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 Here is a sample of an ethnographic report concerning an organization. It is a fictitious research project in a fictitious organization! I created this report simply to have an easy-to-follow example of formatting, citation (in text and on reference list), writing style and tone, and length, of a typical ethnographic report assigned in COM 429 (and other advanced courses I teach).

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"It's Off to Work We Go":
An Ethnographic Study of SevenDee Mining, Inc.

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COM 495-001: Organizational Culture

Fall 2001

"It's Off to Work We Go":

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Some simple calisthenics, a farewell kiss, and a cheerful song sung with your partners—it seems like a great way to start the work day. For members of SevenDee Mining, Inc., a diamond—mining business referred to by its stakeholders as "7DMC" (i.e., SevenDee Mining Corporation), the work day thus begun scarcely differs from the ones before or after, however. The SevenDee organization, then, embodies a tension known in many organizations: developing and executing routines that produce desired strategic results, yet keeping member spirit alive. In addition, drudgery, occupational danger, operational routine, and inaccurate and unfair attributions by organizational outsiders, produce corrosive effects on members, and 7DMC's culture is designed to counter those effects.

To manage that tension and counter those effects, 7DMC has acquired or developed many distinctive, almost quirky, practices by which members enact operations, policies, and decision-making. In this report, I will examine a typical 7DMC work day and explicate the communication practices that construct two key cultural artifacts; and by doing so, I will describe and interpret 7DMC's culture.

Method

To conduct this study, I spent an average of three to five hours a week for nine weeks in autumn 2001 observing key operations of 7DMC. After each observation session, I prepared fieldnotes, in order to organize and preserve the observations I had made. Observation tasks included watching and listening to member participation in a variety of tasks and activities, and conducting brief informal or opportunistic interviews within the organizational settings.

I also conducted formal interviews with a total of six different members of 7DMC. Each interview lasted approximately 35 minutes and followed an interview guide (see Appendix to inspect a guide used in this project). During each interview, I took extensive notes in order to log the words of the respondent as precisely as possible.

Positioning the Author

I am a former employee of 7DMC. I therefore have knowledge about the organization equivalent to that of a full participant; but in this project, I was a complete observer. I left the organization in April 1999 because of a dispute: I petitioned to become a full partner in the firm but was denied that position. The dispute was resolved amicably, however, and I have remained in social contact with 7DMC's members. They welcomed me back for this project and, during it, never refused to assist me. Indeed, at the time of this writing, discussions are underway about the possibility that I may serve 7DMC as a communication consultant in the near future.

Results

The SevenDee Mining Corp. has eight members--seven males and one female. ¹ The name "SevenDee" is derived from an identity shared by the males of 7DMC:

Each of us seven is a dwarf. At least, that's what lots of folks call us. In fact, we range in height from about 4'9" to 5'0" and that's not really very small. But most other mining professionals are big, strapping guys—so OK, to them we're dwarfs. Anyway, when we started 7DMC, we thought we'd play off of that—we originally were "Seven Dwarfs' Mining Co." In the '80s, though, we changed our corporation's legal name to "SevenDee." We didn't want to call attention to our stature, we wanted to emphasize what we did. (Sneezy, formal interview, 14 September 2001)

In this section, I will describe 7DMC's key settings, walk through a typical work day, discuss what happens in a typical formal meeting, and explicate a wallet card that embodies key organizational values. In the process, I will provide interpretations of 7DMC's culture.

Organizational Settings

The two primary facilities in which 7DMC's operations take place are the diamond mine itself and the members' home. (All eight members

of the organization live in one house.) The diamond mine is wholly owned by 7DMC and has been worked by members for over 30 years. At about 30,000 cubic feet in size, the mine is tiny, but happens to sit on a very rich lode of diamonds. When I asked one member if the sparkling veins would eventually cease to yield precious gems, he smirked, "Sure, the mine'll run out--in about a million years" (Grumpy, formal interview, 19 October 2001)! The mine consists primarily of the mineshaft and its entry point, the underground caverns out of which the miners dig the diamonds, and a tram onto which the miners load the diamonds after removal from the caverns.

