

WALKTHROUGH

1) Welcome

- ▶ As soon as people enter the venue, or at least a few minutes before the larp starts, the organizers are in-character. This means you already act as super-positive management-consultants.

[PLAY MUSIC: *Three Little Piereottes*]

- ▶ Greet all participants and welcome them by shaking their hands. When a participant greets you with their name, don't say yours. Instead, greet them enthusiastically.
- ▶ If you go outside of the room to see if there are any other participants arriving, stay in character.

This is a larp about play, work, and people. We are not aiming for bad moods and anxiety instead we want to you to create a playful and surreal experience.

*So today we will all go from **GOOD** to **GREAT**.*

*And whenever I say from **GOOD** - I want you to join in! Let's try it. **FROM GOOD TO GREAT**.*

- ▶ *Always do "FROM GOOD TO GREAT" with the movement described in Methods & Rules.*

We will begin in just few moments and the larp ends when my colleague and I walk out of the room. We will enter shortly afterwards, and then we will all do a short debrief.

We have one rule here in the office and that is that

"This is totally normal - this is just something you do at the office."

And when I say "This is totally normal," I want you all to follow up by saying "It's just something you do at the office."

*So **THIS IS TOTALLY NORMAL,**
IT'S JUST SOMETHING YOU DO AT THE OFFICE.*

- ▶ *Always do "This is totally normal..." as described in Methods & Rules*

*Just follow our instructions and together we will go **FROM GOOD TO GREAT**.*

2) Paper and Stapler

- ▶ Do the exercise Paper and Stapler described earlier.
- ▶ After the exercise, the employees are divided into groups. Place every group next to a water cooler station. It is okay to have a station with no group, but have at least groups at two stations.

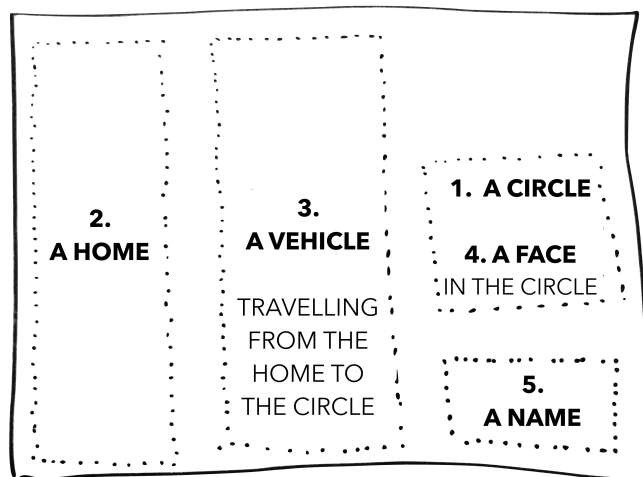
3) Characters

Welcome to the office. Today we will focus on your character development.

And remember: **THIS IS TOTALLY NORMAL,
IT'S JUST SOMETHING YOU DO AT THE OFFICE.**

Now we will try something new. Every time we say SWITCH, you will pass your paper to the right.

- ▶ Do the Drawing exercise, with the following instructions:
 1. On the right side of the paper - Draw a circle
 2. On the left side of the paper - Draw a home - SWITCH!
 3. In the middle of the paper - Draw a vehicle travelling from the home to the circle - SWITCH!
 4. In the circle - Draw a face - SWITCH!
 5. Write a name under the circle - SWITCH!



Now, we have created the real you! **This is YOU.**

This concludes your character development.

4) Group culture

- ▶ Ask the participants to place themselves next to their water cooler.
- ▶ Ask each group to come up with a group identity. You can give the following or other examples:
 - The ones that always bring a lunch box
 - The super-salespeople
 - The gossipers
- ▶ Give them a few minutes to think and then make sure all groups have reached a decision.
- ▶ Tell the groups now to form a theatre statue of how their group looks in the office. Make them do it quickly without talking.
- ▶ While everyone stands in posture, make one person from each group present their group culture.

5) Breaks

[PLAY MUSIC: *Hippopotamus on the Road*]

- ▶ Introduce the concept of breaks.

"There are rules to follow during breaks. We will now introduce them..."

