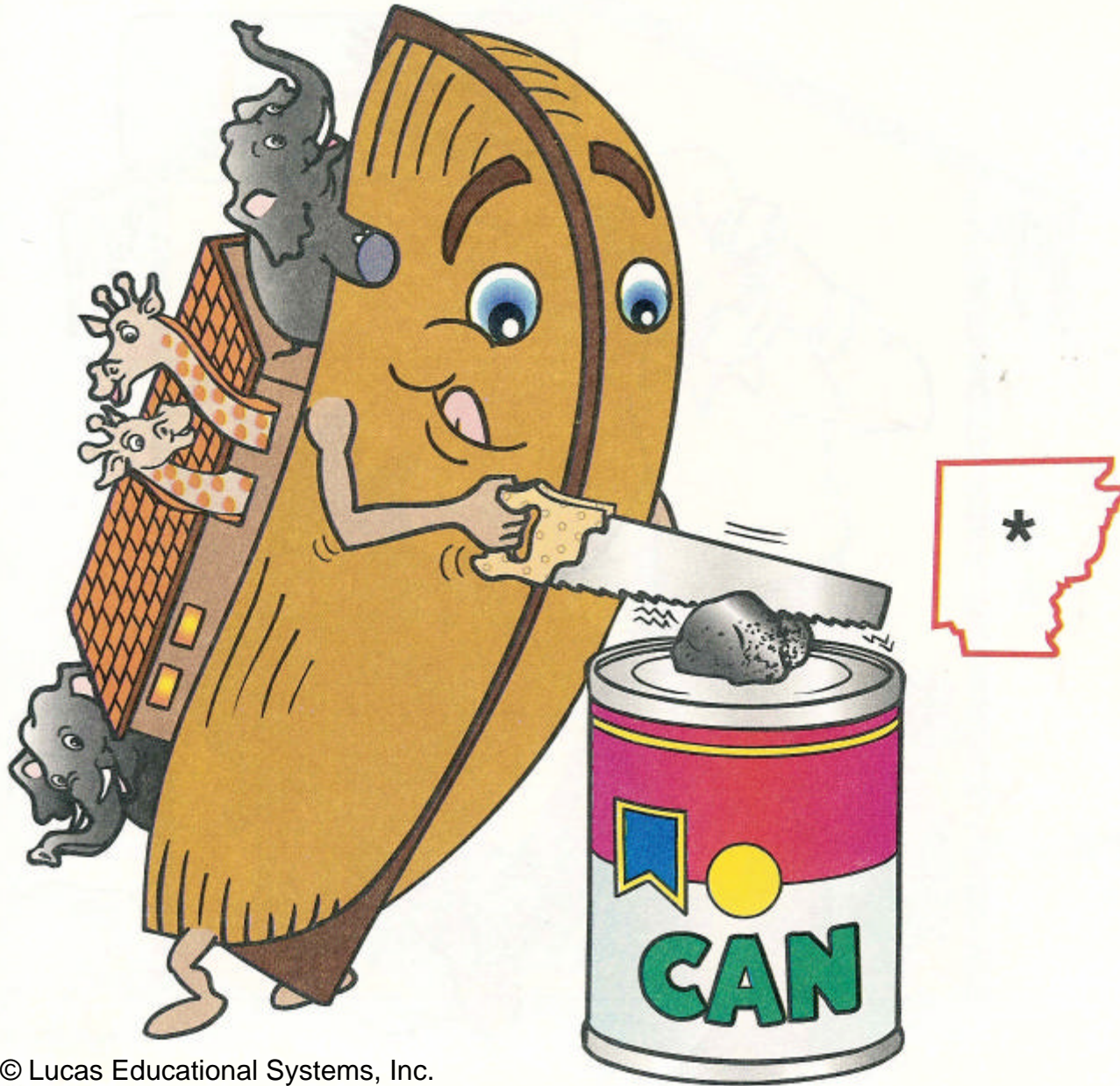


# How do we retain information?

- Get, Learn, and Use information
  - See, Recognize, Register, Retrieve, Knowledge
- Move from the “stone age tool” of repetition to becoming a “Master Mind Mechanic” who can analyze, attack, and solve any learning problem.
- The Link, Anagram, Sound-Alike Word, Consonant, Peg Word, 200 Word Locator, Look-Alike, and Substitute Systems

Arkansas  
Ark-Can-Saw

Little Rock  
Little Rock



Washington  
George **Washington**

Olympia  
**Olympics-Uh**



# How do you get the best results?

- The best results come from a combined delivery of multiple sensory sources –
  - Tell me the information as I read it on a handout/slide,
  - allow me to “experience” the skill physically,
  - let me tell it back to you.
- Minimize the number of students per teacher.
- Personalize the experience.

