



2019 WORKPLACE IMPROV AGENDA





HUMOR ASSOCIATION

WORKPLACE IMPROV: MAKE GOOD MEMORIES

WORKSHOP OBJECTIVE

- **OVERVIEW.**
 - Humor Association offers client-specific improvisational workshops, training and performances in conjunction with custom-designed improv technology. It is our goal to provide learning exercises intended to provide employees the ability to handle everyday situations with tremendous success.
 - Our objective is to better workplace culture and improve guest engagement through five means: enhancing creative thinking, cultivating leadership, solving problems efficiently, making decisions with conviction, and adapting to change quickly.
- **PROPOSAL.**
 - We at HA have taken the time to develop a ninety minute, one day curriculum specifically tailored to your corporate work structure and culture. Our goal during this time is to create an atmosphere that improves your team's organizational development and leadership skills through collaboration and improvisational techniques.
 - We have created two improve games exclusively for the Grand Wayne Convention Center. The first is called "**The Visitors**". This game challenges your staff to come up with quick solutions to guest requests in split-second speed while maintaining their predetermined task. The other game is called "**Wafflebucks**" where your staff is pressed to offer outstanding customer service while the people and scenarios around them continue to abruptly change.
- **MAKE GOOD MEMORIES.**
 - In addition to these and other traditional improv games and techniques, we will focus on celebrating your internal cultural campaign based on Tuko. Each lesson and performance will incorporate the Tuko model with the instructor awarding Tuko tokens at the end of each session. We will conclude the event with a final awards ceremony while embracing the "Make Good Memories" concept.

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WORKSHOP SYLLABUS

- **INTRODUCTION: 5 Minutes.**
 - **Course Instructor.**
 - Professional Background.
 - Collaborative Improv Arts & GoProv.
 - **Participants.**
 - Participation & Safe Place Guidelines.
 - Creating Victories/Everybody Wins.
- **YES, AND: Making Good Memories. 30 Minutes.**
 - **Understanding “Yes, And”.**
 - Learning on the fly.
 - **Listening & Responding.**
 - Word Associations games.
 - **Physical Engagement.**
 - Machines game.
- **TEAM BUILDING ACTIVITIES: Creative Thinking. 30 Minutes.**
 - **Creative Thinking & Team-Work.**
 - Ad Agency game.
 - **Problem Solving & The Fort Wayne Experience.**
 - The Visitors game.
 - Exclusive game for GWCC.
 - **Discussion & Feedback.**
- **ENGAGEMENT ACTIVITIES: Excellent Customer Service. 20 Minutes.**
 - **Providing Customer-Driven Service.**
 - Wafflebucks game.
 - Exclusive game for GWCC.
 - **Discussion & Feedback.**
- **CONCLUSION & WIND-DOWN: 5 Minutes.**
 - **Sharing and Debriefing.**
 - Discussion & Take-Aways.
 - **Tuko Awards.**

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