

THE ADVERTISERS



Each team has exactly five minutes to create an ad campaign for an ordinary product that does something ABSOLUTELY EXTRAORDINARY. Each group must come up with an entire marketing strategy AND finished commercial. Specifically, they must come up with: a name for the product, a package design, a slogan, a spokesperson from the team designated to lead them in the pitch, and they must come up with, and perform a jingle (which all members of the team must participate).

Naturally, the only way to do this in five minutes is through complete and total agreement. No negative thinking is allowed. Every idea should be accepted enthusiastically and remembered, each step is built off the previous idea. After five minutes, each team stands in front of the whole group “the audience”, and presents their pitch, (to thunderous applause and support from the audience!)

THE TAKE AWAY

The Advertisers is high energy and thoroughly entertaining for all involved. It requires agreement, non self-judgement, and creation.

THE COUNTDOWN



Everyone forms a tight circle and closes their eyes. One person starts the countdown by saying “ten” then, one person at a time, the countdown continues to zero. If two or more people speak at the same time you must start over from ten. The goal is to reach zero.

THE TAKE AWAY

A great relaxing, cool-down game that closes the meeting out in solidarity and group mind.



Improv Alive provides improvisation-based business workshops in communication, leadership, teamwork, change management, conflict, service & support, public speaking/presentation and more, to companies and organizations who are looking for a fresh and different approach for their leaders and teams.

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THE BUSINESS MEETING (PRE-FUNK) GAME PACK

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EIGHTS



With everyone in a circle, begin by having everyone shake their right hand toward the center of the circle while counting down, out loud, in unison, from eight to zero. Then switch to the left hand, counting down from eight to zero in unison, then the right foot, and finally the left foot. Restart the process, this time counting down from seven, then from six, and so on until you get down to one.

With each number, the volume and energy should increase so that by the time you get to “One”, the groups volume and energy is at a crazy, screaming maximum!

THE TAKE AWAY

This energy builder game is guaranteed to quickly get the heart rate up, the mind sharp, and the energy engaged.

PASS THE CLAP



With everyone in a circle, a selected person starts by establishing eye contact with someone else within the circle, and then both clap once in perfect unison. Then that person makes eye contact with another, and they clap in perfect unison, etc... The idea is to establish a rhythm and always keep your focus broad so you are open and ready to establish eye contact and clap on rhythm.

THE TAKE AWAY

This is a focus and concentration game that expands each person's focus beyond themselves, and on the team as a whole.

“YES, LET’S”



Team walks randomly around the room. Periodically and randomly, someone says “Hey, Let’s _____!” Everybody enthusiastically replies, “YES! Let’s _____!” and all begin doing that thing until the next random person yells, “Hey, Let’s _____!” Everybody enthusiastically replies, “YES! Let’s _____!” and all begin doing that thing, etc...

THE TAKE AWAY

This game is not only hilarious to play, but also introduces a culture of agreement and support in your meeting.

“YES, AND”



This game starts with two people up front (on stage). The remaining players (the audience), come up with a location for the scene to take place. One of the two people will start the scene by saying anything at all that they might say in the given location. The second person then repeats the info that the first person gave, then adds the word “and,” followed by a response line, building on the original line.

The words “but” and “or” should not be used. This game is all about acceptance and offering. Scenes should be limited by a moderator so as to bring on the next two players and eventually rotate through the whole group.

THE TAKE AWAY

This game takes the “Yes, And” principle further, and adds an element of creativity. The keys to this game are listening to your partner, agreement with your partner, and team-creation.

ONE-WORD STORY



With everyone in a circle, a story is told, one word at a time, round robin style, each person saying only one word. The story should follow a format that includes a beginning, and expansion, and finally the end.

(A moderator, (you), can be chosen to designate the end of each story when it feels right.)

THE TAKE AWAY

Thinking and acting as a team is what this game is about. The team will try to create coherent stories, and if it gets messed up, just keep going! It usually fixes itself if you just keep up the momentum, and trust that it will.

ASK THE DOC



Four to six people form a line and become “The Doc” and the remaining people in the room (the audience), start by asking the Doc a question. Then the people playing “The Doc” answer the question in complete, coherent sentences, one word at a time in a round robin fashion.

THE TAKE AWAY

Following or preceding Word-At-A-Time Story, this game challenges and encourages people to focus on supporting their team members over pursuing their own agenda.