The home 7DMC members live in is approximately 2,500 square feet in size. Made from sturdy wood, the two-story house has a heavy thatched roof to withstand the frequent rains typical of its woodland locale. The house contains three sections: a cooking and pantry area, which abuts dining and lounge facilities (e.g., fireplace and hearth, a few wingback chairs, a couple of sofas) on the first floor; and on the second floor are sleeping quarters. The latter section has a dormitory-like design: each male member of 7DMC has a bit of storage space, and his own small bed. At the foot of each bed is carved the name of its permanent occupant. A thin wall separates one portion of this dormitory space from the rest. That section serves as the sleeping and personal space of Snow White, the sole female member of 7DMC. All members of 7DMC regardless of gender share bathroom facilities located in a garden area approximately 50 feet west of the house.²

The key settings for 7DMC are compact and fully used. The members of 7DMC fully inhabit their occupational and organizational identities, blurring the distinction between work space and leisure space. The culture of 7DMC, then, appears to demand that a member equate self and organization.

A Typical Day at 7DMC

Each day varies little from one to the next in 7DMC. "It's not rocket science," explains Doc, the president and founder of 7DMC, "we get up, we dig up the diamonds, pile them on the tram, and prepare the load for shipment. That's really it, day after day" (fieldnotes, 15 September 2001). Deviations from the routine (e.g., a minor mistake, a new operational task or procedure, etc.), sometimes tragic (e.g., an

accident at the mine), are ultimately not numerous or memorable enough to suggest that novelty lurks just around the corner.

"Heigh ho, heigh ho"--the miners start their day. Six days a week--the miners do not work on Sundays--Doc wakes up at about 4.30 AM and rouses his partners by singing a song, or otherwise cajoling them to awaken and get washed and dressed. "The lads prefer show tunes, like 'Oh, What a Beautiful Morning' from Oklahoma, or 'Tomorrow' from Annie--something upbeat," explains Doc. "Occasionally, though, I'll surprise 'em with a rock anthem, like 'Thunder Road' or 'Welcome to the Jungle'" (formal interview, 29 October 2001). One morning I watched Doc, with no music at all, waking his colleagues up by performing a tap dance. The loud but perfectly syncopated clattering served its purpose: his associates got out of bed quickly, although silently.

Snow White generally gets up a half hour before Doc does, in order to prepare breakfast and sack lunches for the seven miners. "I'm an early riser by nature," explains White, "and I like to cook for a group, so this all works out great" (formal interview, 27 September 2001). The miners assemble around the rough-hewn circular dining table by about 5.00 AM. They silently eat breakfast (usually eggs, smoked fish or meat, potatoes, and coffee) that White has laid out family style. One miner confided the general reaction to these meals:

Let's face it: Snow White is not a great cook, or even a good one. Still, she aims to please. And for heaven's sake, she don't mind working just for room and board. She's a good kid--no one wants to hurt her feelings. We want to keep her around, y'know. (Happy, formal interview, 26 September 2001)

After breakfast, one of the partners leads all other members (the other six partners plus Snow White) in a session of calisthenics in the lounge space in front of the fire. One of the miners explained that the purpose of the physical training is to ritualistically begin the work day (fieldnotes, 23 October 2001). The emphasis is on conditioning the upper body—a particularly relevant orientation, given the specific physical demands of diamond mining. The calisthenics usually last about 15 minutes. Only the terse commands

of the leader, and an occasional grunt, punctuate the silence that accompanies the exercise.

