

# 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>



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

🕒 Revision #8

★ Created 6 July 2021 14:18:04 by Petra Riedinger

✎ Updated 16 August 2022 07:34:46 by Admin



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