The Election

Public Speaking
Self-Presentation

GrowinGame

🕐 1.5 – 2 h

👥 min: **9**, max: **20**
optimal: **12 – 16**

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Edition 1

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About the game

"The Election" is an absorbing game dealing with the problem of self-presentation and giving presentations. It enables the participants to identify mistakes made when speaking in public and points out those elements which make it possible to win the audience's hearts.

The participants take on the roles of the residents of a town which is facing certain problems. They are getting ready for the oncoming mayoral election, which provides an opportunity for improving the local community's circumstances. In the course of the game, they are given a chance to present themselves as candidates, first to a narrow circle of their own district electorate, thereafter the selected candidates will give a speech to the entire group.

An opportunity to give a self-presentation as well as to watch the other participants' speeches adds to the game, providing lots of interesting observations and food for thought. The game's strength is in its extraordinarily multifaceted character. The game debrief may refer to many different aspects of self-presentation and public speaking: the content of the message, the non-verbal communication, the preparations, the structure of the speech, the argumentative skills and the ability to convince the others, or the speaker's qualities.

"The Election" is a game which makes it possible to generate lots of valuable conclusions and at the same time leaves space for the participants' creativity and improvisation.

Game objectives:

- Development of the skills involved in self-presentation, giving presentations and public speaking.
- Identification of mistakes made when speaking in public and giving presentations.
- Formulation of good practices in the above fields.

On pages 23-25, you will find the Observation Sheet. This is where we indicated certain behaviours and other presentation elements which may occur in the course of the game. Use this tool when observing the participants and/or as educational material (details to be found further on in the Instruction).

Gaming materials

Printable Handouts

Title	Page	How many copies to print out?
Instructions	13 – 20	1 set of instructions per team*
Ballot Papers	21	2 copies per participant (print them out on thicker paper)
Recapitulation of Players' Experiences	22	1 copy per participant
Observation Sheet (optional)	23 – 25	1 copy per participant

* If your training group consists of more than 12 people, print out twice as many copies. This will make it easier for the participants to familiarize themselves with the text, facilitating the preparations for the role play.

Trainer's Printouts

Title	Page
Observation Sheet	23 – 25
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Also, prepare the following:

• A flip chart and markers.
• A pen for each participant.

The course of the game

1. An introduction to the game

Invite the participants to play the game, briefly indicating its main objectives.

I'd like you to play a game in which you'll have an opportunity to give a presentation. This will allow us to notice some important aspects of body language or the way of speaking in public.

In a moment, you will take on the roles of the residents of a town which is facing certain problems. The current authorities have not been able to solve them. However, there's an opportunity to improve the situation of all the town residents: the mayoral election is coming. The solution to your problems now depends on the candidates' speeches and the electors' votes.

In the instructions I'm about to distribute, you'll find the rules of the game and a description of your tasks. And here's how the game will be progressing.

While enumerating the consecutive stages of the game, write them up (the underlined text) on a board or a flip chart:

Division into teams and getting familiar with the instructions – 10 min.

Preparations in teams – 30 min. – This will be time for you to get prepared and give your presentations within your teams.

Speeches and voting – 25 min. – At this stage we'll see the candidates and listen to their speeches, as well as hold a two-round ballot. The details are there in the instructions.

Recapitulation of the role play – 10 min. – When the role play comes to an end, I'll ask you to take down your first impressions as they're still fresh in your mind.

Break – 5-15 min. – I'll also suggest that we have a short break – you'll be to decide whether you want it at that moment or later on.

Debrief – At this stage we'll have a closer look at your experiences and we'll try and draw some conclusions to help you in your careers and personal lives.

In the materials I'll hand out in a moment you'll find information about your town and your tasks. If you have any questions or doubts, let me know before we start.

2. Division into teams and handing out the instructions

After the introduction, go on to divide the participants into teams.

The structure of the game makes it possible to play it with 3 or 4 teams. We recommend that

the groups have at least 3 members – as a result the participants will be able to listen to at least 2 presentations as part of their joint preparations for the speeches proper. Hence, if your training group consists of less than 12 people, create 3 teams. If the number of participants is 12 or more – 4 teams.

Hand out [*District Instructions*], one per team. If the game is to be played in 3 teams, one instruction - [*East District*] - will not be used.

Give the participants some time to read their instructions. Before starting the role play, make sure that everyone understands the rules and answer their questions, if any.

