# Resonance Executive Coaching Peak Performance and Leadership For CEOs and Executives

# Storytelling for Product Management

Dan Kimble, CEO of Resonance Executive Coaching

Twenty+ year Silicon Valley Leadership Veteran

MBA from both Columbia Business School and Haas School of Business

Bachelor's degree in Computer Science



### What Are You Passionate About?



> >> >

# Sample of Global Brands We've Worked With















charles SCHWAB











## Areas of Core Expertise

- Executive Coaching
- Leadership Development
- Team Performance and Design
- Executive Presence
- Storytelling For Maximum Influence

- Change Initiatives
- People Development
- Meeting Facilitation
- Leadership
- Leadership Development Programs



### How We Work With Our Clients

- 1:1 Coaching
- Group Coaching
- Executive Retreats
- Workshops
- Off-sites

- Keynotes
- Executive Roundtables
- People Assessments
- Training Programs Virtual and In Person

#### **Evolution of a Leader**

**PROACTIVE** 

REACTIVE

#### Typical Distribution and Costs of Leaders in an Organization

	LEADERSHIP LEVEL	WHAT IT FEELS AND LOOKS LIKE	TYPICAL BUSINESS IMPACT	
0	INSPIRED LEADER $5\%$	<ul><li>Visionary</li><li>Leads by exquisite example</li><li>People lining up to follow</li></ul>	- High profits - 150% higher EPS than frustated leader - Employee turnover - at least 65% lower	
2.	ADVANCED LEADER  10%	- Enrolling - Authentic, compelling presence - Trusting	<ul><li>Very good profits</li><li>Employee turnover acceptable</li><li>Strong productivity</li></ul>	
3.	COMPETENT LEADER 25%	<ul><li>Gets the job done</li><li>Trustworthy, but not trusting</li><li>Initiates incremental changes</li></ul>	<ul><li>Average profits</li><li>Employee turnover too costly</li><li>Good productivity</li></ul>	
4.	ASPIRING LEADER 35%	<ul><li>Struggling just to manage (not leading)</li><li>Wants more, doesn't know how</li><li>Liked, but not really respected</li></ul>	<ul><li>Low profits or losses</li><li>Employee turnover a big cost</li><li>Low productivity</li></ul>	
5.	FRUSTATED LEADER 25%	<ul><li>- Frazzled</li><li>- Very reactive</li><li>- Running on treadmill</li></ul>	<ul> <li>Losses or very poor profits</li> <li>70% of turnover is due to poor leadership</li> <li>Employee turnover a very expensive problem</li> <li>Very poor productivity</li> </ul>	<b>* * * * *</b>

# Product Management May Be Hardest Leadership Challenge

- Product opportunities can be game-changing and huge
- Ultimate responsibility, very little direct authority
- If you fail to create an upswelling of buy-in and support, your great idea will be nothing more than a great idea

## Buy-in Doesn't Come Easy

- People are naturally skeptical about anything new
- There is complete overwhelm of information
- People will quickly filter out anything that doesn't grab them immediately
- Before you can disrupt the market with your product ideas, you have to disrupt stakeholders!
- And then you have to change their priorities...

# But Change Doesn't Come Easy

- To drive better business results behavior must change
- **WE ALL NATURALLY RESIST CHANGE!**
- We're wired to overvalue the status quo
- We're moved into change only by people we know, like, trust and believe in



# Storytelling Goes Straight to the Heart

- Engage people with their hearts, and you bypass many of their intellectual filters
- Insights and information simply open people's eyes
- Emotions are what move people to change behavior
- Well told story is a direct line to subconscious



# What Makes a Great Story?

- Connect emotionally
- Personal and Vulnerable
- Paint a clear picture of the ideal state
- Get audience to feel what that ideal state is like
- And how much the status quo hurts in comparison

# What Makes A Great Story Structure?

- Vertical Take-Off
- Beginning
- Middle
- End

#### Vertical Take-Off

- GET RIGHT INTO THE ACTION WITH SOMETHING UNEXPECTED!
- Some examples:
  - Startling statistic
  - A big crisis that a potential product buyer faces
  - A contrarian viewpoint
  - A compelling sound bite

### Beginning of Your Story

- Paints a picture of the world of your story as it exists today
- Try to use a vertical take-off that begins to describe the world, and then paint a clearer picture (if needed) in this first portion of the story
- Typically not more than about 15% of the overall story time, and sometimes as little as a few seconds
- At the end of this section, something unexpected happens that turns the world upside down and that creates conflict and uncertainty about the future

### Middle of Your Story

- This is where the conflict plays out, and moves toward a resolution
- Getting to a resolution requires that something big, and seemingly insurmountable, must happen
- Incorporates some unexpected twists and turns, to keep the audience guessing about the eventual outcome
- This portion of the story is typically about 75% of the overall story time, and can be as much as 90%
- At the end of the middle, resolution becomes clear

