# IAITAM ACE

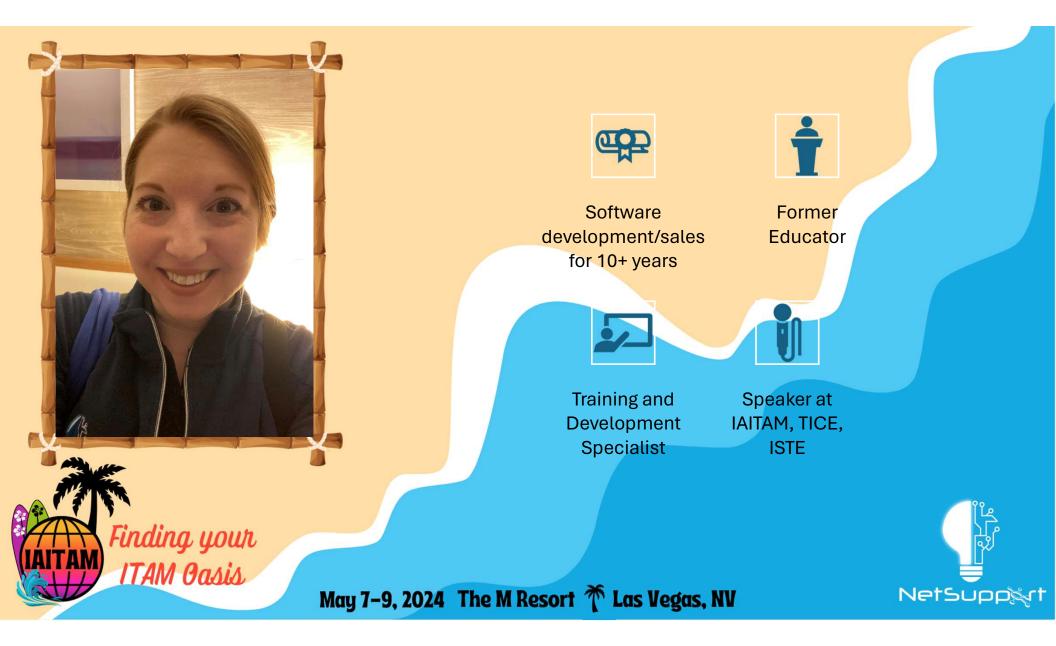
May 7–9, 2024 The M Resort 🌴 Las Vegas, NV

# Let Them Play! Developing a Diversified IT Team



Finding your IAITAM Oasis

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# **Objectives and Outcomes**

- Importance and impact of creating a culture of learning and curiosity
- Practical application for creating upskilling opportunities within your team
- How to incorporate "play time" as part of employee duties/responsibilities

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# Mind the Gap

- Rapid evolution of tech can outpace the skills of IT professionals (Indeed)
- 80% of IT/Business Execs reported moderate to extreme challenges in finding candidates with the right skills/expertise (CompTIA)
- Tech sector has 13% turnover rate (LinkedIn)
- Increased competition for talent







Time dedicated to the upskilling and growth of employees which encourages them to branch out from their wheelhouse and develop new or more advanced knowledge





# What's holding you back?

Time SLAs Productivity









#### 85% of workers believe it is "extremely important" for their employers to help them develop new skills. It helps employees feel valued at their jobs and keeps them engaged.





### **Positive Outcomes from Play**

Increased engagement and motivation

Improved problem-solving skills and adaptability

Innovation and development of new solutions

Stronger competitive edge and leadership





# **Getting Started**



- Clear expectations and guidelines
- Mentorship and collaboration
- Dedicated time vs flexible hours
- Progress tracking and measured impact
- Variety of resources and support



## What does it look like?

Sending IT team members to a sales/marketing event

Physical/virtual demo rooms for software or company products

Team member-led trainings/workshops on areas they are the SME Interactive LMS with curated content specific to products or skills

Access to 3rd party training (Google Certs, LinkedIn Courses, Etc)

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# Add Some Fun!

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- Earn badges for completing new skills training
- Team rewards for:
  - Hours logged
  - $\circ$  Courses completed
  - $\circ$  Highest level achieved
  - Leading workshops/webinars
- Gamification through quizzes/competitions/simulations
- Host Lunch and Learns
- Recognize achievement on LinkedIn or internal platforms
- "Snap Chat"



"Play time" is an investment in their future... and yours

Cultures o



