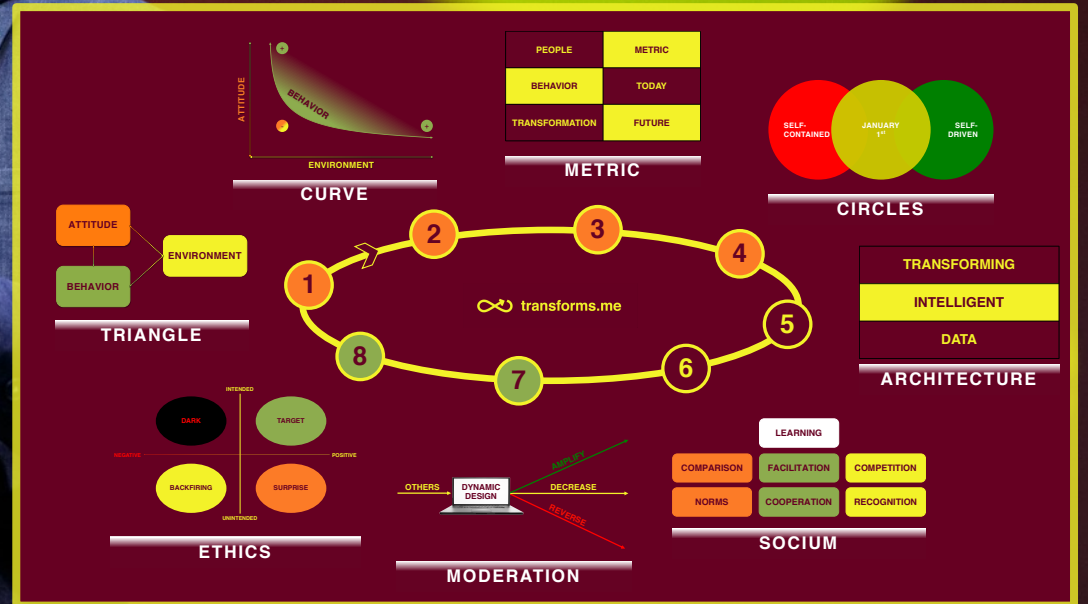
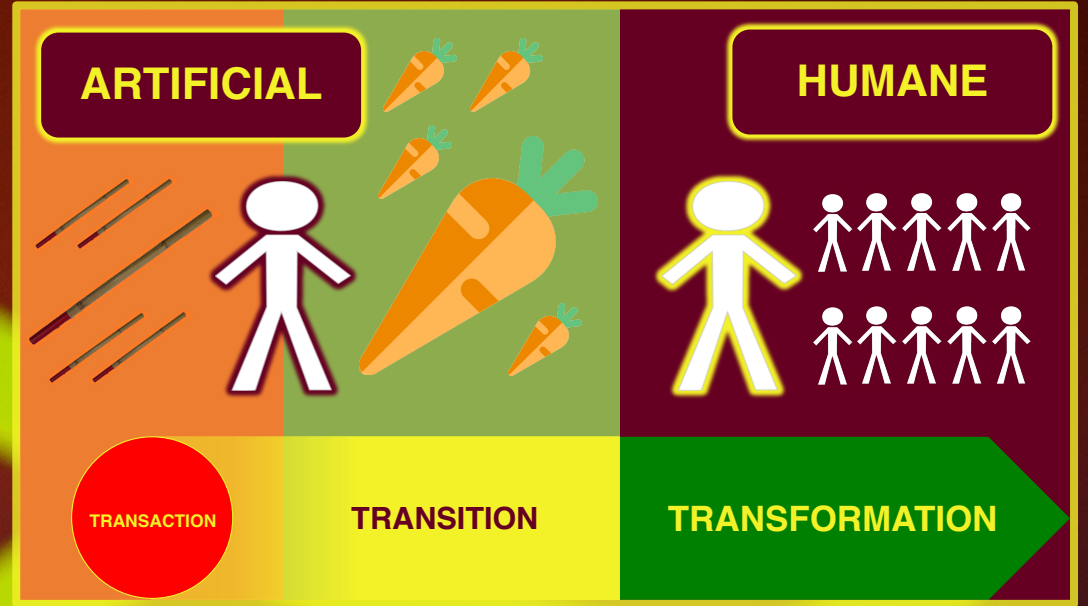


HYPER
PERFORMANCE
w/ Human AI

STIBE METHOD



ARTIFICIAL



HUMANE



TRANSACTION

TRANSITION

TRANSFORMATION

TYOLOGY

Typology of Change summarizes three main kinds of change: transactional, transitional, and transformational.

