

HELLO!

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| Field of application | Introduction to a workshop Setting the scene for a workshop |
| Resume / Brief description | HELLO! is suitable as an introduction to workshops and as a teambuilding activity. Its strategy contrasts with the typical other introduction or teambuilding games, which are mostly fun but have no link to the topics being covered in the workshop. |
| Target group | Students Lecturers Entrepreneurs Colleagues of the same company or work team Professionals of different areas |
| Group size | Participants <ul style="list-style-type: none">• Min. 8• Max. 52• Ideal: 12-32• Participants are divided into teams of 4 |
| Objectives | <ul style="list-style-type: none">• To collect expectations from participants• To explore previous experience with the topic with participants• To develop alternative definitions and possible applications related to the topic |
| Requirements | Materials <ul style="list-style-type: none">• Set of playing cards• Flipchart paper• Marker• Stopwatch• Whistle Time <ul style="list-style-type: none">• 20-40 minutes |



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| <p>Implementation - Guidelines</p> | <p>1. Preparation</p> <ul style="list-style-type: none"> • Take a set of playing cards. • Determine the number of participants and divide the number by 4 (round up if necessary). • The number of participants corresponds with the number of cards that are sorted from each of the four suits of cards. • Shuffle the sorted cards and use them to divide the participants into teams. <p>2. Process</p> <p>2.1. Instruction of the participants about the goal of the game:</p> <ul style="list-style-type: none"> • Collect useful information about each other and share it • Introduction of the four topics expectations, experience, current project, and definition. <ul style="list-style-type: none"> ◦ Expectations: "What do you expect from this workshop?" ◦ Experience: "How much experience do you have regarding the workshop topic?" ◦ Current project: "On which tasks are you currently working and would you like to apply the new skills and knowledge learned in this workshop in your current project?" ◦ Definition: "How would you define the workshop topic?" <p>2.2. Instruction to the activity:</p> <ul style="list-style-type: none"> • Participants are divided into four group. • Each team is assigned one of the four topics. • Teams should collect information about the assigned topic. <p>2.3. Time schedule:</p> <ul style="list-style-type: none"> • The groups plan how to collect information (3 minutes). • The groups collect information from everyone (3 minutes). • The groups document and analyse information on flipchart paper (3 minutes). • The groups present the information and draw conclusions (1 minute). <p>2.4. Group classification</p> <ul style="list-style-type: none"> • Clubs: expectations • Heart: experience • Spades: current project • Diamonds: definition of the workshop topic <p>3. Debriefing</p> <ul style="list-style-type: none"> • Debriefing of the results with the participants. |
| <p>Additional format/references</p> | <p>Another introduction to HELLO! by Sivasailam Thiagarajan (1996) is available at: https://thiagi.net/archive/www/game-hello.html</p> <p>Thiagarajan, S. (2006). Thiagi's 100 Favorite Games. San Francisco: John Wiley & Sons.</p> |

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