

Drama Babe! Open Up your Customer's Drama Stage

Posters for The Drama Game

Presented at #WisP14

Work=PLAY 2014
Activating FUN through WORK

Boom, Belgium, 13. June 2014

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Posters for The Drama Game

<http://bit.ly/TheDramaGame>

STAGE RIGHT



STAGE LEFT



The Stage is Yours – Tell Us Your Story!!

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The Hero gets thrown out of his acquainted **Setting** ("Old World").

He goes on a **Journey**, stands several Challenges, Adventures, meets his Mentor and new Friends. He gains Honour, Wealth and the Princess ("New World").

The Hero **Changes** the "old world" with his new **Experiences** and **Values**



<p>1 Stay in The Old World The world the Hero lives in is for him acquainted and familiar. However he misses something.</p> <p>2 See The New World – Adventures Call The Hero is shown the New World. An undisguised view of new Possibilities. Adventures are Calling him.</p> <p>3 Denying the Call The Hero hesitates, he frightens to start the Journey. He doesn't want to leave his Comfort-Zone. His "Internal Guards" back him off</p>	<p>4 Encountering the Mentor The Mentor's knowledge is very useful for Hero's development. The Mentor demands and facilitates. The Mentor knows both, the Old World and the New World as well. The Mentor serves as mediator between both.</p> <p>5 Crossing the Border The Hero takes courage. He takes first steps to cross the border to the New World.</p>	<p>6 Test, Allies, and Enemies The Worlds turn to "Good" or "Evil". Hero has to realise who is Friend who is Enemy. Hero experiments with his role. Hero learns New World's New Rules.</p> <p>7 Encroachment to Deepest Hell Hero sees complete situation crystal clear. Hero is facing his greatest Antagonist. Hero identifies his greatest Enemy.</p>	<p>8 Fight the Dragon Turn point and greatest Change of the Story. It's a life-or-death struggle – All or Nothing. Hero is faced his own most Demonic Shadow, his most darkest Side.</p> <p>9 The Reward / Seizing the Sword Celebrate and Cheer after the battle and struggle boisterously. Hero feels his own Confidence. Hero recognises what he wants to do in the future.</p>	<p>10 The Return Hero returns in his Old World to clean up, to gain the Maid. He returns with new Experiences and Insights.</p> <p>11 Renewal / Metamorphosis Cleaning: all disturbing in the past belongs to Past. New Values and Norms triumph finally.</p> <p>12 Return with The Elixir Hero integrates Experiences and Insights into daily live. He masters new daily challenges.</p>
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BOOM!

YEAH!

YEAH!

BOOM!

Tell your Story like a James Bond Movie

Start with an impressive intro scene: **BOOM!**

Present the following highlights in ascending order of power to build the interest: **YEAH... YEAH**

End your story with a gigantic **BOOM!**

Possible Alternatives

" **BOOM! YEAH, YEAH, BOOM!! ...SMILE!**"

" **BOOM! YEAH, YEAH, BOOM!! ...AHHH!"**

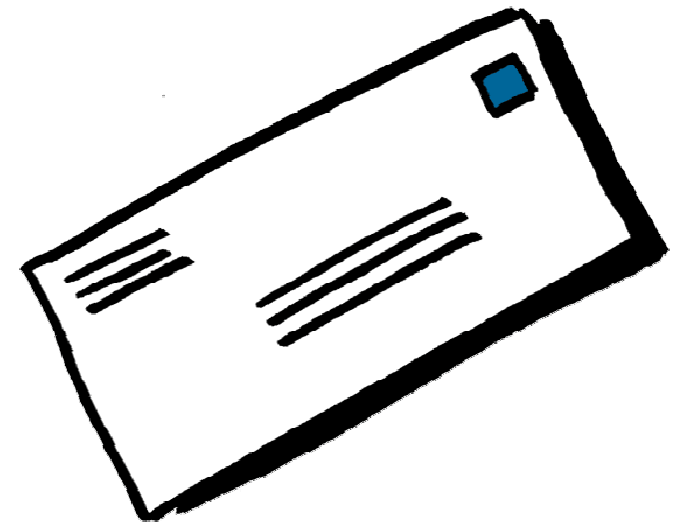
Adam St.John Lawrence, Markus Hormess, *Work•Play•Experience*, Services Design

Questions? – Comments? – Interested in consultancy?

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