Name

Professor

Course

Date

Games People Play

Scenario:

The film, *Jerry Maguire* presents an illustration of the strategies that are involved in communication interaction. The lead role, Jerry Maguire that is played by Tom Cruise plays different games with other lead characters that surround him and demonstrates the human interactions that are operational in problematic relationships. There are various ground rules, repeated patterns, and insights that can be derived from this scenario

Different aspects are apparent in the romantic relationship that Jerry has with his girlfriend, Avery. This relationship reveals the strategy of relational maintenance at the start of the movies when Avery communicates honestly and is open to Jerry (Horan). Although Jerry is engaged to Avery, he is very distressed with the interactions that she has with him. The lack of affection in their relationship is more visible in Jerry's stag party when he is shown a clip of former lovers who discuss his incapacity to be single and his self-absorption (Design). This was a prediction of the intimacy issues that she has with Avery, and the lack of this affection in the relationship is a problem.

The trait that is visible in Jerry and Avery's interaction is that they fail to talk or hug each other and do not show affection to one another. Their relationships ends badly when Jerry annuls their engagement because of their issues but creates an opportunity for him to start another improved relationship with Dorothy. The relationship between Jerry and Dorothy reveals the

game of relationship development that results in commitment (Horan). Even though the relationship led to marriage, it was nearly canceled due to the transparency and intimacy issue with Jerry. Nevertheless, this situation is improved when Jerry reveals how much she loves Dorothy, proving to her that she is truly unique.

In the film, Jerry is depicted as an expert in manipulation, an ingredient applying verbal cues most practically. This is particularly evident when he is conversing with each of his customers when he is laid off. The method that he uses in talking with them is by satisfying their concerns and relationship with so that he can ensure that they feel compassion and, as a result, he achieves his objectives.

Jerry employs manipulation in the relationships that he has with different characters. This is apparent when he converses with Rod after the transformation he experiences in his career. As they hug, Rod shows his appreciation, and in the act of altruism, Jerry states “you did this” (Design). This becomes one of the few instances when Jerry delicately utilizes his language and conveys self. Another pattern is Jerry’s increasing use of nonverbal communication. At the beginning of the movie, Jerry struggles to do this but slowly picks up and understands how to express himself in a nonverbal manner. Indeed, at the start of the film, Jerry is uncomfortable with Ray in part due to his body gestures. This is vital since many people are calm around children because of their acceptance and incorruptibility. The fact that Jerry is uncomfortable around a child becomes subject to scrutiny.

The discomposure that Jerry feels could be explained by the fact that he knows that it is hard to manipulate a child since they are true in their intentions. This relationship changes as the film approaches the end where Dorothy and Jerry are strolling in park communicating with Ray in the same manner they did when they first met. Here, Jerry is warm, joyful, and comfortable.

Moreover, he is less distressed with the how Ray is close him, something that has to do with proxemics (Design). The non-verbal communication between Jerry and Ray returns to the initial state from the film's beginning, all the way to the finale, and it becomes evident that Jerry is finally content and his nonverbal/verbal cues have developed.

The Game:

The game played in this scenario is the I Don't Need You game where there is the involvement of one player within the relationship and there is a fundamental tug-of-war. One faction, the player fights for power, and on the other group, the partner struggles for respect and attention.

Rules:

- The other companion attempts to win the love and attention of their apparently disinterested spouse.
- The moment the IDNY companion is content with their spouse's endeavours, they shout something like"I should not have married you!

Reflections:

There is an insight that I have gained from these games is the importance of various forms of communication. Most of the time, people can save their failing relationships by only learning to adopt forms of communication that will convey their feelings to their partners. There are various ways in which Jerry could have improved the relationships that he had with different characters. He could have enhanced his communication abilities in the interactions that he had with Dorothy when he discovered that she had affections for him. Rather than revealing his actual feelings, Jerry proceeded to say that he loved her and proposed just to keep her happy. Additionally, Jerry could have improved his communication skills when he quit his job by

interacting professionally. He created discomfort for his fellow colleagues and damaged his reputation.

Works Cited

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