- ▶ As you say this, point at the "Do's and Dont's" poster that is at every station.
- ▶ Introduce the items by saying, *"do talk about..."* and continue with the first item on the Do-list.
- ▶ Then, the second consultant can follow saying, *"but do not talk about..."* and then name the first item on the don't-list.
- ▶ Alternate between first and second consultant, going through both lists. Since the Do-list contains one more item than the Don't-list, the first consultant will have the last word.
- ▶ Introduce the water coolers in each corner by walking up to one and presenting it.

- ▶ For a high quality water cooler:

"This water cooler is refilled several times a day, the temperature of the liquid is pleasingly cold and refreshing, and if you hold in a button, you will get sparkling water"

- ▶ For a normal water cooler:

"This is just a normal water cooler. There's nothing special about this one."

- ▶ For an empty water cooler station:

"This is a water cooler with perfectly good water that nobody uses."

Sometimes, there can be moments of awkward silence by the water cooler. This is acceptable behaviour. If silence reigns for more than 5 seconds, someone can say "Remember to use subjects from the Do list!"

Now, you pair up in groups of two (or three if needed) and ask each other questions using the Do's and Dont's.

- ▶ Let the employees talk for about 1 minute before stopping them.

6) Employee of the month #1

[STOP ALL MUSIC]

And now, the larp will start!

Get as close to each other as possible, but bring YOU (your paper) with you. Now close your eyes.

This is totally normal - this is just something you do at the office. When the music starts, you will open your eyes and follow our instructions.

- ▶ Get an object that the participants can aim at, such as a paper bin, something shiny or just a blank paper.
- ▶ Put it on the floor a few meters away from the participants.
- ▶ As soon as you start the music, the larp starts.

[PLAY MUSIC: *Une Minute Part III*]

Wrinkle your paper into a small ball.

Prepare to toss it as close as possible to (the object you have chosen).

Now start.

- ▶ Check which paper-ball that came closest. Unfold it and read the name.

*This is (NAME), and (NAME) went **FROM GOOD TO GREAT.***

*Everybody, **FROM GOOD TO GREAT.***

(NAME) is employee of the month!

Now back to The Project!

7) The Project: Wrinkling #1

[PLAY MUSIC: *Three Little Piereottes*]

- ▶ Do the Wrinkling exercise with the Wrinkling #1 set of pages.

*Thank you! You have all gone **FROM GOOD TO GREAT.***

Now, it's time for a break!

8) Break

[PLAY MUSIC: *Hippopotamus on the Road*]

- ▶ Instruct the employees to which water cooler station they shall go.
- ▶ *The Envelopers will go to a water cooler on one side of the room and the Developers will go to a water cooler on the other side of the room.*

And remember:

***THIS IS TOTALLY NORMAL,
IT'S JUST SOMETHING YOU DO AT THE OFFICE.***

- ▶ Take the employee of the month aside:
 - Instruct the employee that during the next project, they will have drawings in front of them.
 - The employee of the month shall only sign each drawing with his or her name when it passes; instead of drawing something.
- ▶ If necessary, remind the employees of the Do's and Dont's.
- ▶ *Let the employees talk for about 1 minute before stopping them.*

Now, back to The Project!

9) The Project: Drawing #1

[PLAY MUSIC: *Three Little Piereottes*]

- ▶ Do the Drawing exercise.
- ▶ Instruct the employee of the month not to draw anything; instead, that employee just signs the paper.
- ▶ At the beginning of the exercise, ask the employees to draw concrete items (triangles, bikes, a cloud), but towards the end of the exercise, be more abstract (a journey, an ocean).

- ▶ Stop right before the employee of month receive the papers it has already signed.

Remember everyone:

FROM GOOD TO GREAT.

Super work by everyone!

Now, it's time for a break!

10) Break

[PLAY MUSIC: *Hippopotamus on the Road*]

- ▶ Ask each employee to choose a water cooler. Each employee may choose freely.
- ▶ Tell them to start their breaks.
- ▶ Let the employees talk for about 1 minute before stopping them.

Now back to The Project!

11) Employee of the month #2

[PLAY MUSIC: *One Minute Part III*]

- ▶ Make everyone stand in a circle and close their eyes.

