# > HUMANIZING WORKPLACE CHANGE

Sara Escobar Global Head of Workplace and Real Estate, Riot Games

# **Business Agility in Workplace**

Humanizing Workplace Change







# SARA ESCOBAR **GLOBAL HEAD OF WORKPLACE**

**MRIDT** 

GAMES

Workplace Leader **Organizational Change Facilitator** 

Self proclaimed

- Risk taker
- Breaker of stuff
- Never happy with status quo

Breaker of traditional thoughts and approach to office spaces





### WHY WORKPLACE NEEDS BREAKING







FEARS

 OFFICE HAS DRIVEN SUCCESS IN THE PAST
CONNECTION TO THE COMPANY, THE WORK AND THE PEOPLE

- IT'S EASIER TO
  - SOCIALIZE
  - MOTIVATE
  - BE CREATIVE
  - SUPPORT THE CULTURE
  - TRAIN AND MENTOR
  - BALANCE WORK / LIFE

 WITHOUT THE OFFICE I'LL LOSE CONTROL / PEOPLE WON'T WORK

# SOHOW DO WE SOLVE THIS?



# 1-3-1

### Our first try

- Relationships
- Connection and Collaboration
- Ease of Scheduling

### We found:

### We had 2 options:

- Adjust peoples habits and rituals
- Align around those rituals and other important factors

- April 2022 1-3-1 (M/F optional onsite, Tu-Th onsite)
- Less onsite time but easy to coordinate when needed.

- This didn't naturally align with the work people were doing and many were spending time onsite alone in a conference room

## Our new approach: Hybrid @ Riot

Riot's hybrid model is centered around creating intentional moments with each other, and reflects a mix of office and virtual work based on what's needed for outcomes.



# **Must Achieve**

Our occupancy and workplace experience should support Rioters doing their best work for players, and we make that happen with a dynamic, hybrid environment that...

- Enables us to deliver our work
- Supports our ability to attract and retain the right talent
- Helps us to cultivate a culture that's uniquely Riot



# **Outcome-Based and Culture Driven**



- Intentional moments
- Flexibility within a framework



- Players first
- Rituals serves the culture



# **Rethinking How We Work Together**

The Hybrid Operations Targets "HOT" framework is designed to help connect the dots between our occupancy decisions and our desired outcomes.

The framework focuses on 5 themes to help us strike the right balance with a hybrid approach as well as build and maintain the vibe that makes us, us.

Relationships and Trust	We are relationship-based; we value being relational of together to <b>deepen our relationships</b> and <b>improve t</b> e
Alignment	We discuss and debate as a means to align. So, how through healthy and productive discussion and del
Creativity and Collaboration	We co-create often to harness our collective strengths that come from <b>organically building on each other's</b>
Fun!	We have fun, play together, and don't take ourselves t to just have a good time together and remember the
Building Each Other Up	We have gratitude for players and each other. So, how Riot community, <b>appreciated</b> for their contributions, a

over transactional. So, how do we create intentional moments team dynamics?

do we leverage in-person moments to **expedite alignment** ebate?

s. So, how do we stoke the fires of creativity and innovation s ideas both big and small?

too seriously. So, how do we ensure we're carving out space nat it's fun to work at Riot?

w do we ensure every Rioter feels welcomed as part of the and **invested-in** by each other?

## **Element: Building Each Other Up**

### We have gratitude for players and each other. So,

how do we ensure every Rioter feels welcomed as part

of the Riot community, appreciated for their

contributions, and invested-in by each other?

How this may show up (principle(s) and dimension(s) to consider):

to the Riot vibe

### **Dimensions**

- being here in-person.

A Principle: Rioters should be present in-person to support other Rioters - and be there for eachother.

### **Dimensions**

- Confidence building
- Resilience building
- Mental Health

If Rioters are at home always we deprive each other of our presence.

