

"Can't you do something like this for our program.....?"



### What we'll cover:

- The challenge of capturing attention a new old problem
- How to create compliance training that communicates like people do
- SAIC's program: A real-life case study

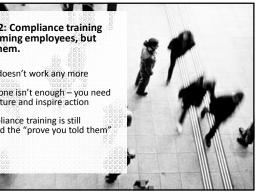
#### Observation 1: Your audience has changed - we all have!

- •Internet has re-wired our brains for quick processing "screen and glean"
- •Developments in technology & tools have raised expectations for content & visuals
- •All this = competition for ANY content, including your compliance messages



# Observation 2: Compliance training isn't for informing employees, but persuading them.

- •"Mandatory" doesn't work any more
- •Information alone isn't enough you need to influence culture and inspire action
- •Yet most compliance training is still designed around the "prove you told them" model



# **Training with impact:** What moves the needle?

#### 1. FOCUS ON WHAT THE LAW MEANS (NOT SAYS)

Lawyers are comfortable with large amounts of technical detail. Most learners are not.

#### 3. THINK PERSUASION, NOT INFORMATION

Defensibility only gets you to the table. How can you make your audience care?

## 2. THINK LIKE A LAWYER, TALK LIKE A

How would you explain it to a smart 12-year-old? Start there.

#### 4. MEASURE AND MANAGE YOUR IMPACT

"You don't do *anything* in a compliance program without checking to see if it works!"

–Joe Murphy



WIKIPEDIA	Sherman Antitrust Act of 1890	Read Edit Ver	w history
The Free Encyclopedia	From Wikipedia, the free encyclopedia		
Asin page Contents	The Sherman Antitrust Act of 1896 <sup>(1)</sup> (26 Stat. 209 £, 15 U.S.C. §§ 1 £–7 £) is a which regulates competition among enterprises.	a United States antitrust law passed by Congress under the presidency of Benjamin Harriso	un,
Featured content Durrent events Random article Donate to Wikipedia Wikipedia store	the Department of Justice to bring suits to enjoin (i.e. prohibit) conduct violating th for treble damages (i.e. three times as much money in damages as the violation of	teral conduct that monopolizes or attempts to monopolize the relevant market. The Act author he Act, and additionally authorizes private parties injured by conduct volating the Act to bring cost them). Dever these, the federal counts have developed a body of law under the filterman for the property of the conduct to case-by-case analysis regarding whether the conduct unreasonably	g suits
Help About Wikipedia Dommunity portal Recent changes	by a monopolist to artificially preserve that status, or nefarious dealings to create a	r supply. <sup>(2)</sup> "Innocent monopoly", or monopoly achieved solely by ment, is perfectly legal, but a monopoly, are not. The purpose of the Sherman Act is not to protect competitors from har st profits from consumers, but rather to preserve a competitive marketplace to protect consu	rm from
and fa	ompetition (antitrust) laws are designed to protect free air competition prohibit competitors from colluding to increase prices, ptions, rig bids, or otherwise disadvantage customers	Be VERY careful when you interact with competitors     Don't discuss pricing, business strategy, or issues the affect price.     Never coordinate your actions with a competitor.     Be CAREFUL it's possible to commit a felony over a careful price.	at could

Why are we talking about hostages in harassment training?

#### illegal quid pro quo behaviors include....

- Bribery
- Hostage taking
- Extortion
- Sexual Harassment

A quid pro quo is usually committed by an individual in a higher position of power.

#### 1. Answer the question: What matters here?

•Identify the practical, relevant guidance -- what actions must they do or not do?

- $\circ$  Separate the company's responsibilities from the learner's responsibilities
- Use the word "you" frequently this can force you to think in terms of specific behaviors and actions

•Keep legal concepts and definitions (what employees need to know) separate from specific guidance (what employees need to do)

 $\bullet \hbox{Once you've identified the key messages, resist the urge to expand on ancillary points }$ 

# 2. Answer the question: What's interesting about this? "There are no boring topics. There are only boring content creators."