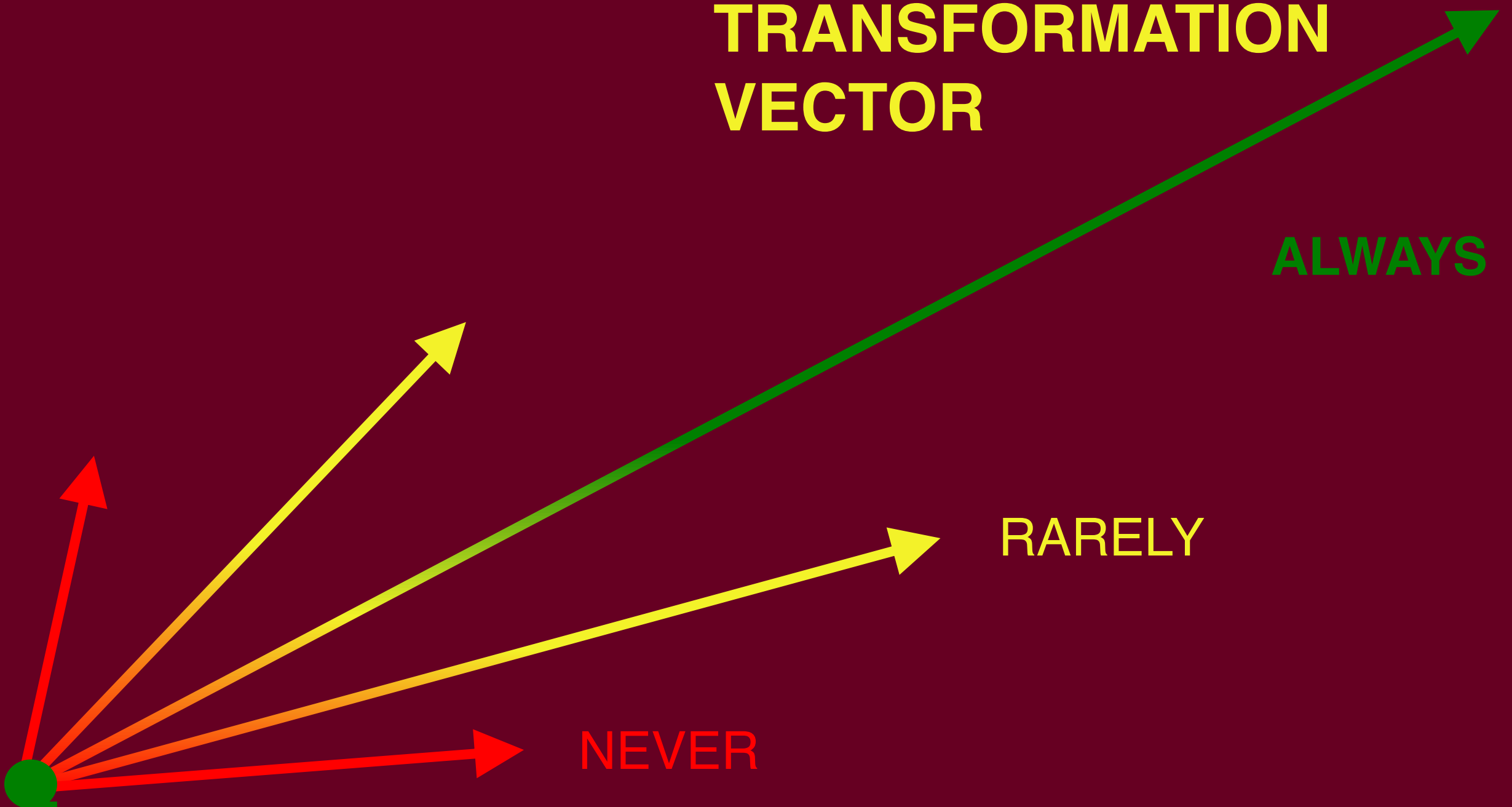
The first is a one-time event, which often can be also described as a form of exchange. The second is a period, during which something is changing from one state or form into another. The third changes completely the appearance or character of something or someone.