# Guidelines for Training

- **Observe** – patterns of behavior.
- **Listen** – to the way a person communicates.
- **Experiment** – with what works and what doesn't.
- **Focus** – on natural strengths, not weaknesses.
- **Learn** – about learning styles in general.

Break!

# Skills needed in today's IT organization

- Technical competence
  - Desktop, server, networks, storage, database, applications
- Project / Process methodology
  - PMI, ITIL, Six Sigma, SOX
- General industry knowledge
  - Industry standards and user group activities
- Soft skills
  - Attitude, communication, teaming

# Building a training program for your group . . .

- Do you follow a Level 1 / 2 / 3 methodology for responding to requests?
- Do you leverage a knowledge database?
- Clearly define the breadth and depth of skills needed by role.
- Develop both strategic and tactical plan.
- Map out your requirements.

# Product Training

Web-based

**PROD 101**

Provide basic knowledge of the product

Web-based

**GEN 001**

Basic industry knowledge For topic.

Web-based

**PROC 101**

Define how the tool ties to internal processes.

**Operator**

**Administrator**

**Developer**

Web-based

**PROD 102**

Provide basic operational usage of product

Web-based

**PROD 201**

Instruct on administrative Usage of product.

Web-based

**PROD 301**

Change/configuration mgt.

Web-based

**OV 103**

Data Analysis.

Classroom

**Vendor XX-03**

Administrator Class I

Web-based

**PROD 302**

Product support. Licensing.

Virtual Classroom

**Vendor XX-01**

Operator Delta Class

Classroom

**Vendor XX-04**

Administrator Class II

Classroom

**Vendor XX-05**

Developer Class I

Classroom

**Vendor XX-02**

Operator Class 1

Classroom

**GEN 002**

UNIX Shell Programming.

Classroom

**GEN 003**

PERL Programming.

Delivery Type

Internally Developed.

Purchased From Vendor.

General industry training

# Defining a class

- Title
- Description
- Objectives
- Pre-requisites
- Target Audience
- Experience
- Delivery Method
- Primary Delivery Location
- When offered
- Duration
- Monitored / Non-monitored

# Building a training program for an individual . . .

- Coach your employee to help them understand the type of role they are suited for and would like to aspire to.
- Build a plan to get there!

# Example: Training Plan for a Unix System Administrator

<u>Course Name</u>	<u>Hours</u>	<u>Duration</u>
<b>Pre-requisites / Recommendations</b>		
■ Personal Development classes		
■ Customer Interaction		
■ Basic Computing and Networks		
■ The Personal Computer or Intro to PC & DOS (if necessary)		
■ Data Communications I		
<b>Level 1</b>		
■ UNIX Concepts and Facilities	17.5 hours	3 hr/day
■ UNIX Bourne shell Programming	20 hours	3 hr/day
■ VI Editor	2 hours	
■ Apprenticeship		1-3 days
<b>Level 2</b>		
■ C Programming	30.5 hrs	
■ Basic Systems Administration	24-40 hrs	8 hr/day
■ Advanced Systems Administration	24-40 hrs	8 hr/day
■ AIX Basic Systems Administration	24-40 hrs	8 hr/day
■ AIX Advanced Systems Admin.	24-40 hrs	8 hr/day
■ Apprenticeship for a specific system		1-2 weeks

# Measuring Success

- What are you measuring?
  - Good service to your customer?
    - Keep track of positive feedback.
  - New / updated information that needs shared?
    - Reward knowledge database submittals.
  - Success of classroom learning?
    - Take turns cross-training and teaching others.
  - Conference or boon-dogle?
    - Write a summary and present it back to the team.
- Certifications
  - When is it required? Why?
  - Fairness and legality . . .

# Wrapping up

- Resources
  - An Adult's Guide to Style by Anthony Gregorc
  - Bloom's Taxonomy (3 domains of educational activities: cognitive – knowledge, effective - attitude, psychomotor - skills) . . . the goals of the training process. <http://www.nwlink.com/~donclark/hrd/bloom.html>
  - The Way They Learn by Cynthia Ulrich Tobias (defines learning styles)
  - How to Maximize our Child's Learning Ability by Dr. Lauren Bradway and Barbara Abers Hill (gives details about learning styles)
  - Learning How to Learn by "Doctor Memory" Jerry Lucas (talks about getting, learning, and using information)
  - The Well-Educated Mind by Susan Wise Bauer (examples of a classical education)
  - Dr. Brian Ray (student to teacher ratio's) . . . <http://www.nheri.org/>