A Principle: Rioters should come to a Riot office in person to experience and connect

• The vibe is the combination of the physical place, the offerings, and Rioters

• The vibe is a recharge of the "Riotness"

• It's a energizing destination not an office

• Remember to have free time when you are on-site for in-the-moment connections (don't over-optimize / over-schedule the in-person time) • Showing up for each other / supporting each other opportunistically

• Managing imposter syndrome



# **Core Hybrid Elements**

How we achieve these outcomes successfully, and at scale, means finding a solution that supports how we work together, the work we do, and our culture. So, we need to clearly define some parameters to help us do that across Riot.

### • 01\_ GUARDRAILS //

the proactively defined boundaries that ensure a consistent approach across Riot

• Where you can live, how we anticipate the office will be used, etc.

### • **02\_ EXPECTATIONS** //

the standards we set so we all understand what great outcomes look like

• Trainings, onsite activities, etc

### • 03\_ RITUALS //

The practices focused on building Riot community and connectivity

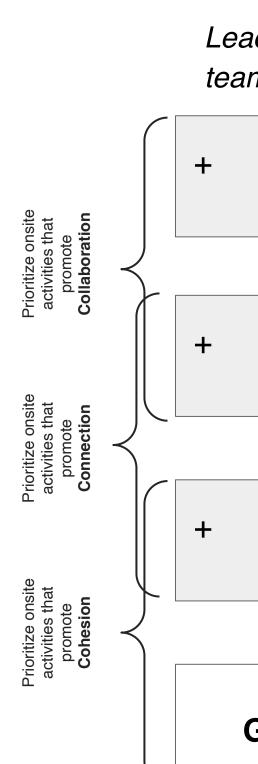
• Cultural events, Riot WW onboarding, etc.

## **Layered Rituals**

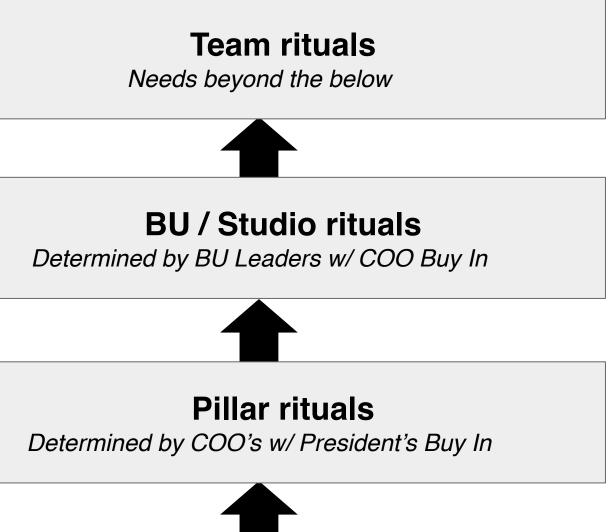
Bringing it all together

Those guardrails, expectations, and rituals are layered, so our leaders can cascade the hybrid experience.