TRANSFORMATION VECTOR

ALWAYS

RARELY

NEVER



VECTORS

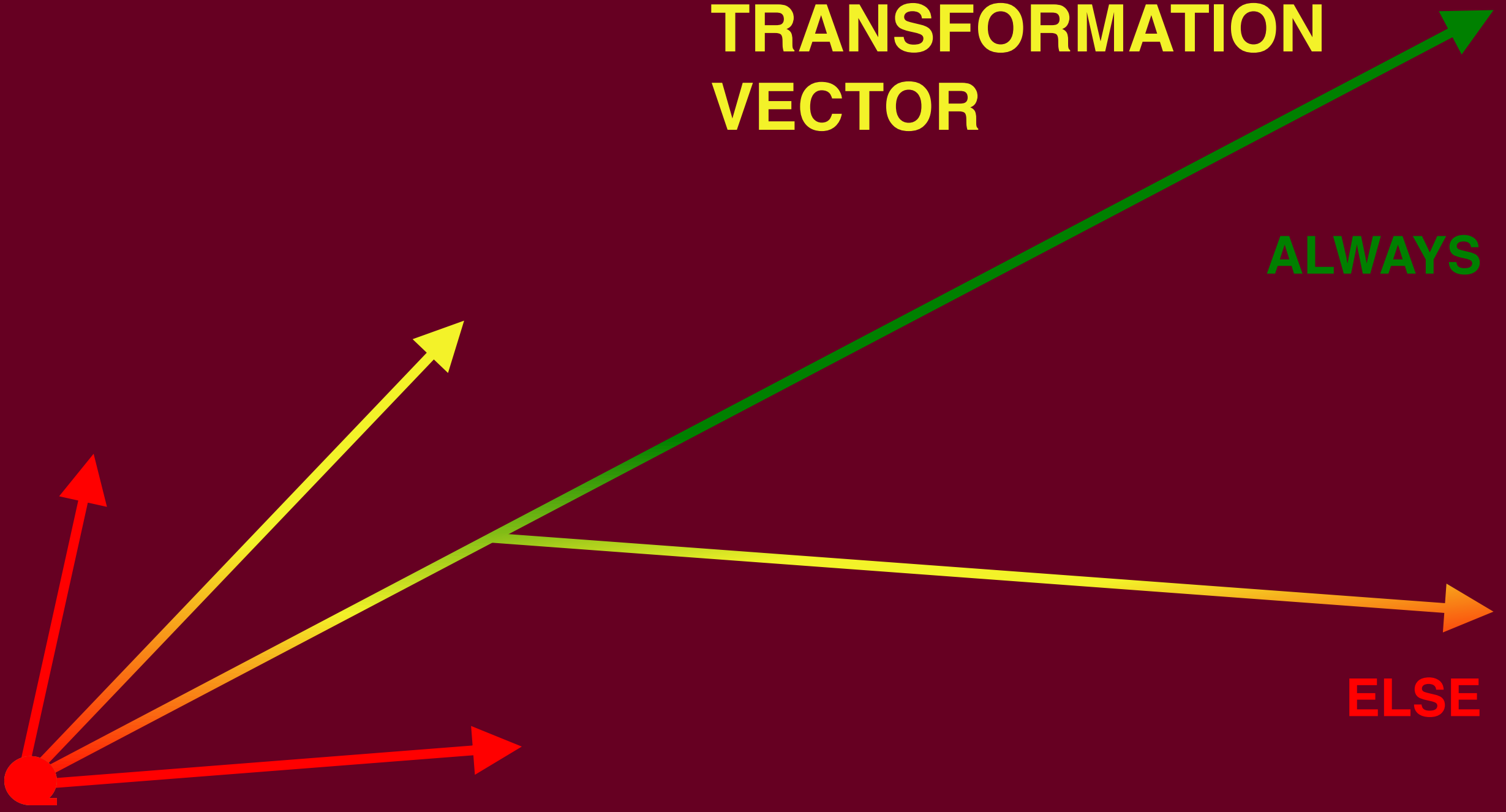
Vectoral Transformation uses arrows for explaining, mapping, and maintaining progress towards any sustainable change.

