



EyeSystems



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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

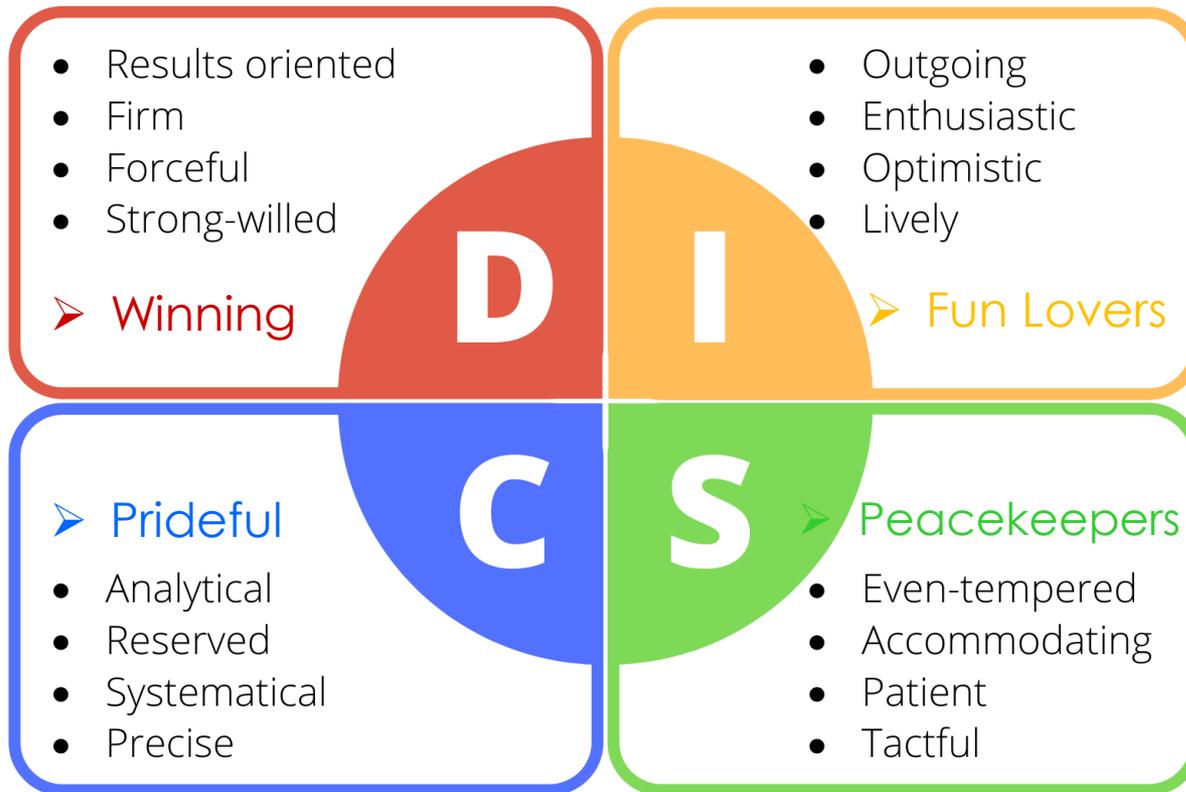


HAVING fun AT WORK is
SERIOUS BUSINESS



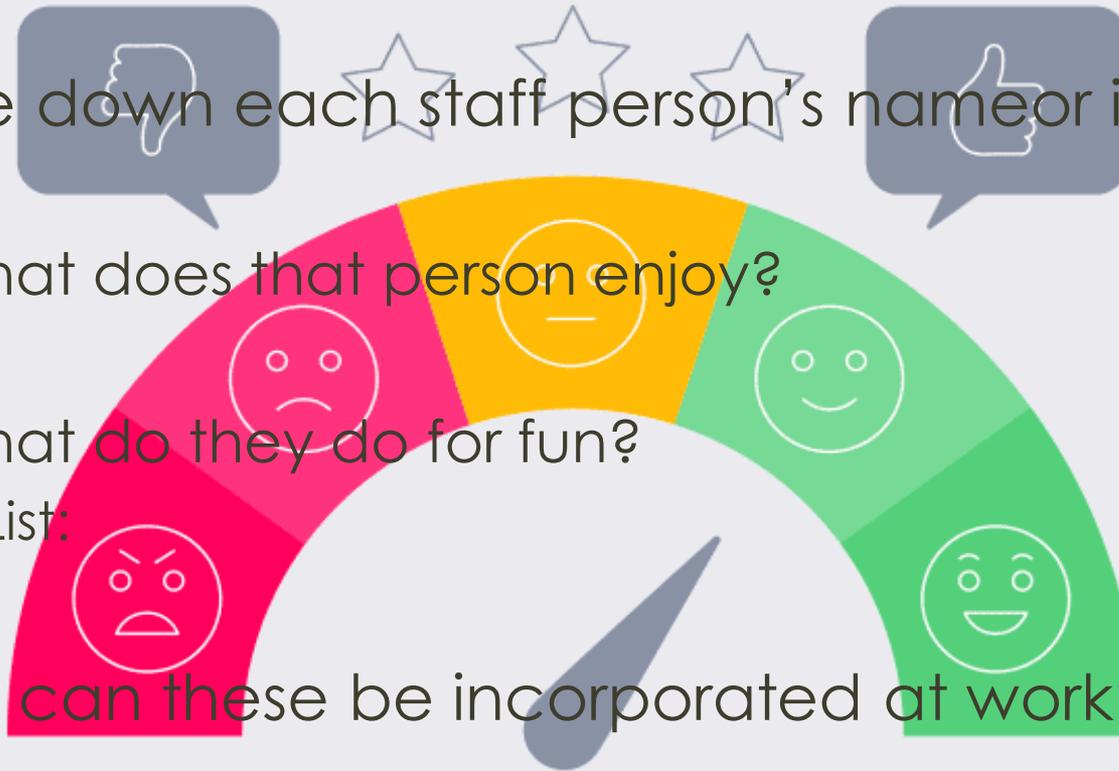
BASIC PRINCIPLES

- 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:

○ _____