AN ORIGINAL BETTER WORK MINI-COMIC

# The Better Work Bible.

## Six tiny ideas. One better workday.



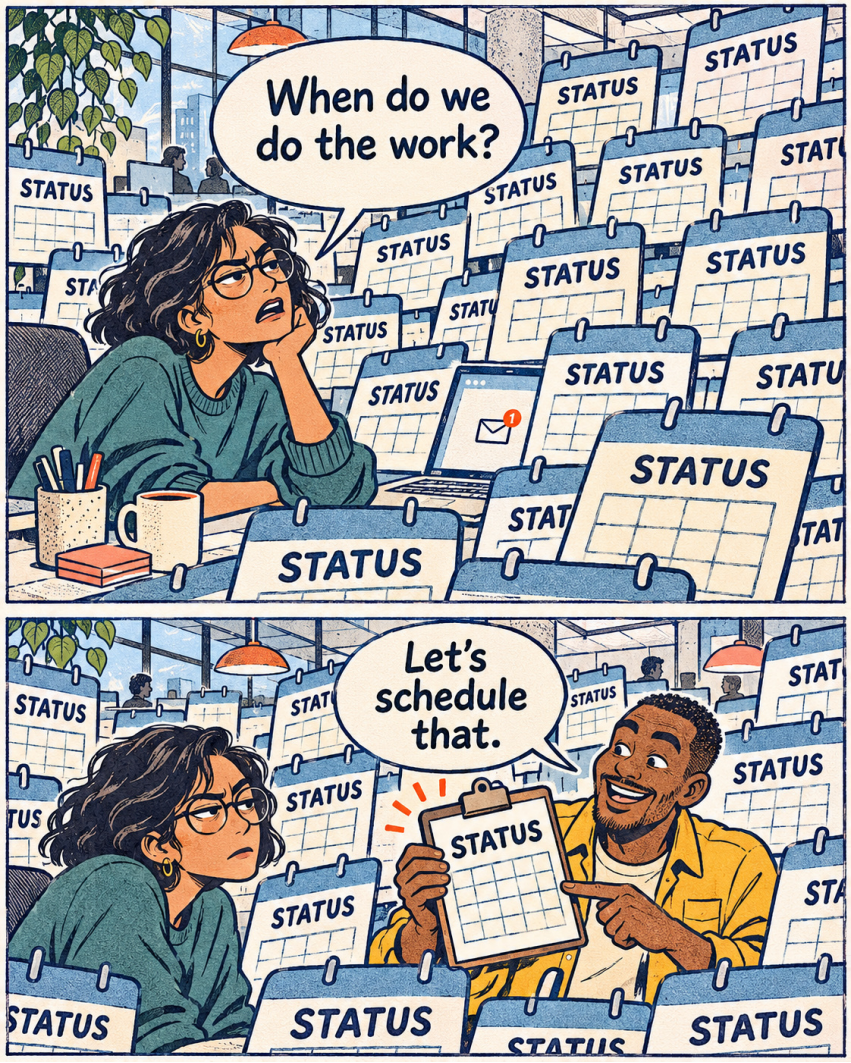
Mina. Jules. A less ridiculous workday.

# I’m Not a Human API.




Mina works in RevOps. Her CRM and billing system don’t talk, so she translates. Twelve fields. Two screens. Again. Jules asks if the tools connect. “Yep,” she says. “My job title is apparently the cable.”

# Busy Doesn’t Mean Valuable.




By noon, Mina has attended three status meetings about the update she hasn’t had time to write. Jules suggests a meeting to discuss the delay. Her calendar accepts. Her remaining brain cell declines.

# Less Busywork. More Life.




Mina and the team replace one repeated update with an approved, reviewed template. At 5:01, she closes her laptop. Nothing explodes. Outside, she discovers an underrated feature of the workday: the part after it.

# There’s a Better Way.



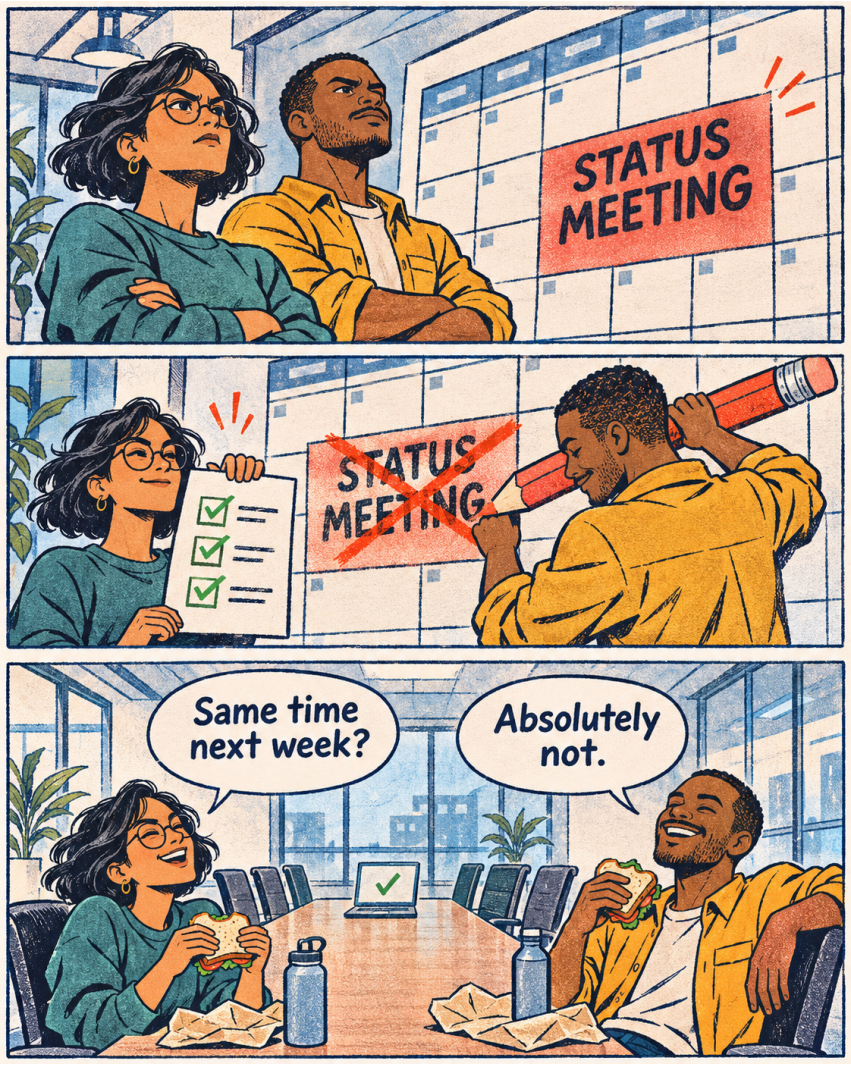

Jules proposes automating everything. Mina proposes surviving Tuesday. They pick one handoff, test a sample, and check the result together. The giant transformation can wait. The annoying little thing finally works.

# Good Work Spreads.



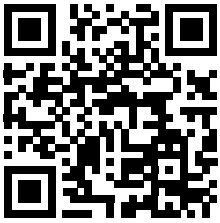

Jules is still carrying six versions of the weekly update. Mina shares the small fix, not a forty-slide manifesto. He changes one step to fit his work. Great. It’s a handoff, not a museum exhibit.

# Make Work Better. Together.




The team keeps the useful update and drops the meeting that only read it aloud. Mina and Jules reclaim the room for lunch. “Same time next week?” “Absolutely not.” Better work leaves people something better to do.

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