Transformational change is the green vector that starts today and aims at infinity. Other vectors (yellow and red) are pointing sideways and lead to other unwanted outcomes. Everyone is encouraged to embrace this notion before initiating any transformation.

TRANSFORMATION VECTOR

ALWAYS

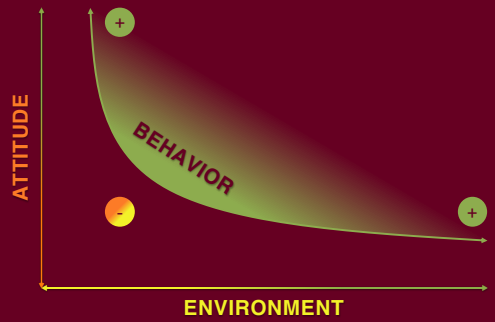
ELSE



GEOMETRY

There can also be situations when everything goes well in the beginning, but a divergent decision is made on the way.

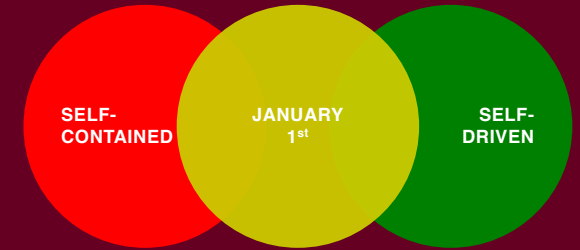
That is the most common behavioral trap. People oftentimes think that a one-time inconsistency will not produce any undesired outcomes. However, the geometry here demonstrates how a smallest deviation ruins any desired long-term transformation.