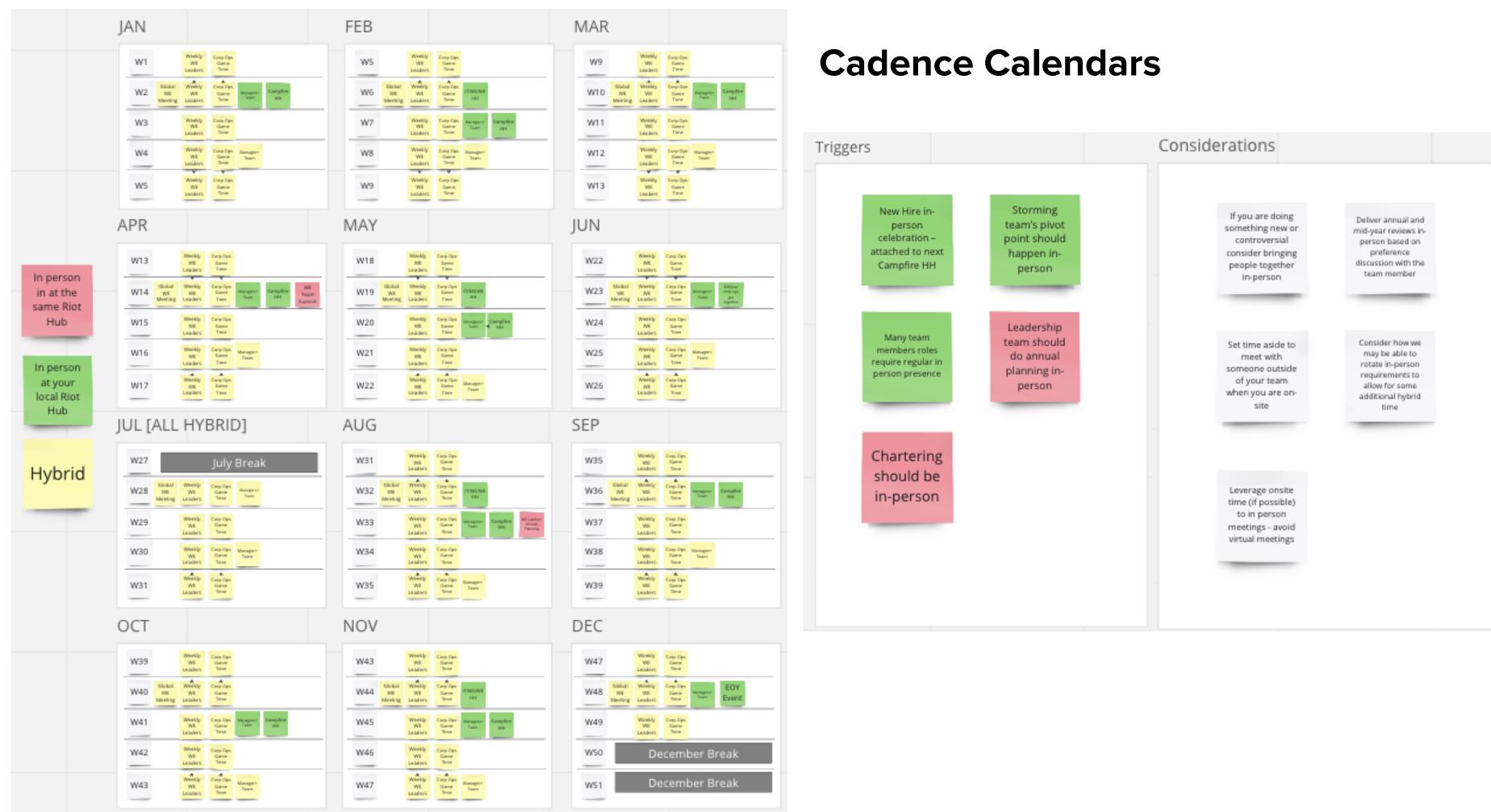
Pillars, BU / Studios, and Teams will build additional rituals on top of Riotlevel rituals to cultivate what they believe will be needed to achieve our outcomes.



