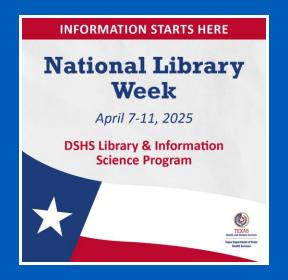
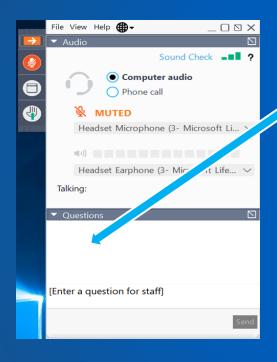
#### Making Work Fun Again!



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### Making Work Fun Again!



Chan McDermott
Workforce Development Coordinator
Family Health Services
Texas Health and Human Services Commission



### Making Work Fun Again!

Chan McDermott Family Health Services – HHSC Apr. 11, 2025

### Our Agenda

- ✓ The Basics of Fun
- Individual-Oriented Fun
- ▲ Leader-Oriented Fun
- ✓ Team-Oriented Fun
- Organization-Oriented
- Power of Ritual
- Making a Plan

#### **Credit Where It's Due**



Work Made Fun Gets Done!



### Was Work Ever Fun?

Quick chat: When was the last time you remember having fun at work?
What were you doing?



### Why Bother With Fun?

Fun is one of the most important— and underrated— ingredents in any successful venture.

-Richard Branson

### Why Play? Why Not Play?



Quick chat:
What is your
favorite way
to play at
home? At
work?

### Playing Benefits Adults!



"We don't quit
playing because
we grow older;
we grow older
because we quit
playing."

-Oliver W. Holmes

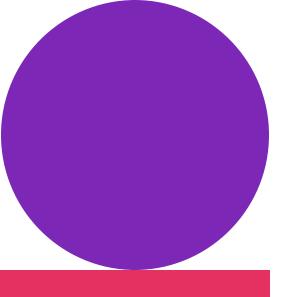
### What the Research Tells Us

- Employees who play learn faster, retain knowledge more efficiently
- Fewer sick days
- Engaged employees
- More productive
- Higher levels of psychological safety
- Better collaboration

All work and no play makes everyone a whole lot duller!

### DSHS Region 2/3





"How we do things around here."

#### **About Culture**

- An organization's "personality"
- A set of shared assumptions that guide behaviors
- The values, beliefs, and norms which influence the behavior of the members of the organization

# Inserting Fun

Into an organization's culture.

### What's needed?

- **1. Understanding** of the importance of fun
- 2. Opportunities to incorporate fun into work
- 3. Supportive **environment** that encourages fun

Lead with your own fun behaviors and give others implicit permission to do the same.

### The Philosophy

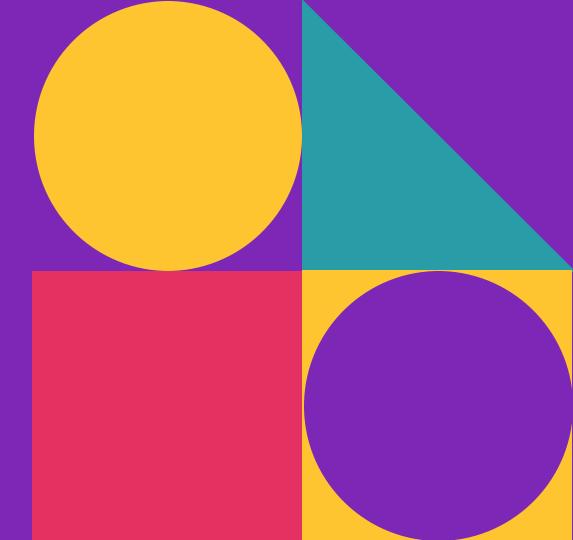
- 1. Be playful. Choose to have fun but don't force fun on others.
- 2. Be open & flexible not rigid & predictable.
- 3. Experiment: try new things instead of doing the same old thing.
  - 4. Learn, refine & reapply and learn from everything you try.
- 5. Be patient don't give up!