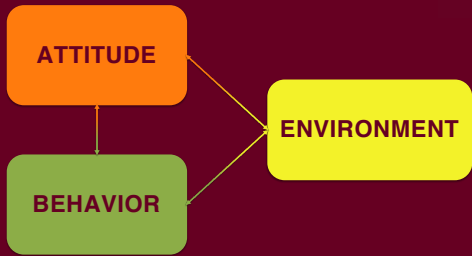
CURVE

PEOPLE	METRIC
BEHAVIOR	TODAY
TRANSFORMATION	FUTURE

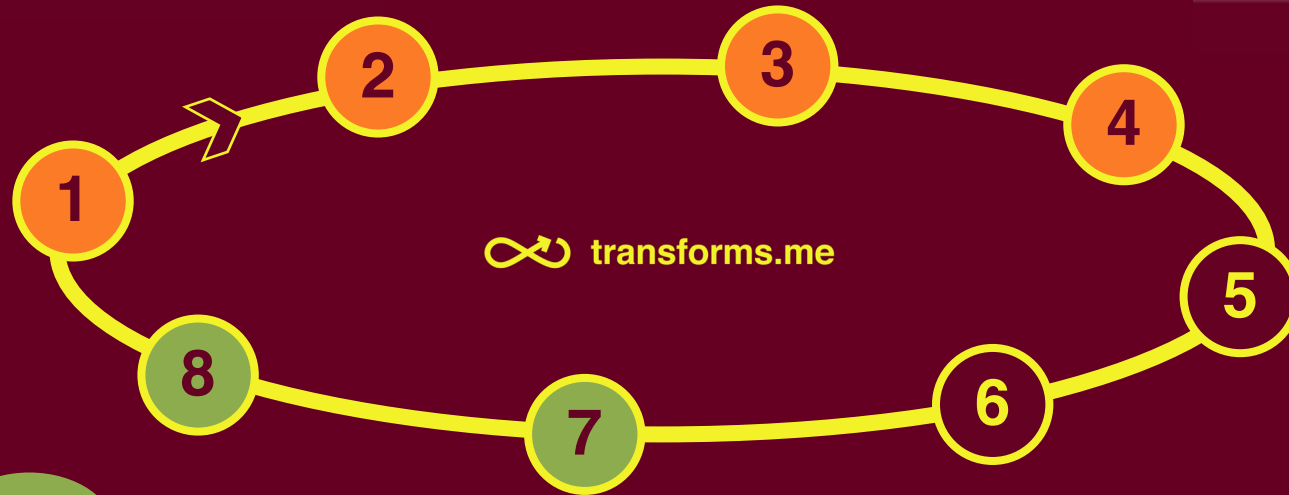
METRIC



CIRCLES

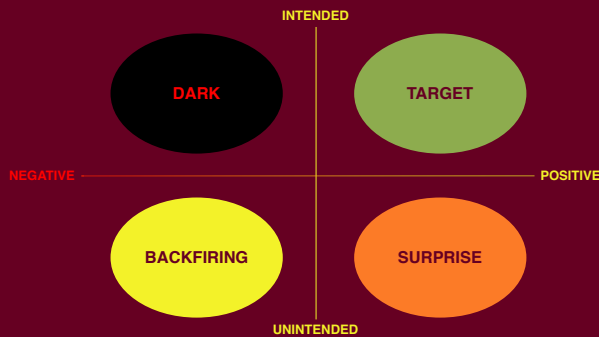


TRIANGLE

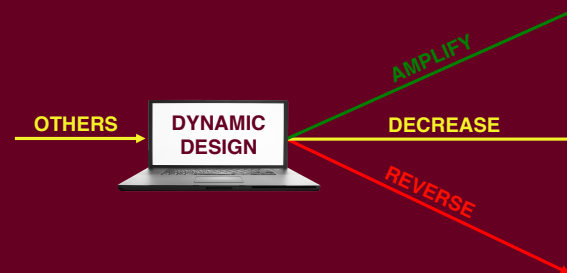


TRANSFORMING
INTELLIGENT
DATA

ARCHITECTURE



ETHICS



MODERATION

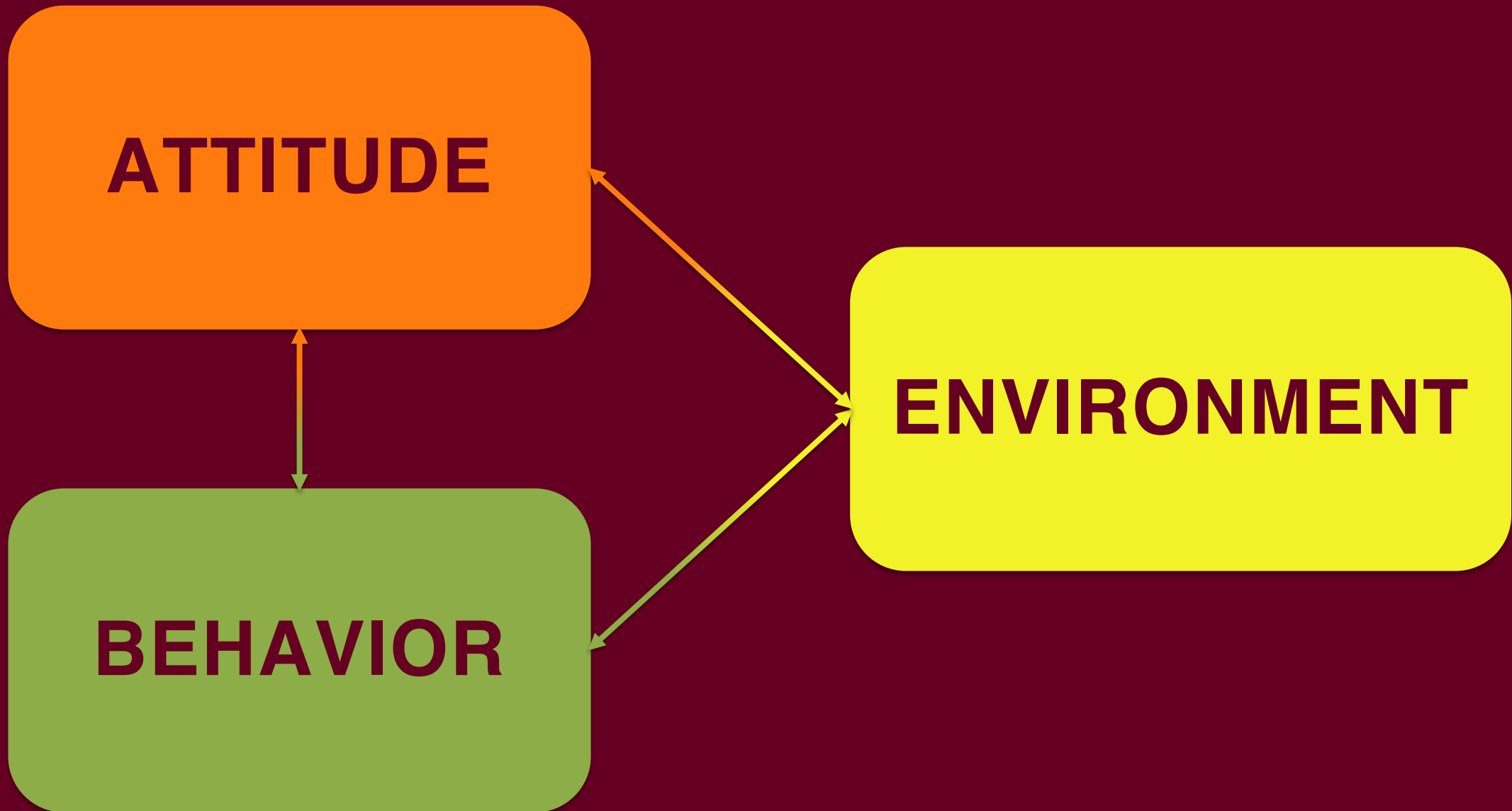


SOCIUM

FRAMEWORK

Transformation is not a mystery – it is a process that you can design and implement using 8 practical science-driven tools.

This framework helps you addressing any real-life behavioral challenges. With the first 4 tools you will locate the root causes of problems. The next 2 tools will guide your solution design process. And the last 2 will ensure your long-term success.



TRIANGLE

Even when you see a behavioral problem, you not always are able to see the reasons behind it.

The Triangle helps to decompose any visible behavioral problem into parts, and then allocate some parts of the problem to obstacles in the surrounding environment and some to attitudinal barriers in the minds of people.

ATTITUDE



+

-

+

BEHAVIOR

ENVIRONMENT

CURVE

Your observed behavioral problem most likely will land close to the area of low attitude and difficult environment.

The Curve helps to understand that you have to either make the environment less difficult or make the attitude more positive.

Changes in the environment rarely bring expected results, because much bigger resistance to change emerges from what people think.

PEOPLE

METRIC

BEHAVIOR

TODAY

TRANSFORMATION

FUTURE

METRIC

For successful transformation, it is essential to find a way measuring changes in an easy, reliable, and comprehensible manner.

The Metric helps to define variables for proper measuring of the observed problem behaviors. Usually, such variables should be as simple as counting time, frequencies, durations, and so on. The same variables will help monitoring the progress and results.

**SELF-
CONTAINED**

**JANUARY
1st**

**SELF-
DRIVEN**

CIRCLES

Although you see a group of people that you would like to change, remember that there are always others that perform well.

The Circles help to have all the related groups of people in the same picture. Red people that will never change, yellow people that are willing to change, but lack something, and green people that will serve as a positive example for the targeted yellow ones.

TRANSFORMING

INTELLIGENT

DATA

ARCHITECTURE

Only now you can start designing solutions for the situations that you have understood well enough using the first 4 tools.

The Architecture assures that you will use proper and reliable data sources in *designing your solution*. Then, you will use intelligent tools to classify your data according to the groups you discovered in the Circles tool. Finally, you will design transforming user feedback.