3. Preparations in teams

Remind the participants that they have 30 minutes to get prepared in their teams. Then start counting down the time left.

For some groups, you may need to encourage the participants to give their self-presentation to their team. Shy individuals are likely to try and avoid giving a speech.

This part is only available with the full version of the game.

4. Speeches and voting

This part is only available with the full version of the game.

First round of speeches

This part is only available with the full version of the game.

During the speeches (including those made in the second round) note down your observations and impressions. You may then use your notes at the debrief stage.

First ballot

Give one [*Ballot Paper*] to each participant (including the candidates). Remind everyone that it is a secret ballot and that on the piece of paper they should write down the forename (and, if necessary, the surname) of the most convincing candidate.

Collect the filled-in cards and count the votes. You may also want to ask two participants to help you.

Announce the result of the ballot and name the two candidates with the highest number of votes, who will take part in the second round. If the result of the vote prevents you from naming just two (on account of two or more people sharing the first and/or the second place), you may allow a larger number of candidates to take part in the second round.

Second round of speeches

This part is only available with the full version of the game.

Second ballot and announcement of the winner

This part is only available with the full version of the game.

When the second vote has been taken, announce its results and name the winner. Congratulate him or her and encourage everybody to applaud the new mayor. Also, reward the other candidates with some clapping and highlight the strong points of their speeches.

5. Recapitulation of the role play

If you have decided to use the [*Recapitulation of Players' Experiences*] sheet, give each participant a copy and ask them to fill it in. Emphasize that in answering the questions they should not only speak about the candidates' presentations in front of the whole group, but also those given within their team.

Using this sheet is a good way to help the participants formulate their impressions and conclusions before these are juxtaposed with the experiences of the other participants. It makes it possible to generate a large number of factual conclusions and, later on, to get every participant involved in the discussion.

The sheet [*Recapitulation of Players' Experiences*] contains a set of questions which the participants are to answer individually. You may of course modify these questions, give them up or use another tool: the [*Observation Sheet]* which also serves to organize one's conclusions on the role play.

6. The game debrief

This part is only available with the full version of the game.

Application questions:

Bellow we suggest a number of questions which will help the participants to analyse their experiences and then draw some practical conclusions:

This part is only available with the full version of the game.

Additional points

Below there are example points which you may want to make in the game debrief.

Getting ready for a speech

Knowledge of the issues raised, putting your speech in order – structure.

The content of a message

This part is only available with the full version of the game.

Qualities of a speaker

Openness, authenticity, easiness, self-confidence, credibility.

Beliefs

Concerns and anxiety about speaking in public.

Attention-drawing techniques

The way of speaking and the content of the speech may strengthen the message and help the audience to memorize the information. Example techniques include: giving a sensational piece of news, telling a joke, referring to an authority or research, using a metaphor to illustrate the issue discussed, asking questions or quoting two diverse views on the topic (a conflict).

Example statements of the participants:

- *During a presentation, it's important to maintain eye contact and show self-confidence.*

- *Smiling and interacting with the audience is what people love.*

- *You need to be well-prepared, speak dynamically and in your speech include something to make yourself remembered.*

- *The audience can tell whether someone is being authentic. Being well prepared enables you to feel more at ease and be yourself during a speech.*

- *What is important is dynamics, voice modulation and interaction with the audience.*

- *It's not enough to present your ideas, you also need to say how you're going to implement them.*

- *You need to know what you're talking about and make eye contact with the audience.*

- *It's important to make a list of the main points of the speech before you start the presentation.*

- *For me, what turned out important was: making eye contact, being direct with people and smiling.*

- *It's not only important what you're saying, but how you're saying that, too.*

Printouts

Instruction – Northern District

You are the residents of an extraordinary town situated in a picturesque region. For years, the surrounding beautiful woods, hills and lakes have been attracting masses of tourists, who find lots of opportunities for peaceful leisure and active rest here. The particular appeal of the town is its oldest district with its historic tenement houses, cafés and restaurants creating a unique atmosphere.

However, every town – yours too – struggles with certain problems. In your case, the biggest problem is a very heavy traffic, which in the tourist season prevents the local people from having a normal life. Almost everybody is sure that the current town authorities – despite their rather generous budget – have done nothing in this matter.

Luckily, the election is coming. You have a chance to elect a new mayor to face up to these problems and take a good care of your electoral district and the entire town.

Your electoral district

This part is only available with the full version of the game.

