



# *EyeSystems*



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*No audio or video recording permitted*



Making Work Fun

No Kidding

# FUN

- ◉ Work is not supposed to be fun that's why it's work
- ◉ Work and Play are opposites
- ◉ Fun is productive if managed



# FUN

- First decide what type of environment you want to create
- My own experience – PEN – MD
- Know the costs of creating that
  - Good
  - Bad

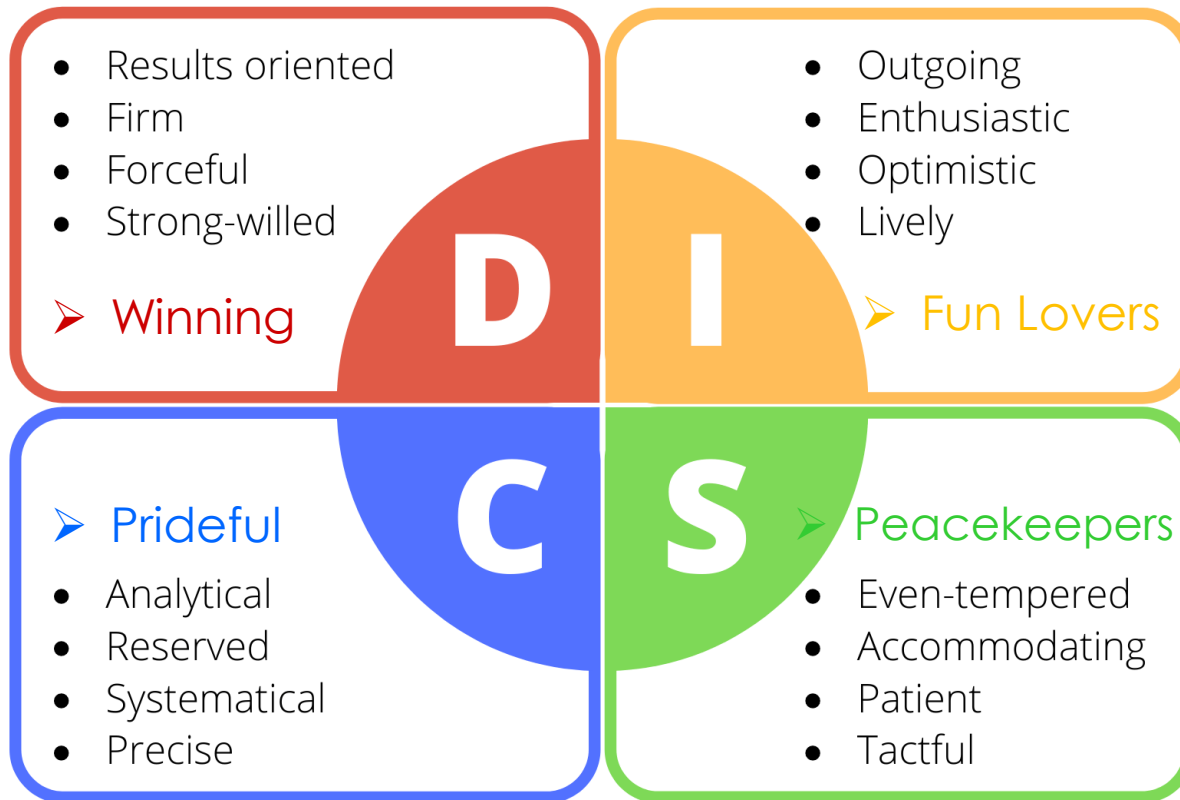


HAVING *fun* AT WORK *is*  
SERIOUS BUSINESS



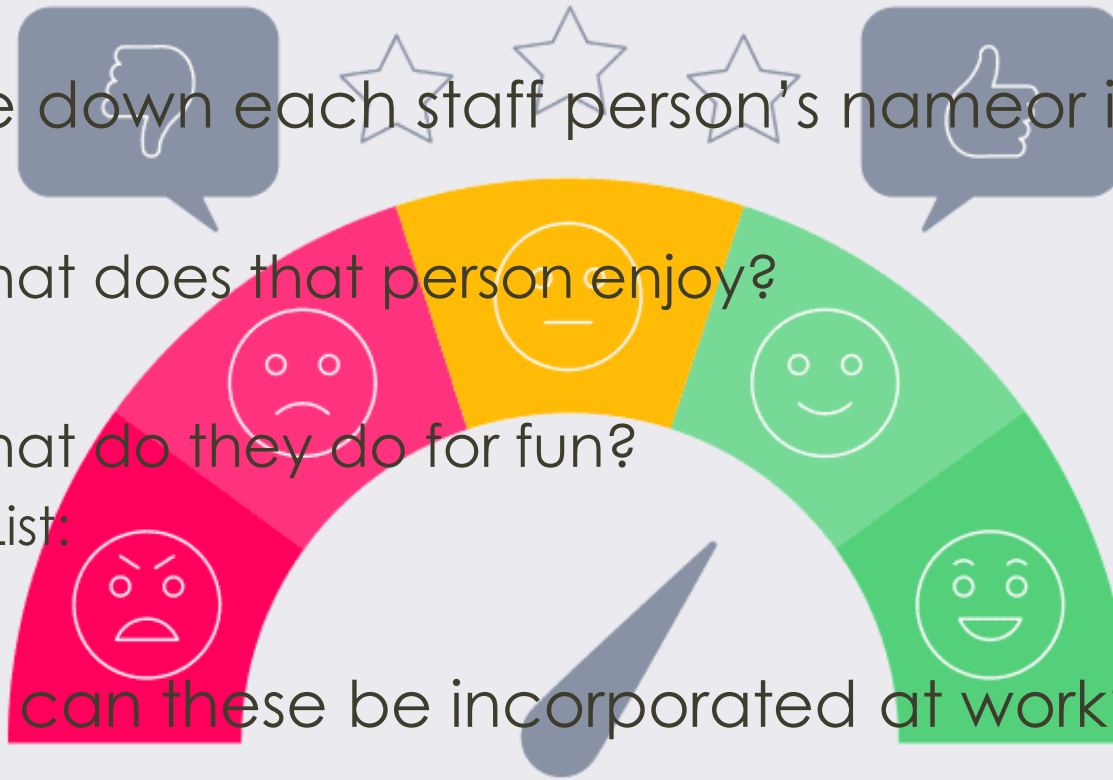
# BASIC PRINCIPLES

- Think about the people involved



# BASIC PRINCIPLES

- Write down each staff person's name or initials