- Malcolm Gladwell got 7 million people to watch a video about spaghetti sauce
- Why? Because he started with an
- interesting question:

  o "Why do brands sell so many styles of spaghetti sauce when they used to just sell one?"
- Look at your subject and ask who, what, why, when questions
- Even better: find the questions your audience is already asking




Fair competition, or antitrust, laws are designed to encourage fair competition in the marketplace. They protect both companies and consumers from unfair competitive practices.

As a large, global company, we must be very aware of our often dominant position in the marketplace. We are committed to complying with both the letter and the spirit of fair competition laws.

Our Company believes in vigorous competition, but we do not use illegal or unethical means to gain an advantage over a competitor. In this module, you'll learn what this means and what behavior is expected of you in this respect.

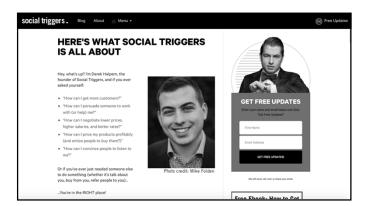
#### The competition laws help support a free and fair marketplace.

We're a large company in a high-visibility

We **need** to follow these laws.

We will never take illegal or unethical actions, even if it helps us win.

Let's review some key concepts...



#### 1. Use copywriting tactics to connect with your audience This can be surprisingly hard for people used to communicating in a formal way!

 $\hbox{\bf •Remember:} \ \hbox{People on the web skim rather than read-- and they skip dense paragraphs}$ 

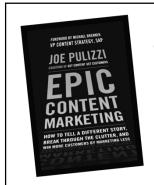
 $\hbox{\bf •Write it how you would say it to a friend-or a smart 12 year old: simply, clearly, in plain } \\$ English

•Use the word "you" and speak to people directly

•Style your text so it's easier to read :

- Use more line breaks
   Break up content with subheadings
   1 idea per paragraph; 3 sentences max per paragraph
- o Use bulleted and numbered lists
- o Highlight content strategically

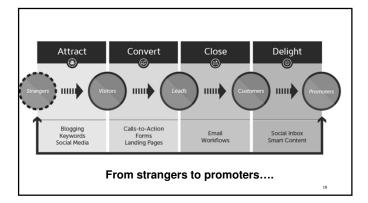




Content marketing is:

- .... the marketing and business process
- ....for creating and distributing valuable and compelling content
- ....to attract, acquire, and engage a...target audience
- ....with the objective of driving....action

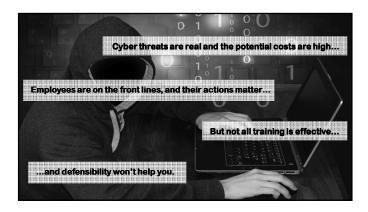
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Common traits:	
1 Enjoyable and welcome	
Personal and personalized	-
Visual or thoughtfully designed	
Compelling - hooks included: humor, useful advice, shock/anger/emotion, great stories, 'insider' information	
5 Encourages a deeper relationship and suggests actions	
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1. Think like a marketer	
Start with your audience and what they care about – not what you need to tell them.	
•#1 marketing mistake: Writing about yourself and your concerns, not the audience.	
•Customers don't care about you. They care about themselves and their problems.	
•Your content should answer some unmet need for your customer. It should be useful.	
<ul> <li>Use words and phrases your CUSTOMERS care about, not ones YOU care about.</li> </ul>	
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2. Connect THEN send	
Get your audience's attention and interest before your deliver your message.	
People are constantly interrupted by one-size-fits-all messages – and great at screening	
them out.  •But what if your audience looked forward to receiving your messages?	
•Ask: What matters about your message? What's compelling? What would make someone	
say "That's interesting!"  •If you can't be interesting, at least be useful	
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2015:	Α	client	came	to	us	with	а	challenge
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#### National Institute of Standards and Technology U.S. Department of Commerce

- Awareness = "designed to change behavior or reinforce good practices"
- Frequent, engaging communications are ideall
- Evaluation and feedback aimed at ongoing improvement

**1.** Create feedback loops to improve your impact over time Because the era of one-way mass communication is over.

 $\bullet \text{Use two-way conversation to engage \& to improve ("People support what they create")} \\$ 

- •Don't aim for "big data" at first -- just get SOME data
- •A great way to find out? Ask!
- •Another great way? Test.

## **QUESTIONS?**