Following calisthenics, each miner selects a tool (e.g., shovel, pick, or lamp) to carry to the mine. (The implements are neatly stowed at night in a small closet to the left of the front door.) Shouldering their tools, the miners line up in single file at the door while Snow White stands on the porch. One at a time, she hands each miner a lunch, lifts his cap from his head, and kisses him on the top of his head. After the seventh miner—usually Grumpy or Dopey—has been kissed the miners march to the mine. They sing a jaunty work song as they troop down the road. The lyric runs "Heigh—ho, heigh—ho / It's off to work we go," and is followed by a whistled passage, and then a repeat of the lyric. "We never leave out the song," Sleepy reports, "because gets us focused on the work we'll be doing. I have CFS [i.e., chronic fatigue syndrome] so if I don't start off the day with kick—ass energy, I don't last much past lunch" (formal interview, 1 October 2001).

These routines have a hollow, mechanical feeling to them, however. It's as if the members perform these very distinctive, well-regulated tasks without any particular feelings about them. I did not, for example, notice any joking or smiling, or complaining; neither did the miners skylark en route, and marched and sung somewhat robotically (low volume, narrow pitch). The incongruencies—the upbeat hiking song versus the flat affect on the way to the mine, the preference for silence during many communal activities—one notices suggest that 7DMC's culture is constructed to address some troublesome operational or relational issues in the organization.

The miners in "The Salt Mine." The hike to the mine usually lasts about 20 minutes. At "The Salt Mine," the seven miners get right to work. One of them stays at ground level to manage the entry and exit to the mine. Another remains topside to transfer loads of diamonds from the tram to the storage cave. The remaining five descend on a vertical conveyer to the face of the mine.

Arriving at the mine about three-quarters of an hour before sunrise, and seldom leaving before sunset, the miners scarcely ever see full daylight, except in the event of a mine evacuation, or when they have a day off. This produces a health condition known as seasonal affective disorder, or SAD.³ Sluggishness, irritability, and depression typify SAD. "Most people who get SAD get sick in the

winter only," notes Happy, "but for us, SAD's a year-round thing, since we don't get enough daylight" (formal interview, 26 September 2001).

On several occasions, 7DMC members referred to the diamond mine as "The Salt Mine." I wondered why. "A salt mine is slang for a place you don't want to go," explained Sneezy (fieldnotes, 5 October 2001). "It's not that we don't like what we do," added Doc, "it's just that, well, we work in a deep, cold hole in the ground, and I can't say I'm eager to get there each day" (fieldnotes, 5 October 2001). Related to that, I one afternoon overheard Bashful murmur to Grumpy, "If I can just make it through this week, I'll have won"; Grumpy replied, "You, me, all of us--just remember, we don't give in" (fieldnotes, 9 October 2001). It seems, then, 7DMC members value tenacity, striving, and enduring, equating them (as opposed to, say, size of diamond load, or opportunity for inherent satisfaction on the job) with organizational success. All seven miners' labor stoically, as if will and discipline alone propel them throughout the work day.

"It's home from work we go"--rest, relaxation, and getting ready for another day. At about sunset, Doc cups his hands around his mouth and calls out to his comrades, "Heeeiiiggghhh-hoooooo" in a surprisingly (given the rather grim surroundings and the disciplined, nose-to-the-grindstone performance of labor among 7DMC members) melodious invitation to cease work for the day. All miners below ground trudge onto the vertical conveyer that carries them topside. When the conveyer reaches its terminus, any miners topside help the others dismount from the conveyer. Jibes and banter--e.g., "Man, your face is dirty, what did you do, kiss an ashtray?" or "That's not mud on my shirt, that's yo' mama's legal signature," or "Your motto is 'A half day's work for a full day's pay'!"--exchanged between those stationed below and those who stayed topside are the first significant emotionally-charged utterances among group members during the entire work day.

The miners then assemble in a column, shoulder their tools, and march together back home. They sing, "Heigh-ho, heigh-ho / It's home from work we go" but hum instead of whistle after the verse. "It's a little easier to hum," explains Dopey, "because it uses fewer muscles, and we're usually beat" (fieldnotes, 7 October 2001).

