

# Key Elements in the DrawSuccess Game

- ✓ Is non-competitive.
- ✓ Highly interactive experience.
- ✓ Facilitates learning vs. “teaching.”
- ✓ Simple and Easy to Follow.
- ✓ Relevant to all participants.
- ✓ Encourages 100% participation and engagement.
- ✓ Challenges individuals to stretch beyond their comfort zone.
- ✓ Values the contributions of each participant, creating a level playing field.
- ✓ Is fun! Providing the benefits of smiling and stimulates endorphins, adrenaline and Cortisol.
- ✓ Appeals to all Inner Genius Styles (personality and behavioral types).
- ✓ Engages all five learning styles: auditory, kinesthetic, visual, social-emotional and metacognitive.
- ✓ Transforms beyond teaching skills and knowledge to changing behavior.
- ✓ Accelerates learning through doing.
- ✓ Encourages both left and right brain thinking.
- ✓ Stimulates creative thinking.
- ✓ Relies on and reinforces previous training and experience.
- ✓ Encourages the creation of a safe environment.
- ✓ Fosters collaboration and synergy.
- ✓ Is “more than a game,” and includes a process for follow-up and reinforcement.

# The DrawSuccess Game Checklist - continued

- ✓ Incorporates the 4 Stages of Behavioral Change Process: Awareness, Understanding, Involvement, Commitment.
- ✓ Stimulates Social or “Bottom-Up” Learning.
- ✓ Relatable to all Levels in All Organizations .
- ✓ Reveals Issues and Opens Up Discussion to Solve Problems.
- ✓ Explores Untapped Talent.
- ✓ Incorporates the Three Critical Components to Results: Performance, Ownership and Process.
- ✓ Delivers innovation at all levels, with dozens of ideas from each event.
- ✓ Is modular, flexible and strategically aligned to the organization.
- ✓ Offers personality and behavioral type analysis with “real life” situations.
- ✓ Provides support materials with PlayBooks, goals worksheets, color profiles and more!
- ✓ Measures performance improvement with our proprietary DrawSuccess Team Development assessment.
- ✓ Aligned to the Organization and Team’s Needs.
- ✓ Expands Brain Synapses.
- ✓ Fosters Emotional Intelligence.
- ✓ Prompts Brainstorming.
- ✓ Is based on 2500-year-old research beginning with Hippocrates and supported by Jung, Marsten, Wilson and others.