#### Who is your Cristina?

wayne.smith@csun.edu

[ updated: Monday, December 21, 2015 ]

Course: MGT 360

**Title:** *Management and Organizational Behavior* (3 units)

"The single biggest problem in communication is the illusion that it has taken place."

---George Bernard Shaw (1856-1950)

#### **Purpose**

The purpose of this document is to help structure the discussion for the video clip from the movie "Spanglish" (2004).

#### Scene setup

In this movie, Adam Sandler plays a successful chef and owns a popular LA bistro. He and his wife live in a nice house and have a teenage daughter ("Bernice", or "Bernie" for short). Paz Vega ("Flor") plays their housekeeper and the housekeeper has a pre-teenage daughter ("Cristina").

The chef and his wife rent a beach house for the summer. The housekeeper and the housekeeper's daughter are at the beach house as well. When everyone was walking along the beach one evening, the chef mentions to the two kids (his own daughter and the housekeeper's daughter, Cristina) that he will pay \$1 for each seashell they each can collect. (The seashells would make a nice art project or similar display at the restaurant/bistro he owns.)

Previously in the movie, the chef's wife has been doing some nice (but relatively unnoticed) things for the housekeeper's daughter (Cristina), such as taking Cristina along when she takes her own daughter for expensive haircuts. Similarly, the housekeeper has been doing some nice (but relatively unnoticed) things for the chef's daughter (Bernice), such as occasionally altering and sewing ("letting out") some her dresses, because she is a teenager and is sensitive about her recent weight gain.

As you might have already guessed, the housekeeper speaks only Spanish, the chef speaks only English, and Cristina is thrust into the role of translater.

The scene in the video clip involves the chef, the housekeeper, and the housekeeper's daughter (Cristina). The scene begins when Cristina presents to the chef all of the seashells she has dutifully collected on the beach.

(roll clip)...

## **Personality Profile – Big 5 "OCEAN" (IPIP/NEO survey instrument)**

The following categories were taken from the five dimensions of the "Big 5" (OCEAN) personality profile (and discussed in Shermerhorn—Chapter 15). Identify at least one issue from the video clip for each cell below (not all cells may be relevant).

| Personality Dimension (and Facets)   | Issue(s)/Example(s) from the Movie |
|--|------------------------------------|
| Openness to Experience   |                                    |
| imagination, artistic<br>interests, emotionality,<br>adventurousness, intellect,<br>liberalism         |                                    |
| Conscientiousness  |                                    |
| self-efficacy, orderliness,<br>dutifulness, achievement-<br>striving, self-discipline,<br>cautiousness |                                    |
| Extraversion   |                                    |
| friendliness, gregariousness,<br>assertiveness, activity-level,<br>excitement-seeking,<br>cheerfulness |                                    |
| Agreeableness  |                                    |
| trust, morality, altruism,<br>cooperation, modesty,<br>sympathy  |                                    |
| Neuroticism  |                                    |
| anxiety, anger, depression, self-consciousness, immoderation, vulnerability                            |                                    |

## **Communications**

The following categories were taken (chiefly) from the textbook—Shermerhorn (Chapter 18). Identify at least one issue from the video clip for (relevant) cells below.

| <b>Communication Process</b> | Issue(s)/Example(s) from the Movie |
|------------------------------|------------------------------------|
| Encode (Sender)              |                                    |
| The Message                  |                                    |
| Decode (Receiver)            |                                    |
| Feedback                     |                                    |
| Noise                        |                                    |

| <b>Communication Barriers</b> | Issue(s)/Example(s) from the Movie |
|-------------------------------|------------------------------------|
| Information Filtering         |                                    |
| Channel Richness              |                                    |
| Poor Written or Oral          |                                    |
| Communications                |                                    |
| Non-verbal Signals            |                                    |
| Information Overload          |                                    |
| Cross-cultural                |                                    |
| Communication                 |                                    |

| Other Factors       | Issue(s)/Example(s) from the Movie |
|---------------------|------------------------------------|
| Active Listening    |                                    |
| Semantics (meaning) |                                    |
| Emotion             |                                    |
| Gender Differences  |                                    |