Once back home, the line between on and off duty usually blurs. For example, while several watch television or read the newspaper, one

or two others clean the tools and restack them in the closet for selection the next morning. Another member--usually Snow White--sits at the dining table with a calculator and estimates what will be the approximate revenue they can expect to derive from the day's load. White prepares a light evening meal. After dinner, the members of 7DMC lounge at the dining table for perhaps 30 minutes and then retire for the night. After all, Doc's song and dance will awaken them well before dawn.

The culture of 7DMC, it seems, calls upon members to very closely and carefully manage emotion. Indeed, the members keep tight rein on their emotions even when at home. They respond stoically to activities (e.g., singing, farewell rituals) that could conceivably produce more emotion in those responses. They give a somewhat cynical or critical nickname ("The Salt Mine"), as opposed to an affectionate or arch one, to their primary work site. A comment from Grumpy helped me understand the rationale for all that:

Emotional stuff is not for us. You have to remember, each of us has had to deal with frustration, degradation, and embarrassment, because of our size and stature. As for Snow White, she was abandoned, her life threatened, and she quickly learned to distrust even those she thought were close to her. So you're talking about eight people who depend only on one another, and that means we have to be strong for one another. (formal interview, 19 October 2001)

Organizational Artifacts

Ritual activity in meetings. The miners and Snow White construct 7DMC by and through a variety of organizational performances. Significant among these are the organization's formal meeting rituals. Once a month, the miners and Snow White gather together to discuss organizational policy, make key decisions, address recent problems, and plan upcoming events or tasks (fieldnotes, 8 October 2001). I attended a meeting—identified by members as a typical one—that I will now describe:

The meeting was called for 7.30 PM, well after the work day and dinner had concluded. The members typically hold these twice-monthly meetings at that time because "everyone will be relaxed, and in any case, we can't take time out of the day, and we sure don't want to

give up our day off" (Doc, formal interview, 29 October 2001). The event began when members slipped on ceremonial garments—the partners' were black, Snow White's was royal blue—and settled themselves around the dining table, cleared except for a pick (one of the tools the miners carry to "The Salt Mine" each day) that lay in the center of the table.

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Doc convened the meeting by asking all present to offer "our meeting invocation." "Dear Lord," all eight members said in unison, "please strengthen our will and sharpen our minds to complete the business we must at this meeting. Amen." Doc then announced, "The meeting is now underway. Who has some business to discuss?" Sleepy reached for the pick and pointed its head toward him. "I'd like to discuss our medical insurance," he announced. All seven other members of the organization instantly held their thumbs up. Doc said, "Brother Sleepy, please continue."

After a discussion of the insurance matter--Sleepy wanted to check on his associates' interest in subscribing to a different provider -- Sleepy suddenly declared, "We have reached the end of this discussion." The other members all intoned "Heigh ho," and Doc announced, "Who else has some business to discuss?" Snow White then reached for the pick, turned the handle toward herself, and announced, "I'd like to discuss increasing our food budget." Of the seven other members, only three held thumbs up. Bashful, whose thumb was turned down, pointed the pick head at himself and declared: "I thought we put this issue to rest at our last meeting." Happy, also with thumb down, angled the pick head toward himself, and stated, "We can't really talk about that until we get paid for our last load of diamonds." Doc nodded and said, "Sister White, please desist." White hung her head and, with resignation in her voice, sighed, "Heigh ho." Doc once more called for new business, and these steps were repeated, as they were for five more topics. By the end of the meeting, three of those topics had been officially ratified for discussion.

I had never seen a meeting proceed so efficiently. The careful orchestration of the proceedings at first seemed almost compulsive or comical, but obviously produced a civil, courteous environment in which all voices were heard. Yet I wondered if there was some quality of relationship or information that languished because of the strict procedural architecture of the meeting. The carefully-orchestrated, procedurally-inflexible meeting was yet another 7DMC event without the emotional authenticity and relational bonding common among people

whose systemic communication practices manage the danger,
repetitiveness, and unpredictability, resident in the organization's
strategic goals (cf. Ambrose [2001] on combat paratroop organizations,
Whitcomb [2001] on FBI hostage rescue teams). Beyond that, though,
the meeting suggested that members of this organization have built a
culture of focus, intensity, direction, and measurable results.