### End of Your Story

- Completes the resolution of the story
- Something major changed, and the status quo improved in a big way
- The audience craves a release of all that tension, and a celebration of the success. That's a big part of what this portion focuses on.
- The entire point of the story is now clear to the audience
- The audience needs to feel how good this new status quo feels
- Typically about 5-10% of the overall story



# What's YOUR Story?

- What story will you tell to sell your ideas and products?
  - Outline it
  - 3 minute (or less)
  - Practice it

# Product Management Is All About Influence

- Product Management thought leadership all comes down to influence
  - Relationships
  - Know, Like, Trust, Believe in
- Must influence senior executives, all stakeholders, and customers to get their buy-in
  - It's YOUR fault if they don't get it

# How to Increase Your Influence With Executives

- How you carry yourself is what matters most
- Meet them where they're at
- Persistence and Calm Confidence
- Map out the informal power structure in your organization
- Who are the most influential people?
- How can you build relationships with them?

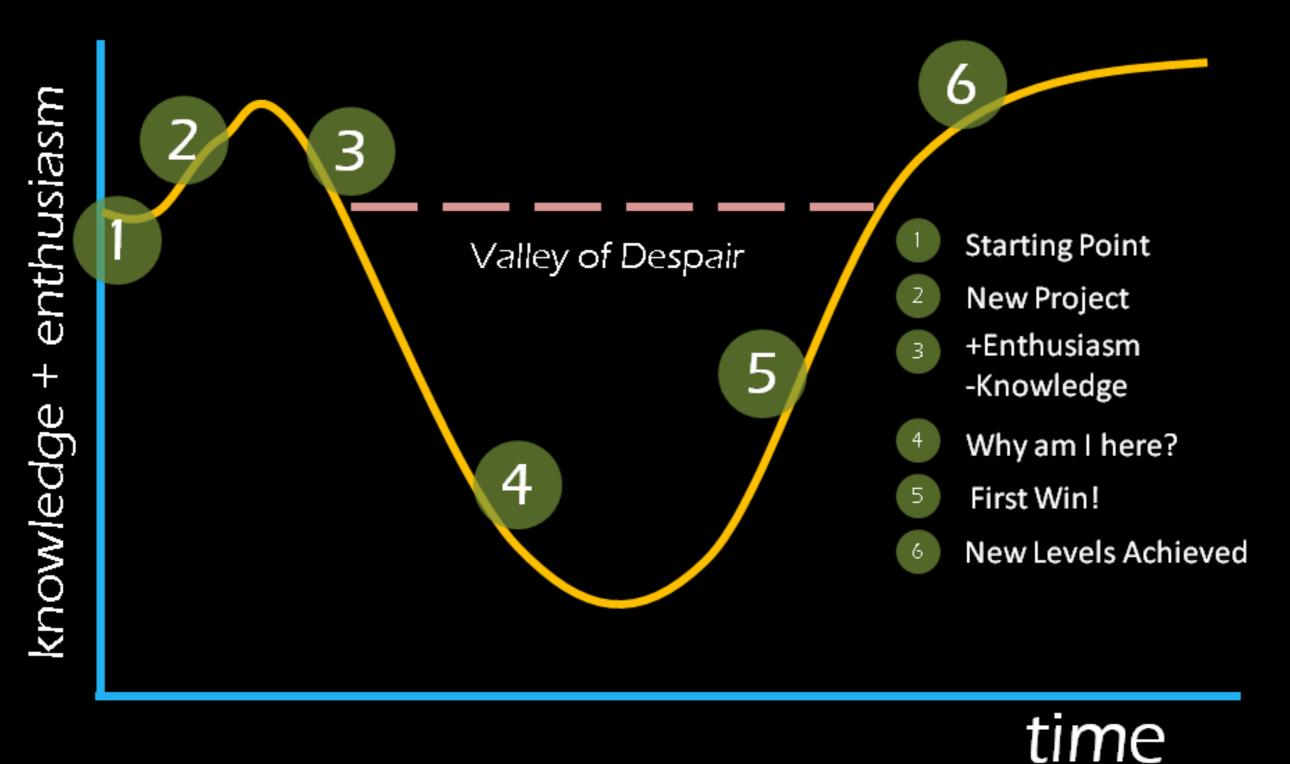
### Call to Action

If you do just one thing after today...

#### USE AND HONE YOUR STORY!

- Leave card to receive my Evolution of a Leader insights paper
- Keep in touch, when you need me you won't remember unless we connect now
- Limited number of complimentary strategy sessions available

# Change: The Valley of Despair









# IT'S ALL ABOUT RELATIONSHIPS