- What does that person enjoy?
- What do they do for fun?
  - List:
- How can these be incorporated at work?



**TEAM MEMBER:** \_\_\_\_\_

## **FAVORITE THINGS**

Restaurant: \_\_\_\_\_

Fast Food: \_\_\_\_\_

Meal: \_\_\_\_\_

Places to Shop: \_\_\_\_\_

Flower: \_\_\_\_\_

Gift cards: \_\_\_\_\_

Hobbies/Activities: \_\_\_\_\_

Color: \_\_\_\_\_

Scent: \_\_\_\_\_

## **FAVORITE FOODS**

Candy: \_\_\_\_\_

Fruit: \_\_\_\_\_

Ice cream: \_\_\_\_\_

Cookies: \_\_\_\_\_

Chips/Crackers: \_\_\_\_\_

Snacks: \_\_\_\_\_

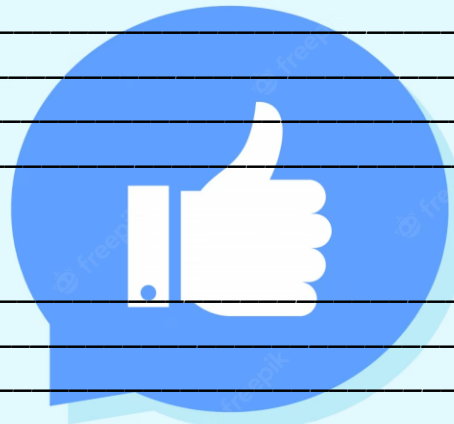
Drinks: \_\_\_\_\_

## **YES or NO?**

Coffee? \_\_\_\_\_

Candles? \_\_\_\_\_

Allergies? Food restrictions?





