



Improv for the Workplace

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Introduction/Housekeeping

- Who am I?
- Leave your "status" at the door
- No judgement
- Shut laptops and put away phones (unless you are taking notes on your laptop/phone)
- Commit



Why Improv????

Goals for the session:

- View work interactions differently
- Fearlessly be yourself at work
- Develop an "yes and..." mentality
- Have fun

“Rules” of Improv (for the Workplace)



- Yes and...
- Don't deny.
- Listen.

Benefits of Improv at the Workplace



- Generates ideas
- Encourages being bold and taking risks
- Teaches skills for handling obstacles
- Creates Psychological Safety

Game Time!



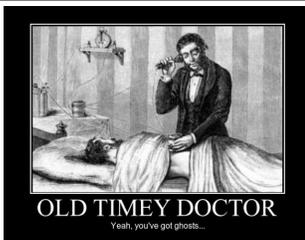
Game 1: Zip, Zap, Zop



Game 2: Make a Machine



Game 3: Dr. Know-It



Game 4: ABC Game



Resources



Books

- Getting to "Yes and" – The art of Business Improv : Bob Kulhan
- Experiential Learning Exercises to Train Employees to Handle Every Situation with Success - Business Improv: Vall Gee and Sarah Gee
- Truth in Comedy – The Manual of Improvisation: Charna Halpern, Del Close, and Kim "Howard" Johnson

Web

- <http://improvenyclopedia.org/games/>
- www.secondcity.com
- www.loimprov.com
- www.ucbtheatre.com

Questions????



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