# Leaders own the rituals and expectations for their teams that support achieving outcomes

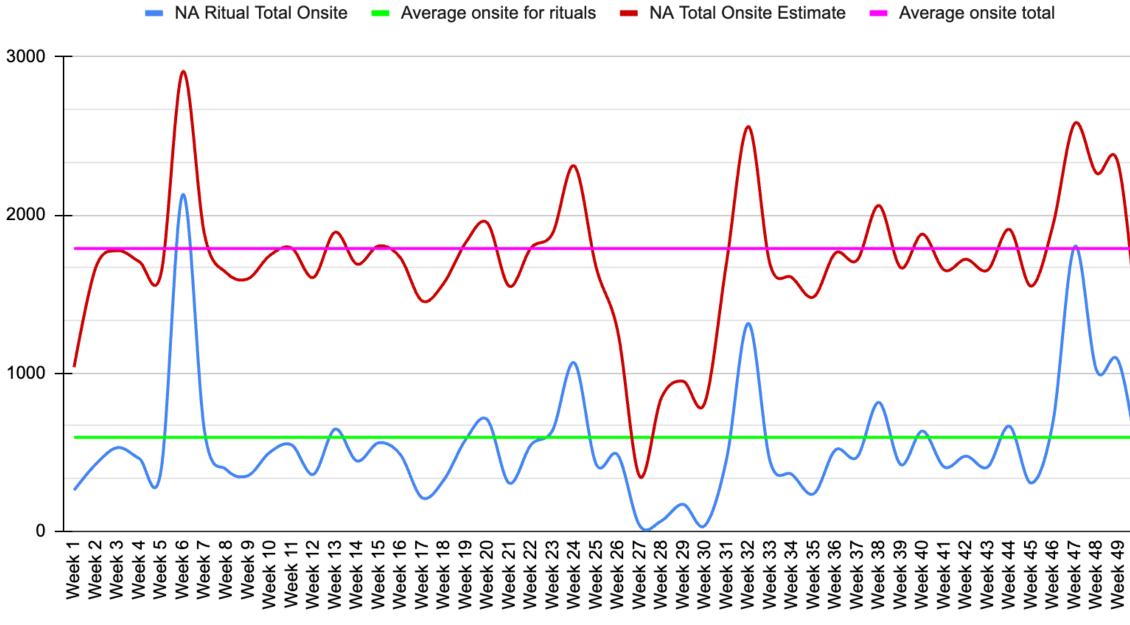


### Riot level Guardrails, Expectations and Rituals Determined by Execs w/ LC2 Buy In



## **Solving Space Challenges / Providing ROI**





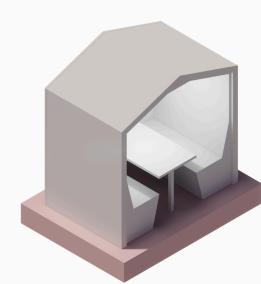
NA Total

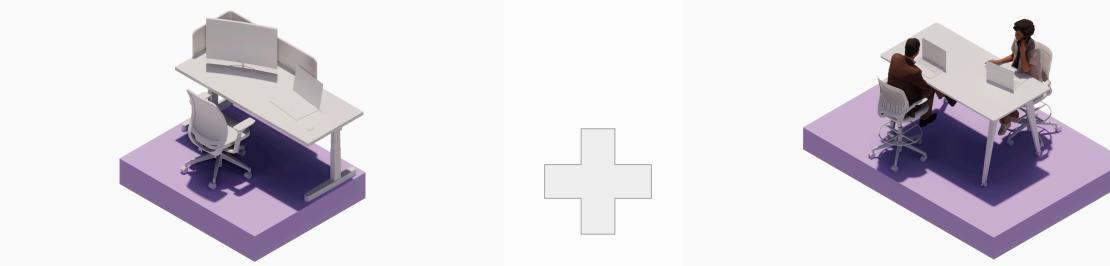
NA ONSITE CA					
Jan	1,038	1,670	1,775	1,705	
Feb	1,632	2,908	1,875	1,635	
March	1,597	1,745	1,792	1,605	1,892
April	1,690	1,805	1,731	1,457	
Мау	1,570	1,825	1,951	1,550	
June	1,792	1,885	2,311	1,670	1,260
July	346	844	949	814	
August	1,705	2,560	1,686	1,605	1,482
Sept	1,760	1,715	2,061	1,667	
Oct	1,880	1,652	1,721	1,652	
Nov	1,910	1,550	1,936	2,580	2,265
Dec	2,325	1,214	311	311	