Point at someone still with eyes closed who has done great effort for The Project.

- ▶ You now decide which employee you think has the most hands pointed towards him or her.
- ▶ That person is now the employee of the month.
- ▶ The previous employee of the month is now only an ordinary employee.
- ▶ Walk up next to the new employee of the month and ask everyone to open their eyes.
- ▶ Ask the new employee of the month about it's name.

*This is (NAME), and (NAME) went **FROM GOOD TO GREAT** and is now employee of the month.*

- ▶ Instruct them on how to do the "**200% MORE GOOD**" and do that method with the employees as described in Methods and Rules.

Now back to The Project!

12) The Project: Wrinkling #2

[PLAY MUSIC: *Xylophon Galopp*]

- ▶ Do the Wrinkling exercise with the Wrinkling #2 set of pages. If you think that the employees understand what they are going to do, you can skip some of the explaining.
- ▶ It doesn't matter whether an employee was Enveloper or Developer during Wrinkling #1.

*Can you feel it? We're going **FROM GOOD TO GREAT!***

Now, it's time for a break!

13) Break

[PLAY MUSIC: *Hippopotamus on the Road*]

- ▶ Ask employees to stand with the others that has the same group identity and to start their breaks.
- ▶ Take the employee of the month aside.
- ▶ Instruct the employee that the next Project work is Drawing again.
- ▶ Each time a paper comes to the employee of the month, she/he has to do one of two things:
 - Take the top drawing from the old pile and send it down the line, then destroy the new paper.
 - Sign the new paper and send it away. Then, destroy the top drawing from the old pile.
- ▶ Tell the employee to rip the paper apart to destroy it.
- ▶ Optional: If you have a paper shredder, instruct the employee on how to use it and use this method instead of ripping the papers apart.
- ▶ Let the employees talk for about 2 minutes before stopping them.

Now back to The Project!

14) The Project: Drawing #2

[PLAY MUSIC: *Xylophon Galopp*]

- ▶ Do the Drawing exercise.
- ▶ The employee of the month sits next to the pile of drawings from Drawing #1.
- ▶ Optional: The employee of the month also sits next to the paper shredder.

- ▶ When drawing, ask participants to draw things inside of other things. At the start of the exercise ask the participants to draw concrete things and at the end abstract things.
- ▶ If needed, remind the employee of the month to start to take papers out of the loop.
- ▶ The exercise becomes more and more impossible for the other employees. This is intentional.
- ▶ Stop right before the employee of month receive the papers it has already signed.

*Fantastic work everyone, you are really going from **FROM GOOD TO GREAT**.
Now, it's time for a break!*

15) Break

[PLAY MUSIC: *Hippopotamus on the Road*]

- ▶ Ask the employees to move to the water cooler where they have had their best experience and to start their breaks.

And remember:

***THIS IS TOTALLY NORMAL,
IT'S JUST SOMETHING YOU DO AT THE OFFICE.***

- ▶ Let the employees talk for about 3 minute before stopping them.

Now back to The Project!

16) The Project: Folding

- ▶ Make sure every employee has a paper.
This may be a blank paper or a paper that has been drawn upon.

[PLAY MUSIC: *Xylophon Galopp*]

*We will now begin to fold The Project.
Every time we say FOLD, you will FOLD the paper.
FOLD.*

- ▶ Start in a normal pace to then go faster and faster.

SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD -
SWITCH - FOLD

[STOP ALL MUSIC]

*Thank you everybody. Today, you went **FROM GOOD TO GREAT**.
See you in the office tomorrow.*

- ▶ Leave the room.
- ▶ Wait for at least half a minute.
- ▶ Re-enter the room.

17) Debrief

- ▶ Calmly thank the participants for playing Paper & tell them that larp now is over.
- ▶ Ask them to sit on the floor or use chair to form a circle.
- ▶ Explain that you now will do a sharing round.
- ▶ Ask the participants to share a word or a sentence about what they are feeling or thinking of right now.
- ▶ Thank the participants again.
- ▶ Now tell the participants that want to leave that they are welcome to leave.
- ▶ Open up for questions and discussion if you have time.