



# CMAA National Managers Conference

# Emotional Intelligence (E.I)





## Introduction

- Club Managers Leadership and Management
  Program
- Approach
- What we will cover
  - ➢ What is E.I
  - Motivational Systems
    - Adaptability





# What is E.I?





## What is E.I ? Versus IQ

### IQ

Cognitive Ability

Learn

Understand

Academic Aptitude

More successful at work





EI

**Recognise Emotions** 

Deal with Emotions

Form Interpersonal Relationships

Understand Psychological State

Manage Stress





## What is E.I ? Soft Skills







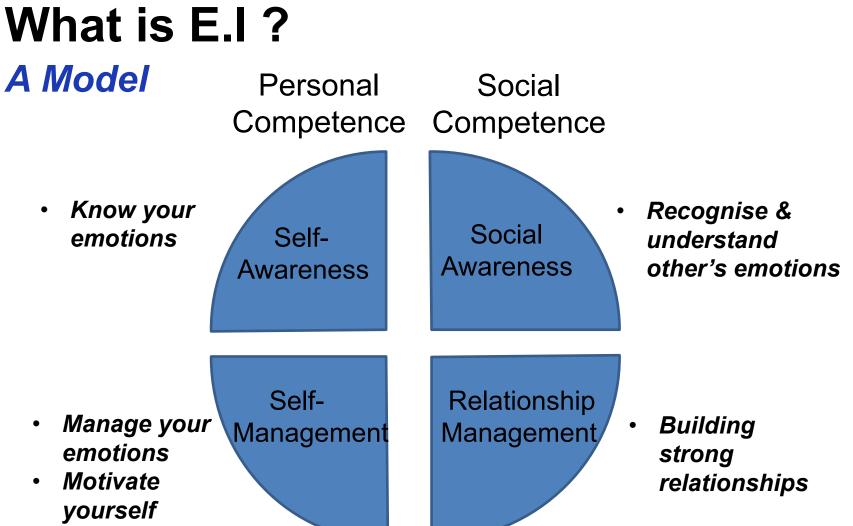
## What is E.I ? *Definition*

"Understanding one's own feelings, empathy for the feelings of others and the regulation of emotion in a way that enhances living."

"The ability to sense, understand and effectively apply the power and acumen of emotions as a source of human energy, information, and influence."









## What is E.I ?

### **Skill Attributes**

Self-Control



#### Trustworthiness

Conscientiousness

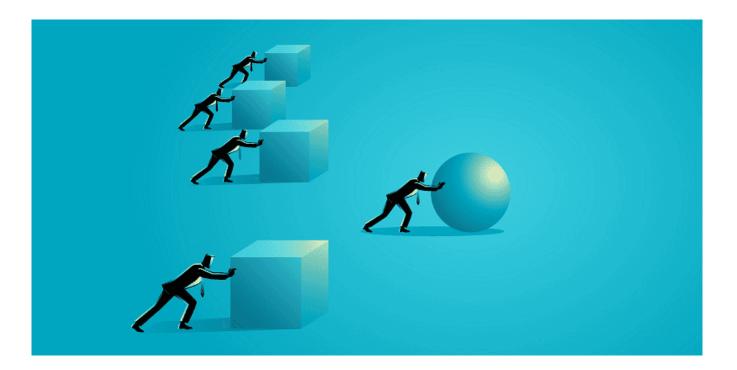
Adaptability

Achievement

Initiative







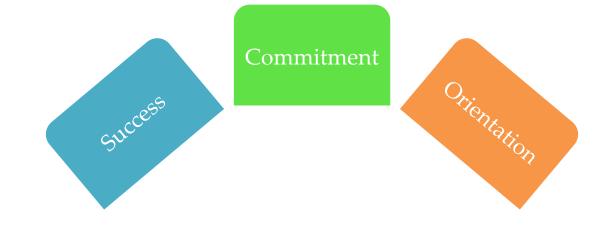




### **Three Core Aspects**

Success

Commitment









## Motivational Systems Success









## Motivational Systems Commitment









### Orientation













Feelings and Emotions

#### Feelings

Are created when an event or situation has impact on our state of mind, health or well-being

#### Emotions

> How you interpret your feelings







## **Motivational Systems Emotions**

- 1. Anger (Rage, Annoyance)
- 2. Anticipation
- 3. Joy
- 4. Trust
- 5. Fear
- 6. Surprise
- 7. Sadness
- 8. Disgust