The "Five Motivators" wallet card. One of the most revealing cultural artifacts in 7DMC is a wallet card each partner carries. The card, measuring approximately 3.5 in. by 2 in., lists what are captioned "The Five Motivators." The text reads as follows:

- 373 1. All things equal, a good little guy CAN beat a good big guy.
- 374 2. Size of dog in fight? No, size of FIGHT in dog!
- 375 3. Dynamite comes in small packages.
- 376 4. We do it OUR way.
- 377 5. Drive on, drive hard, drive always.

This wallet card reveals values held by the partners. The height and size of the partners, as I have mentioned, is substantially below average. With that in mind, Motivator #1 turns around the old prize-fighting saying "All things equal, a good big guy will beat a good little guy." Motivators #2 and #3 are old sayings designed to give heart to individuals who may be small. Motivator #4 declares that 7DMC's operational procedures, although perhaps idiosyncractic, nonetheless have proven to yield attractive, respectable results. Motivator #5 serves as a summary of the organizational, occupational, and personal attitude that partners promote for one another.

The "Five Motivators," then, express a basic assumption that grounds the organization: hard work pays off, and stature need not be an obstacle to success, credibility, and the respect of self and others. The artifact is particularly moving when read alongside the following realist tale (i.e., report of a sequence of organizational events) about the founding of the organization, which Doc told me:

All I ever wanted to do was mine diamonds. As a kid I dug in my back yard, pretending to find the biggest, shiniest one.

My first job was in a mine but in the office. I didn't even touch a diamond. After a few years of that, I decided that if I wanted to get my hands dirty, I'd have to go out on my own.

I quit the mine and found this lode of diamonds here. I set up a small mining operation, working 24-7, week in week out, putting out pretty good loads of diamonds.

The next few years went by and other little guys in diamond mining heard about me. One by one they came to me and I hired 'em as miners, since no one else would. Eventually, there were seven of us. One day I proposed that we become a partnership. I didn't want to be an employer, although I didn't mind being the boss partner.

Well, it all worked out because now 7DMC is the most productive diamond mine around for its size. We still have to fight the "seven dwarfs" prejudice, but it won't be like that forever. (formal interview, 29 October 2001)

Clearly, the can-do spirit that 7DMC's members embody emanates from the vision and tenacity of Doc, the founder and leader, and from the hiring and operational practices and policies stemming from that vision. The culture of 7DMC, then, promotes organizational values such as full effort, resistance to demeaning attributions of others, and intensely focused activity.

Notice that the foregrounded values do not include typical ones such as customer service, innovation, or increasing market share. When I asked to explain, he thought for a moment, and then declared, "We believe that all that good stuff will come from working hard, and holding our heads up high" (fieldnotes, 3 October 2001). So, success as innovators, good customer service, and greater numbers of customers, are just a few results that members believe will occur naturally, if only the members of 7DMC keep their eye on the ball and hit it out of the park every time they come to bat.

Conclusion

In this report, I've described a typical day in 7DMC, and how emotions are articulated (or not) and managed. I've also discussed how the structure and management of a meeting underscores organization members' passion for control. Finally, I described the wallet-card list of "The Five Motivators," and the 7DMC values and basic assumptions visible within it.

To generate some final thoughts on the culture of 7DMC, I will analyze an organizational performance mentioned only briefly: 7DMC's

morning calisthenics. The basis for this analysis is Strauss and
Corbin's (1990) set of nested levels. These levels structure
researcher interpretation of an organization's cultural practices, by
focusing on their occurrence and impact inside and outside the
organization.