# BASIC PRINCIPLES



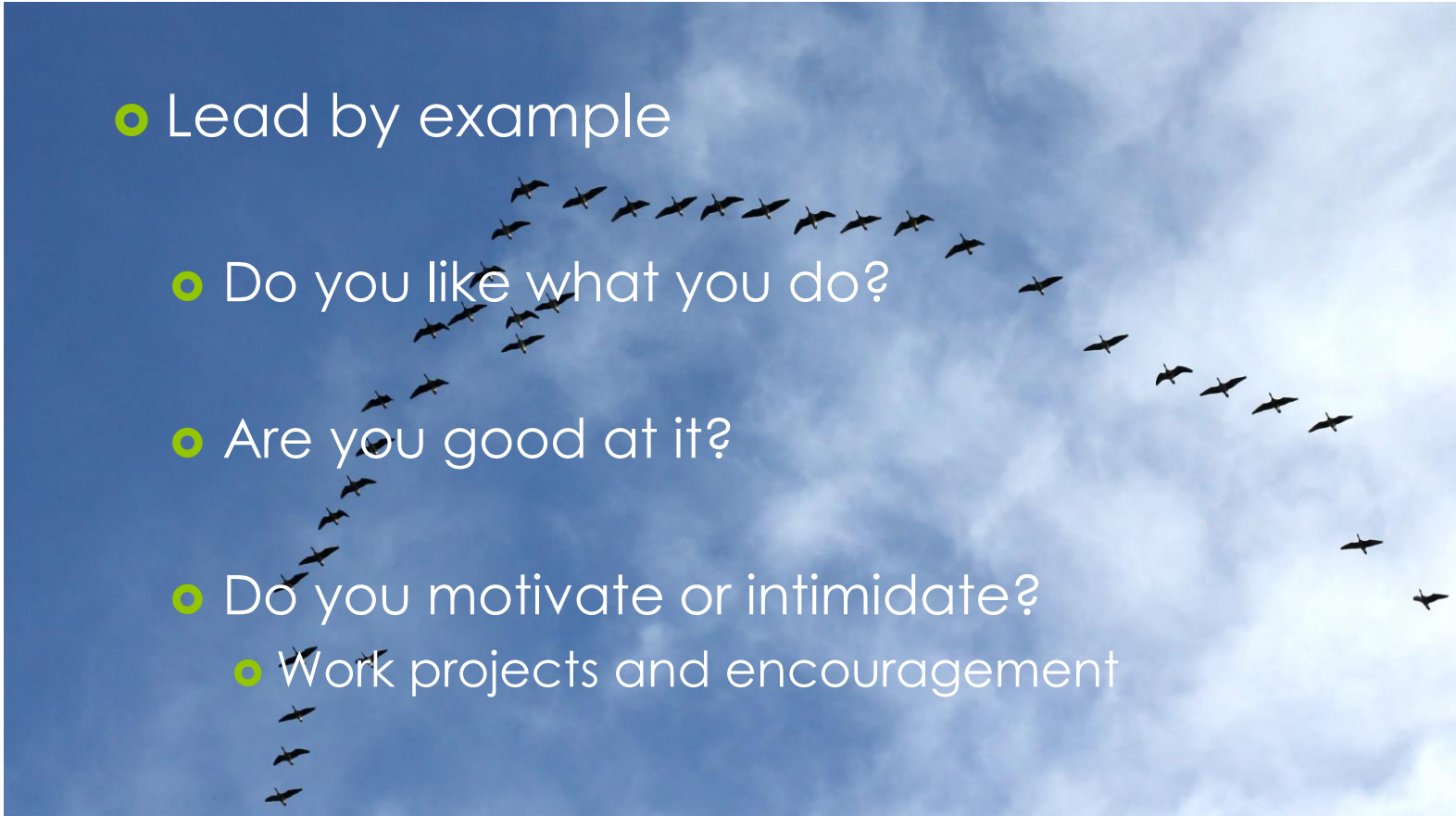
- Examples
- Birthdays
- Food
- Holiday surprise gifts
- Shower games
- Pictures
- Collage
- Opera
- Bingo
- Scavenger hunt
- Ballgames





# BASIC PRINCIPLES

- Lead by example
  - Do you like what you do?
  - Are you good at it?
  - Do you motivate or intimidate?
    - Work projects and encouragement



# BASIC PRINCIPLES

- Signals and clues
  - Are you satisfied?
- Are you harried?
- Do you criticize patients, team members, doctors?
- How many hours do you work?
  - Too many? Too few?



# BASIC PRINCIPLES

- Recognition
  - People love to know that you see and value them
  - List, post or mention something positive about a staff member each day
    - Arrive on time
    - Special handling of a problem patient
    - New display
    - New idea
    - Look for the good!



# BASIC PRINCIPLES



- Job satisfaction
- If you don't enjoy what you do how can you create it?
- Go find your destiny

# BASIC PRINCIPLES

- Change takes time



MAY 2023						
Sun	Mon	Tue	Wed	Thu	Fri	Sat
30	1	2	3	4	5	6
7	8	9	10	11	12	13
14	15	16	17	18	19	20
21	22	23	24	25	26	27
28	29	30	31	1	2	3

Actions are louder than words!

# One act per week

- Leave notes
- Confetti filled office
- Toys
- Baby picture day
- Pet pictures
- Stress free zone
- Wear a crazy/favorite hat
- Give an award
- Singing telegrams
- Bouquet of flowers
- Plant a month for a year
- Cookies by design
- Pay for a pet or babysitter
- Birthdays
- Sincere note or letter
- Grab bag stuff
- Gumball machine
- Casual day
- Head bopper day
- Hide surprise treats
- Give unexpected appreciation
- Happy birthday song
- Pizza
- Traveling bouquet



# One act per week

- Give an unexpected day off
- Give an unexpected hour off
- Grade school picture day
- Rewards and recognition
- In good company award
- Human touch but be careful
- Secret pal
- Joke a day
- Theme day
- Stress support kits
- Orchestrate an outing – baseball, sailing, play, trip
- Reverse roles
- Idea of the week
- Frequent flyer campaign
- Thanks to spouses, kids
- Market to your staff
- Kitty for spontaneous fun
- Holiday gift exchange
- Celebrate your success
- Share the perks
- Look for the inner child
- Random acts of kindness
- Reward helping

# Draw from your Staff



- Patient know first when the practice has a problem
- Staff know next
- Doctors are last...if at all.

Sign here:

○ \_\_\_\_\_