# **Managing Conflict**

The following categories were taken (chiefly) from the textbook—Shermerhorn (Chapter 18). Identify at least one issue from the video clip for (relevant) cells below.

| Sources of Conflict       | Issue(s)/Example(s) from the Movie |
|---------------------------|------------------------------------|
| Differences in goals      |                                    |
| Competition for resources |                                    |
| Misinterpretation of      |                                    |
| information               |                                    |
| Disagreement regarding    |                                    |
| performance standards     |                                    |

| Style of Conflict                                       | Issue(s)/Example(s) from the Movie |
|---|------------------------------------|
| Resolution  | 1 ()                               |
| Avoidance (Withdrawal)                                  |                                    |
|   |                                    |
| (pretends that a conflict                               |                                    |
| doesn't really exist)                                   |                                    |
| Accommodation   |                                    |
| (Smoothing)   |                                    |
|   |                                    |
| (plays down differences and                             |                                    |
| highlights similarities to                              |                                    |
| reduce conflict)  |                                    |
| Competition (Authoritative                              |                                    |
| Command)  |                                    |
| Communa   |                                    |
| (uses force, superior skill,                            |                                    |
| or domination to "win" a                                |                                    |
| conflict)   |                                    |
| Compromise  |                                    |
| Compromise  |                                    |
| (anch party to the conflict                             |                                    |
| (each party to the conflict gives up something of value |                                    |
| to the other)   |                                    |
|   |                                    |
| Collaboration (Problem                                  |                                    |
| Solving)  |                                    |
| ( 1: (1 1 6: (  |                                    |
| (working through conflict                               |                                    |
| differences and solving                                 |                                    |
| problems so everyone wins)                              |                                    |

## **Emotional Intelligence**

The following categories were taken (chiefly) from the textbook—Shermerhorn (Chapter 1). Identify at least one issue from the video clip for each cell below (not all cells may be relevant).

| Dimension of Emotional<br>Intelligence  | Issue(s)/Example(s) from the Movie |
|---|------------------------------------|
| Self-Awareness  |                                    |
| (ability to understand one's own emotions and moods, and their impact on self and others)                               |                                    |
| Self-Management (or Self-<br>Regulation)  |                                    |
| (ability to think before acting and control otherwise disruptive impulses)  |                                    |
| Motivation (or Persistence)   |                                    |
| (willingness to work hard<br>for reasons other than<br>money and status)  |                                    |
| Social Awareness (or<br>Empathy)  |                                    |
| (ability to understand the emotions of others, and to relate to them more effectively)                                  |                                    |
| Relationship Management<br>(or Social Skills)   |                                    |
| (ability to establish rapport<br>with others, and build social<br>capital through relationships<br>and social networks) |                                    |

# **Motivating Employees (two pages)**

The following categories were taken (chiefly) from the supplemental reading in Carpenter. Identify at least one issue from the video clip for each (relevant) cell below.

| Needs-based Theory<br>(Maslow)   | Issue(s)/Example(s) from the Movie |
|--|------------------------------------|
| Self-Actualization   |                                    |
| (you define your success goals, and you decide if and when you've achieved them) |                                    |
| Esteem   |                                    |
| (your ego and self-<br>definition is valued and put<br>to good, productive use)  |                                    |
| Social   |                                    |
| (systematic belonging and beneficial networking)                                 |                                    |
| Safety   |                                    |
| (feeling secure in workplace social and economic fabric)                         |                                    |
| Physiological  |                                    |
| (basic remuneration to<br>cover food, water, and<br>shelter, etc.)               |                                    |

| Two-factor Theory<br>(Herzberg) | Issue(s)/Example(s) from the Movie |
|---------------------------------|------------------------------------|
| Hygiene Factors                 |                                    |
| (company policies,              |                                    |
| supervision, working            |                                    |
| conditions, salary, security)   |                                    |
| Motivators                      |                                    |
| (achievement, recognition,      |                                    |
| interesting work, increased     |                                    |
| responsibility,                 |                                    |
| advancements/growth             |                                    |

