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**PURPOSE** This activity has each group seeking consensus on a values-driven problem. The game tests communication, listening, and conflict resolution skills.

**TIME** 30 to 45 minutes depending upon the number of groups.

**SUPPLIES** Participant Handout and Observer Handout

**PARTICIPANTS** 10 to 30 people.

**METHOD** Divide participants into groups of five or six. Assign one person to be an observer. (Optional: the facilitator may act as observer.) Gather observers outside the training room. Pass out Observer Handouts and stress that they are to only write down their observations of behaviour, not make assumptions about why people are acting certain ways.

Rejoin the larger group. Read the Participant Handout out loud. Hand several out to each group. Stress that each group is to come to consensus. They have 15 minutes to reach a consensus.

After 15 minutes, call time. Ask each group to report on their decision. Ask observers to report on what they observed.

**DEBRIEFING** Ask participants how comfortable each person feels with the decision. Ask the group if there was a conflict between what was best for the shareholders and what was best for the actors.

- Stress that there is a difference between arriving at consensus and agreeing on an answer. In order to achieve consensus, people must understand why other people think a certain way and then come to a decision that everyone can live with. Many factors affect this: impatience, poor communication skills, fear of voicing an opinion, time stress, lack of respect for other members. When a decision is values-driven, the importance of consensus increases.

Ask each team what they would do differently if they were to do the activity again.

## GENETIC ACTORS PARTICIPANT HANDOUT

You are living in a future age when all films are made with genetic actors. These individuals are born and grown in order to act in one specific film. Your group is filming the last film in a horror series. You are going to create genetic freaks who will be monsters in this film.

### Your Decision

When filming is completed, what will you do with these actors?

1. Euthanise them (cost \$3,000).
2. Cast them into the streets (cost \$0).
3. Ship them to a uninhabited island (\$60,000).
4. Give them the means to live out their lives in peace (\$40 million).
5. Train them in useful employment (\$5 million).

You have 15 minutes to reach consensus.

**GENETIC ACTORS OBSERVER FORM**

Did the group reach consensus?

Yes

No

How did the group go about addressing the problem?

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Did people listen to each other's opinions? Provide examples.

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Did each person explain what their opinion was and why? Provide examples.

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What behaviours hindered the group seeking consensus?

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