Choice of the candidate

This part is only available with the full version of the game.

Candidates' speeches

This part is only available with the full version of the game.

The Election

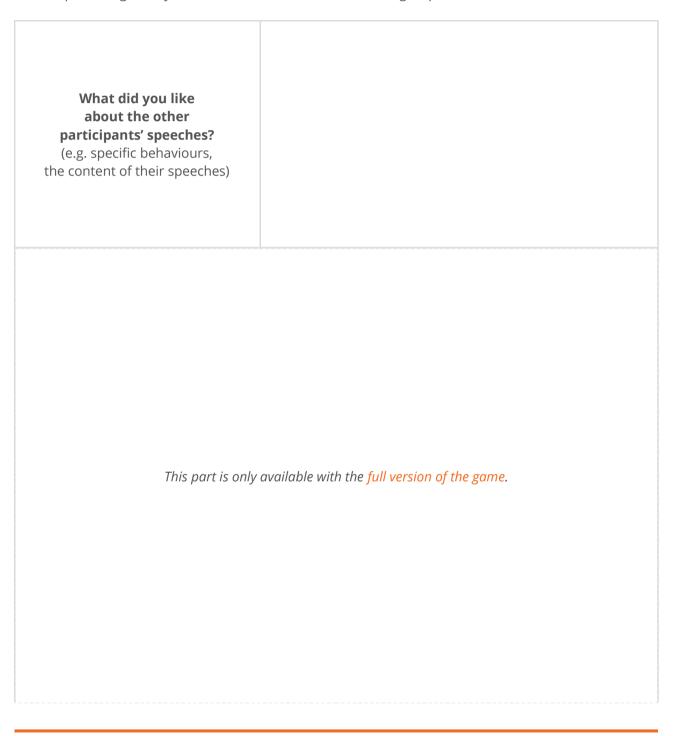*This part is only available with the full version of the game.*

Pages 15 – 20 are only available with the full version of the game.

Ballot Papers

This part is only available with the full version of the game.

Recapitulation of Players' Experiences

Write down your most important impressions and experiences of the role play. Comment on the presentations made within your team as part of your district candidate selection and on the speeches given by the candidates in front of the whole group.

What did you like about the other participants' speeches?
(e.g. specific behaviours, the content of their speeches)

This part is only available with the full version of the game.

Observation Sheet

Instruction: Evaluate your own presentation (first watch the video, if there is one). Put a "**+**" if the given behaviour occurred and a "**-**" if the given behaviour was missing. If a given statement does not apply to your speech, fill in a "**0**".

BEHAVIOUR	EVALUATION
FIRST IMPRESSION	
I stepped into the middle of the room / on the stage with confidence.	
I started speaking after a short silence.	
I made eye contact with the participants.	
I smiled when appropriate (facial expressions).	
I greeted the audience.	
The microphone was a neutral tool in my presentation.	
THE STRUCTURE OF THE PRESENTATION	
I began by outlining the aim of our meeting and what I was going to talk about.	
I applied attention-drawing techniques (history, asking questions, quotation, statistics, referring to an authority, sensational news, humour, etc.).	
I described the advantages of the suggested solution.	
Towards the end of my speech, I recapitulated its key points.	

This part is only available with the full version of the game.

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Game Plan

1. An introduction to the game

- Invite the participants to play the game.
- Present the game plan.

2. Division into teams and handing out the instructions

- Divide the participants into teams.
- Hand out the [*Instructions*] and give the group some time to read them.
- Answer the questions, if any.

3. Preparations in teams

- Announce the commencement.
- Measure the time left – 30 minutes.
- Encourage the participants to give self-presentations and choose a candidate within their team.
- Optionally: hand over the [*Observation Sheet*].
- Finally, ask the participants to take convenient seats.

4. Speeches and voting

- Invite the candidates to give their speeches.
- Hold the first ballot – [*Ballot Papers*].

  This part is only available with the full version of the game.
- Hold the second ballot – [*Ballot Papers*].
- Count the votes cast and name the winner.
- Thank everybody and encourage them to applaud the work done.

5. Recapitulation of the role play

- Provide each participant with 1 copy of the [*Recapitulation of Players' Experiences*] sheet.

6. The game debrief

- Ask the participants about their general impressions.
- Ask them to present the conclusions they wrote down (at the previous stage).
- Ask questions and lead the discussion.
- Recapitulate the conclusions the group came up with.

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