### "Rules" of Fun

What's fun for some may not be fun for others

Know thy people well

Keep it safe and fun for everyone





Individual-Oriented Fun

Where does fun start?

For Yourself

TIP: Think of the "win" and the "why" for each task. Fup List!









### For Others









### Leader-Oriented Fun

When leaders demonstrate & encourage fun, it's more likely to be accepted by others.

some noies examples

Other ideas?



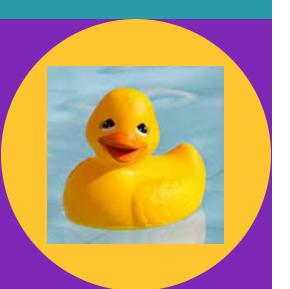
Recognition

It can go so right . . . Or so wrong.

### What does recognition look like?



### DAP Ducks





### **DAP Ducks**







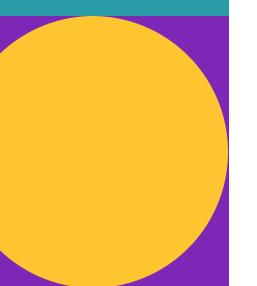
### Team-Oriented Fun

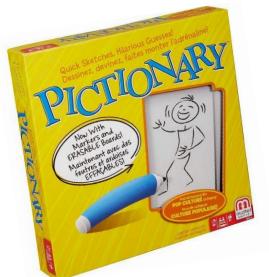
Fun is a way to bridge the differences among team members & create a common demoninator.

## The Virtual Challenge











## The Hybrid Challenge







### Organization-Oriented Fun

A critical mass of employees focused on fun activities can help to shape the culture of the organization over time.

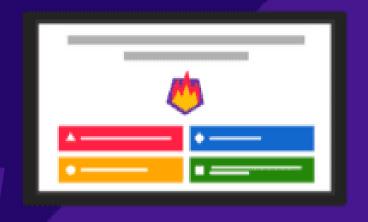


### Other ideas?

- Celebrate special days
- Recognition Days and Weeks
- Holiday Celebrations
- State Employee Charitable Campaign events
- Graduation recognition
- Gratitude boards

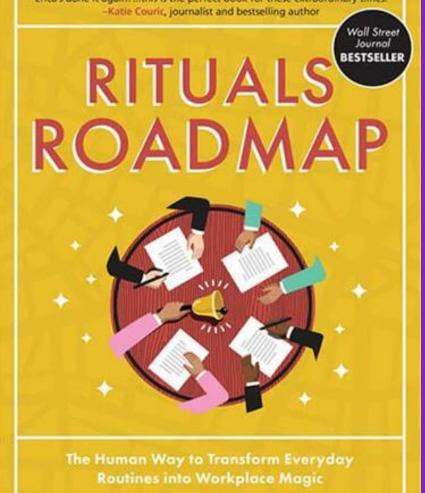
- Ask your employees
- Include fun-related items on 360 assessments
- Orient all leaders to fun principles and how-to tips
- Encourage leaders to bring humor to organization events
- Hire leaders who have a strong sense of fun











Erica Keswin

### Rituals Matter



some examples











Are all rituals useful?





Ritual
Throwback:
WIC New
Hires

#### Rituals are:

- Personal
- Purposeful

"Though very different in practice, routine and ritual seem to be two sides of the same coin . . . the structure of routine comforts us, the specialness of ritual vitalizes us."

-Maria Popova



Let's



#### Choose one:

- Individual-oriented fun for yourself? For others?
- Leader-oriented fun
- Team-oriented fun
- Organization-oriented fun

Brainstorm a few ideas & select one

What resources do you need?

Develop a timeline

Identify 2-3 actions to make it happen!

### Then execute it!

"The best advice I ever received came from my mother: 'Do at least one fun thing every day.'" -Clifford Cohen, Shots of Wit

Thank You!!

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