The phenomenon of the 15-minute physical training (PT) session that initiates each work day emblematizes the culture of the organization. At the interactional level, the PT session serves as an opportunity for members to interact unavailable at any other time of the work day (i.e., from dawn to dusk, White stays alone in the 7DMC home, and the partners, while all at "The Salt Mine," are separated from one another by task or role). At the group or collective level, PT brings all members together. In 7DMC, an organization emerging out of differences (from other miners) the founder and early members avowed, simply being together affirms and reinforces unity that results from "being different."

At the organizational level, PT reflects the rules and procedures found throughout the organization generally: a specified leader and specified followers, silent obedience to or compliance with the imperatives voiced by the leader, and close containment and management of emotional or affective response. At the sub-organizational level, PT reduces or limits distinctions between units of the organization: all members must participate and various partners get a chance to lead PT. This mirrors how 7DMC has reduced or limited the distinctions otherwise, such as the partnership structuring, and the numerous routine communal activities (meals, hike to work, etc.).

To community, national, and international levels, 7DMC appears to have no particular connection. Apart from community, national or international regulatory agencies, the only outside entities with which 7DMC connects are its customers and, certainly, organizations that sell 7DMC its tools and other goods. Doc's founding of 7DMC, and the organization's values generally, suggest that 7DMC neither seeks nor appreciates any connection other than internal ones. The 7DMC culture is a set of exclusionary (to outsiders), insular, highly idiosyncratic communication practices.

May the family metaphor characterize 7DMC, since members demonstrate the kind of cohesion and loyalty one finds in families? In families—healthy ones, at least—emotions are expressed, though, and in 7DMC, members manage emotions too rigidly to approximate a true family atmosphere. Perhaps 7DMC is a "dysfunctional family," but the

organization's strategic success and its member's apparent satisfaction argues against any significant dysfunction. Instead, to understand 7DMC and its culture, think of it as a machine-specifically a unique, custom-built machine that operates effectively and ceaselessly according to its own schematics and owner's manual.

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"Off to Work"

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561		Appendix
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563		Interview Guide ⁵
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565	Demog	graphic information
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567	0	Name
568	0	Age
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570	0	Years as a member of 7DMC
571	0	Title (or key role) in 7DMC
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573	Inter	rview questions
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575	1.	How has 7DMC changed in the period of time you've been a member?
576		How has it remained the same?
577	2.	Describe the relationships that exist among members of the
578		organization.
579	3.	Tell me what happens during a typical day in 7DMC.
580	4.	Tell me about how 7DMC was founded.
581	5.	Identify three values taken very seriously by 7DMC members.
582	6.	How are members of 7DMC similar to one another? How are they
583		different?
584	7.	Recount the three most important policy decisions made in 7DMC in
585		the past year.
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601 Footnotes

- The SevenDee Mining Corporation is a privately-owned, for-profit business in which seven (Doc, Sleepy, Grumpy, Sneezy, Dopey, Happy, and Bashful) of the eight members are full partners as investors, and in lieu of salaries share equally in profits. They also perform all professional tasks--prospecting, mining, transportation, accounting, and so on--called for in a complex operation of this type. Snow White, the eighth member, is not a partner, nor is she technically on the payroll. She serves as an administrative specialist in return for room and board.
- Snow White entered the lives of the members inadvertently several years ago. While escaping from a malevolent and abusive legal guardian, White (a minor at the time) sought refuge in what turned out to be the miners' house while the occupants were still at the mine. She voluntarily cleaned and organized the premises. "Thank heaven she stumbled onto us, and liked it enough to stay," admits Happy. "She has a well-developed nesting instinct—and the shape we were keeping this place in, we appreciated that" (fieldnotes, 20 September 2001).
- ³ A recent health newsletter article (Wellness and seasonal disorders, 1999) provides a summary of etiology, symptoms, and treatment, of SAD.
- ⁴ When I worked for 7DMC, I did not carry the card because I wan not a partner. Snow White, also not a partner, does not carry one. The "Motivators" are framed in terms that someone of average height-like myself or Snow White--would not find particularly motivational.
- ⁵ This interview guide was used in conducting a formal interview with Doc, 29 October 2001. Variations of this guide were used for all other interviews.