

# HELLO!

<b>Field of application</b>	Introduction to a workshop Setting the scene for a workshop
<b>Resume / Brief description</b>	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.
<b>Target group</b>	Students Lecturers Entrepreneurs Colleagues of the same company or work team Professionals of different areas
<b>Group size</b>	<b>Participants</b> <ul style="list-style-type: none"><li>• Min. 8</li><li>• Max. 52</li><li>• Ideal: 12-32</li><li>• Participants are divided into teams of 4</li></ul>
<b>Objectives</b>	<ul style="list-style-type: none"><li>• To collect expectations from participants</li><li>• To explore previous experience with the topic with participants</li><li>• To develop alternative definitions and possible applications related to the topic</li></ul>
<b>Requirements</b>	<b>Materials</b> <ul style="list-style-type: none"><li>• Set of playing cards</li><li>• Flipchart paper</li><li>• Marker</li><li>• Stopwatch</li><li>• Whistle</li></ul> <b>Time</b> <ul style="list-style-type: none"><li>• 20-40 minutes</li></ul>



**Implementation - Guidelines**

**1. Preparation**

- 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.

**2. Process**

**2.1. Instruction of the participants about the goal of the game:**

- Collect useful information about each other and share it
- Introduction of the four topics expectations, experience, current project, and definition.
  - **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?"

**2.2. Instruction to the activity:**

- Participants are divided into four group.
- Each team is assigned one of the four topics.
- Teams should collect information about the assigned topic.

**2.3. Time schedule:**

- 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).

**2.4. Group classification**

- Clubs: expectations
- Heart: experience
- Spades: current project
- Diamonds: definition of the workshop topic

**3. Debriefing**

- Debriefing of the results with the participants.

**Additional format/references**

Another introduction to HELLO! by Sivasailam Thiagarajan (1996) is available at: <https://thiagi.net/archive/www/game-hello.html>

Thiagarajan, S. (2006). Thiagi's 100 Favorite Games. San Francisco: John Wiley & Sons.

☺Revision #8  
★Created 6 July 2021 14:18:04 by Petra Riedinger  
✍Updated 16 August 2022 07:34:46 by Admin