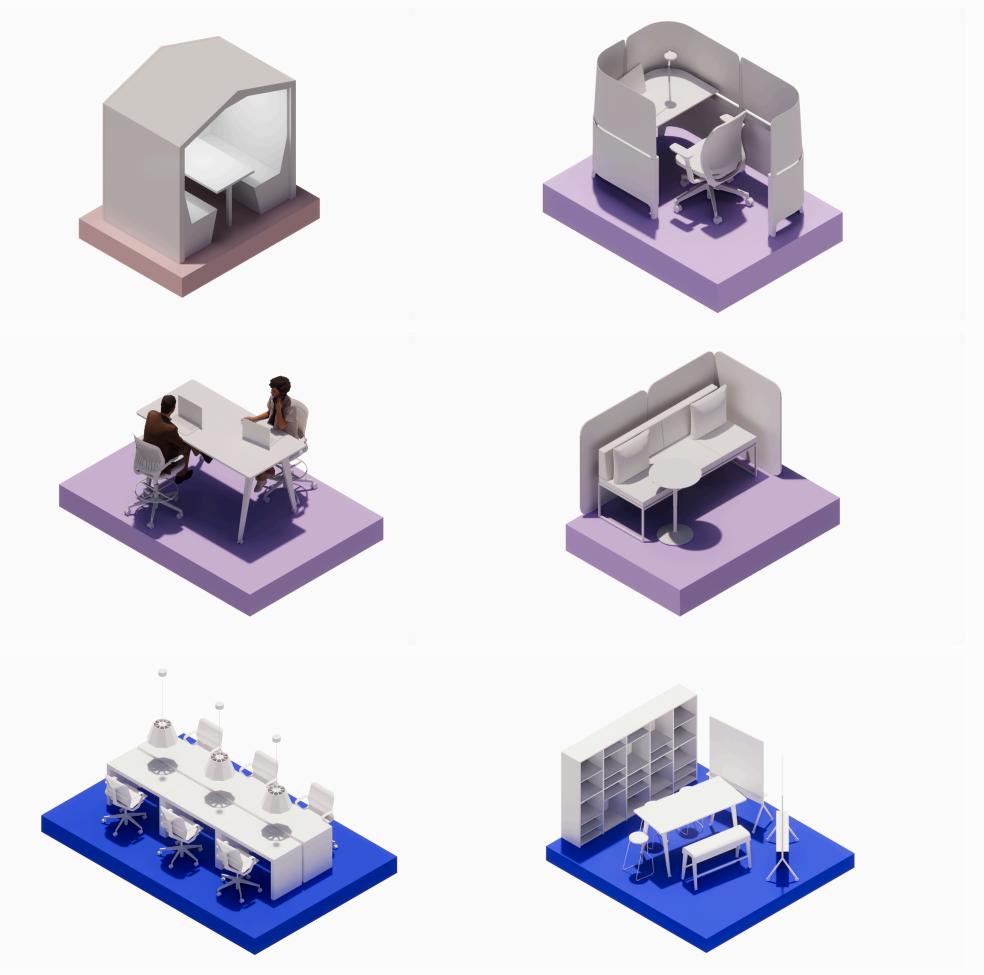
ONSITE CALL	ENDAR HEAT MAP	VIEW (RITUALS	S ONLY)			
Jan	259	424	529	459		
Feb	386	2129	629	389		
March	351	499	546	359	646	
April	444	559	485	211		
Мау	324	579	705	304		
June	546	639	1065	424	481	
July	35	65	170	35	Working with BU leaders to understand if rituals can happen offsite for remote ritual month	
August	459	1314	440	359	236	
Sept	514	469	815	421		
Oct	634	406	475	406		
Nov	664	304	690	1801	1019	Need to work ou rituals around Thanksgiving
Dec	1079	435	0	0		

50 51 52 Week Week Week

Shift in Space Usage







We don't need to tell people what to do, but rather find that sweet spot.

Outcomes allow teams and individuals to define that <u>unique</u> sweet spot.

As a leader be very clear about your outcomes not the output (time). If you need guardrails put guardrails, then suspend preconceived notions and trust in your team.

# Takeaways