SOCIAL

LEARNING

COMPARISON

FACILITATION

COMPETITION

NORMS

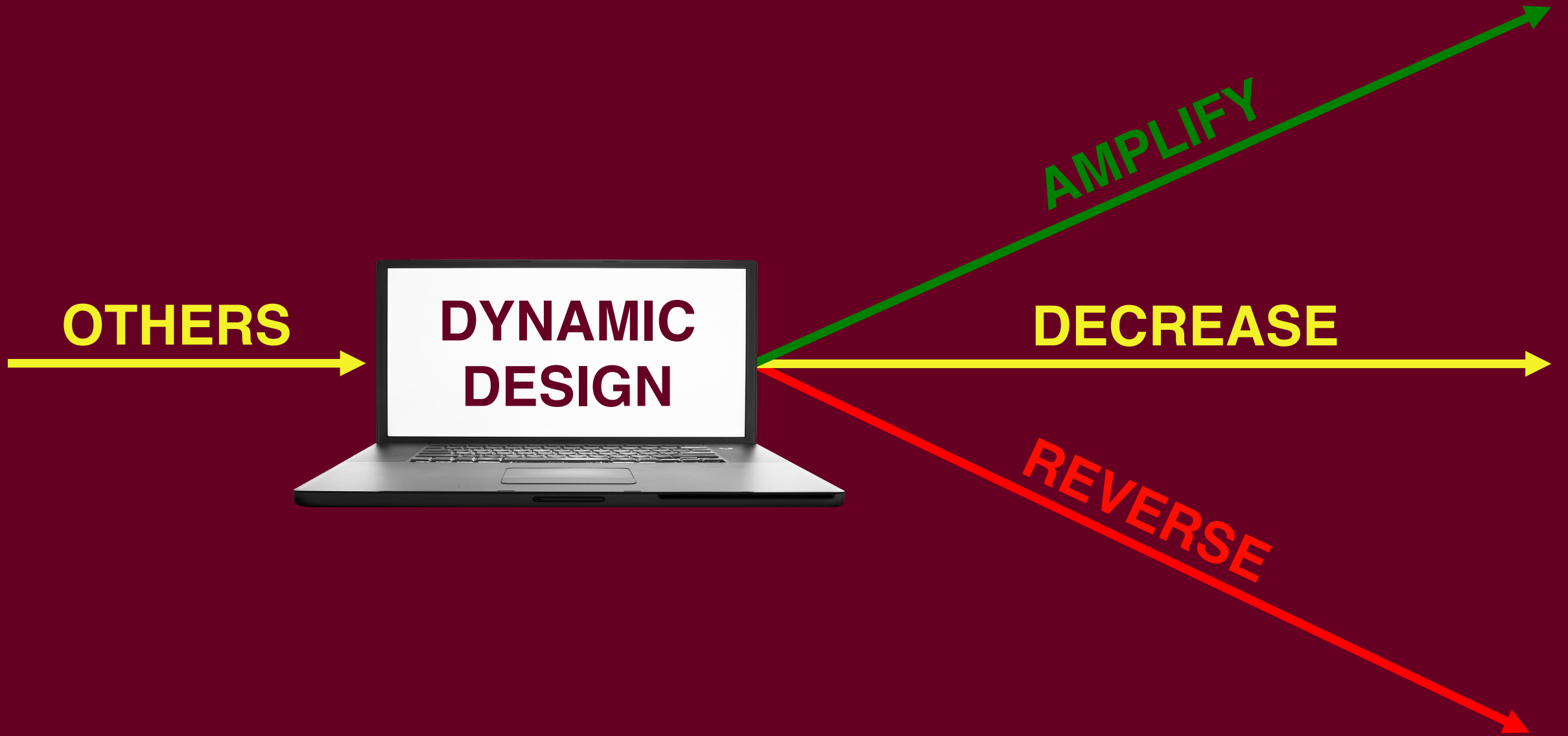
COOPERATION

RECOGNITION

SOCIUM

Motivators that are based on rewards and punishments are very limited in their performance, thus becoming obsolete.

The Socium offers infinite *motivation and encouragement* for designing truly transforming experience and solutions. As social beings, we are constantly influenced by others around in multiple ways. So, let's include this powerful source into your solution.



MODERATION

Not always you will have other people around that exhibit positive behavioral examples to use in your solution.

The Moderation explains how to manage the power of social influence, when it is designed using technologies. For the situations of low availability of green people, your solution has to enable access to a wider view on historic data that has more of positive examples.

INTENDED



DARK



TARGET

NEGATIVE

POSITIVE



BACKFIRING



SURPRISE

UNINTENDED

ETHICS

Transforming solutions can be very sensitive instruments that should be understood properly and used ethically.

The Ethics help the designers of influential solutions to see the spectrum of concerns related to morality of their work. Such solutions not only can be produced with intended positive or negative outcomes, but they also can surprise and backfire.

AGNISSTIBE.com
hyper-performance



 **SUBSCRIBE**