| Acquired Needs<br>("Motives") Theory<br>(McClelland/Murray) | Issue(s)/Example(s) from the Movie |
|---|------------------------------------|
| Need for Achievement  |                                    |
| (strong need to be successful)                              |                                    |
| Need for Power  |                                    |
| (desire to influence others and for control)                |                                    |
| Need for Affiliation  |                                    |
| (need to be liked and accepted by others)                   |                                    |

| Process-based Theory ("Equity") | Issue(s)/Example(s) from the Movie |
|---------------------------------|------------------------------------|
| Inputs                          |                                    |
| (contributions a person feels   |                                    |
| she or he is making)            |                                    |
| Outputs                         |                                    |
| (rewards a person feels she     |                                    |
| or he is receiving)             |                                    |
| Referents                       |                                    |
| (other individuals similarly    |                                    |
| situated)                       |                                    |

| Reinforcement Theory<br>(Skinner) | Issue(s)/Example(s) from the Movie |
|-----------------------------------|------------------------------------|
| Positive Reinforcement            |                                    |
| (positive behavior followed       |                                    |
| by positive consequences)         |                                    |
| Negative Reinforcement            |                                    |
| (positive behavior followed       |                                    |
| by removal of negative            |                                    |
| consequences)                     |                                    |
| Punishment                        |                                    |
| (negative behavior followed       |                                    |
| by negative consequences)         |                                    |
| Extinction                        |                                    |
| (negative behavior followed       |                                    |
| by removal of negative            |                                    |
| consequences)                     |                                    |

## **Individual Power (Relationships)**

The following categories were taken from the textbook—Schermerhorn (Chapter 14). Identify at least one issue from the video clip for each cell below (not all cells may be relevant). At this point in the semester, you may not have gotten to this reading yet.

| Position Power                            | Issue(s)/Example(s) from the Movie |
|---|------------------------------------|
| Legitimate                                |                                    |
| (ability to influence through authority)  |                                    |
| Reward                                    |                                    |
| (ability to influence through rewards)    |                                    |
| Coercive                                  |                                    |
| (ability to influence through punishment) |                                    |

| Personal Power  | Issue(s)/Example(s) from the Movie |
|---|------------------------------------|
| Expert  (ability to influence through special skills, knowledge, or reputation)                         |                                    |
| Information/Networks  (ability to influence through access to information and contacts to other people) |                                    |
| Referent  (ability to influence through charisma or interpersonal attractiveness)                       |                                    |

# **Leadership Disciplines**

The following categories were taken from a textbook different from the textbook we are using. Identify at least one issue from the video clip for (relevant) cells below.

| Discipline                    | Issue(s)/Example(s) from the Movie |
|-------------------------------|------------------------------------|
| Compassion                    |                                    |
| (care and respect for others) |                                    |
| Conscientiousness             |                                    |
| (awareness of others'         |                                    |
| behaviors)                    |                                    |
| benaviors)                    |                                    |
| Forgiveness                   |                                    |
| (stop feeling anger or        |                                    |
| placing blame)                |                                    |
| Gratitude                     |                                    |
| (expressing appreciation      |                                    |
| and thankfulness)             |                                    |
| ,                             |                                    |
| Grit                          |                                    |
| (passionate perseverance to   |                                    |
| achieve long-term goals)      |                                    |
| Humility                      |                                    |
| (genuinely asking for help    |                                    |
| when needed)                  |                                    |
|                               |                                    |
| Hypo-Egoic                    |                                    |
| (heightened self-awareness    |                                    |
| and reducing ego impact)      |                                    |
| Mindfulness                   |                                    |
| (awareness of present         |                                    |
| experiences and               |                                    |
| complexity)                   |                                    |
|                               |                                    |
| Openness 1                    |                                    |
| (experience fun, elation,     |                                    |
| and delight)                  |                                    |
| Wisdom                        |                                    |
| (ability to make principle-   |                                    |
| based decisions)              |                                    |