- (Vigilance, Interest)
  - (Ecstasy, Serenity)
  - (Admiration, Acceptance)
  - (Terror, Apprehension)
  - (Amazement, Distraction)
  - (Grief, Pensiveness)
  - (Loathing, Boredom)





#### **Emotions** serenity + Interest Optimism Joy + Trust Love Serenity Acceptance Interest Anticipation + Anger Trust + Fear Agressiveness submission Ligiance Apprehension Rage Annoyance Anger Engtement Loathing Disgust + Anger Contempt Fear + Surprise Disgust SUIPrise Boredom Distraction Sadness + Disgust Remorse surprise + sadness Disapproval Pensiveness

### Plutchik's **Wheel**





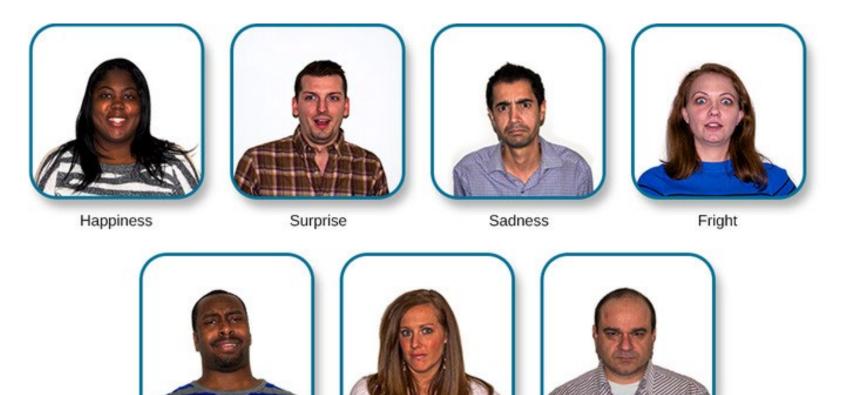
### **Emotional Triggers**







## Motivational Systems Emotional Cues



Disgust

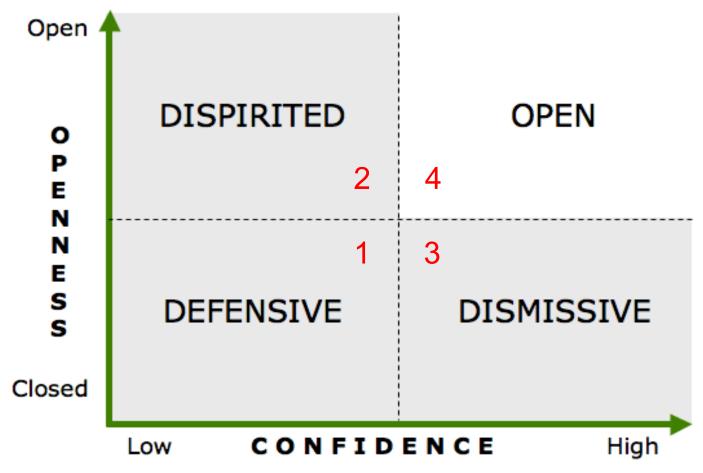
Contempt

Anger





#### **Reactions and Feedback**







## Motivational Systems Responding

Don't take it personally

Empathise



Work towards a solution











#### "That's how we've always done it."

#### "It's not the strongest of the species that survives, nor the most intelligent... It's the one that's the most adaptable to change" Charles Darwin

# Go with it Do nothing Go against it





A Measurable Workplace Competency

Look for ways to make changes work

- > Adapt quickly and easily
- Recommend options for change effectiveness
- Demonstrate a willingness to learn
- Exhibit flexibility





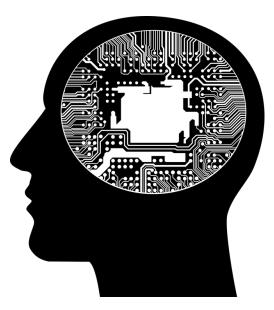


### **Cognitive Behavioural Therapy**

Cognitive restructuring

Mindfulness

• Exposure therapy







### The 12 Enemies of Adaptability

Fear

Hierarchy

#### Habit

Centralisation

#### **Inflexible Business Practices**

**Decision Bias** 

**Rigid Structures** 

**Skills Deficit** 

**Short-term Thinking** 

**Insufficient Experimentation** 

Lack of Diversity

Lack of Purpose





# Thankyou