

Shut Up! Speak Up! Cards give a group of people working together a fun and playful way of leveling out communication, to allow group members that are not participating as much to get heard more often.

The group interacts with the Shut Up! Speak Up! Cards with in the following manner; At the start of the work day the cards are divided into two piles, the Shut Up! cards and the Speak Up! cards. During the day when somebody in the group feels like a team member is dominating a conversation too much, he or she can give them a Shut Up! card. The card has a task on it that slows down the communications of the team member in question. Likewise, if somebody is of the opinion a group member is not participating enough, he or she can give them a Speak Up! card. That encourages the team member to engage more in the group's discussions. At first, it is the team's goal to finish as many cards as possible during a work day, and the cards are given blind from a pile. However, since the game is designed to be replayed every day, the group members know which cards there are, and they can issue specific cards in situations they think could benefit from it.

# SHUT UP! SPEAK UP! CARDS

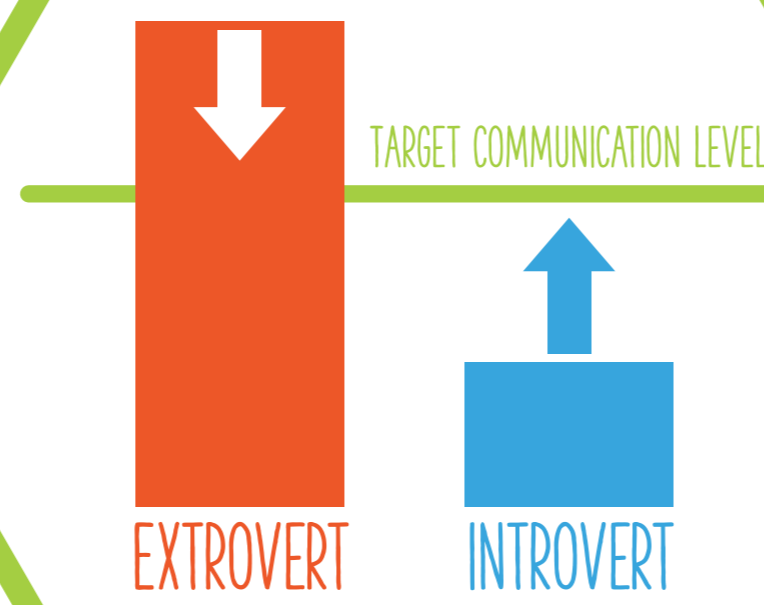
EXPLORING  
INTERACTIONS  
2016 - 2017  
FINAL POSTER  
DOUWE DE VRIES  
4034511

## DESIGN GOAL:

"I WANT SHY STUDENTS TO BE ON THE SAME LEVEL OF COMMUNICATION AS THE REST OF THEIR TEAM DURING GROUP-WORK AT IDE". (BY LEVELING OUT THE COMMUNICATION)

## INTERACTION VISION:

LIKE GOING DOWN A SLIDE; A BIT SCARY AT FIRST, BUT AFTER THAT, PLAYFUL, INTUITIVE AND REASSURING



### CONSTRUCTIVE CRITICISM:

DURING THE COURSE OF THE DAY, TELL YOUR GROUP THREE THINGS THAT YOU THINK THAT ARE GOING NOT SO GOOD/NEED MORE ATTENTION.

### POSITIVE FEEDBACK:

DURING THE COURSE OF THE DAY, TELL YOUR GROUP THREE THINGS THAT YOU THINK ARE GOING WELL.

### GURU:

ADVISE SOMEBODY ON HOW TO DO SOMETHING YOU ARE GOOD AT.

### STORYTIME:

TELL SOMETHING ABOUT YOURSELF THE OTHERS DO NOT KNOW.

### WELL THOUGHT OUT:

TAKE SOME TIME WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

### ON A ROLL:

TRY TO MAKE AT LEAST THREE NEW COMMENTS WITHIN THE NEXT TEN MINUTES.

### SUMMARY:

AT THE END OF THE DAY GIVE A PRESENTATION ABOUT THE WORK YOU DID TODAY.

### YOU'RE THE BOSS:

DURING THE COURSE OF THE DAY, DELEGATE AT LEAST ONE THING.

### HELP ME!

IS THERE SOMETHING THAT YOU FIND DIFFICULT? ASK THE GROUP TO HELP YOU.

### REFLECTION:

WHAT DO YOU THINK IS THE BEST IDEA, UP UNTIL NOW? WHY? TAKE SOME TIME TO THINK ABOUT IT AND PRESENT YOUR ARGUMENTS TO THE GROUP.

### CHAPLIN:

YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, MIME THEM.

### AFTER YOU:

YOU ARE NOT ALLOWED TO COMMENT ON THE NEXT THING BEING SAID UNTIL AT LEAST TWO OTHER TEAMMEMBERS COMMENTED.

### PICASSO:

YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, DRAW THEM OUT.

### OUT OF IDEAS:

YOU ARE NOT ALLOWED TO COME UP WITH NEW TOPICS FOR THE NEXT TEN MINUTES. YOU ARE ALLOWED TO COMMENT.

### INTERPRETER:

WRITE DOWN/DRAW YOUR NEXT IDEA AND LET SOMEBODY ELSE PRESENT IT TO THE GROUP. STAY QUIET UNTIL THEY ARE DONE.

### HEMMINGWAY:

YOU ARE NOT ALLOWED TO VOCALIZE YOUR COMMENTS FOR THE NEXT TEN MINUTES. INSTEAD, WRITE THEM DOWN.

### WELL THOUGHT OUT:

TAKE SOME TIME (AT LEAST 5 MINUTES) WRITING/DRAWING AN IDEA AND PRESENT IT TO THE GROUP.

### HOW YOU DO!:

ASK SOMEBODY WHO HAS NOT SAID ANYTHING FOR A WHILE ABOUT THEIR OPINION.

### GETTING PERSONAL:

THINK OF SOMETHING YOU DO NOT KNOW ABOUT YOUR GROUP MEMBERS AND ASK THEM ABOUT IT.

### DRAW BEFORE YOU SPEAK:

DRAW THE NEXT IDEA BEING PROPOSED, ONLY WHEN YOU ARE DONE YOU ARE ALLOWED TO COMMENT ON IT.

