

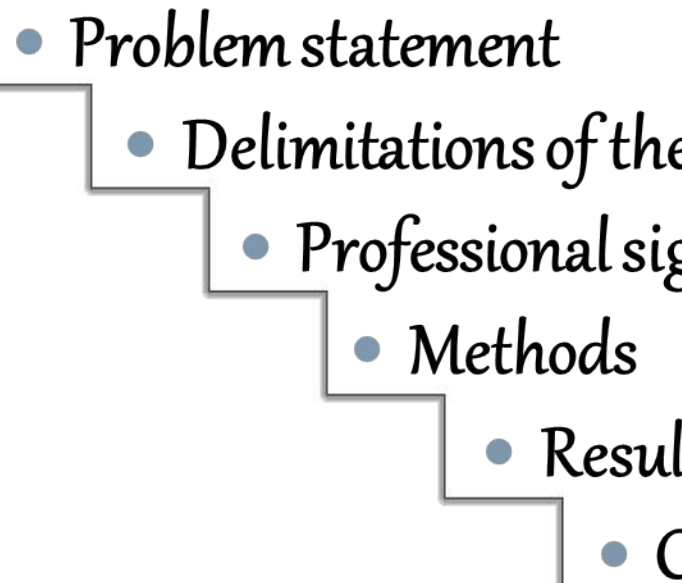


“GAME-PLAYING TECHNIQUES
AS A WAY
OF STAFF DEVELOPMENT
IN AN ORGANIZATION”

Alina Ishchuk

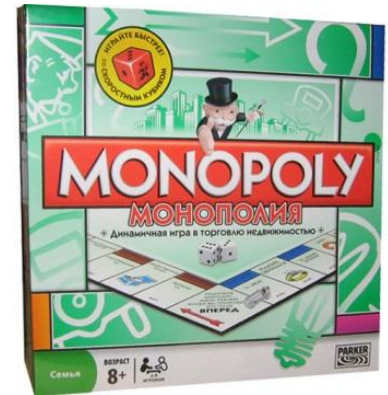
group 481

PLAN

- 
- Problem statement
 - Delimitations of the study
 - Professional significance of the survey
 - Methods
 - Results anticipated
 - Conclusion

PROBLEM STATEMENT

- Importance of staff development techniques:
board games - to improve interpersonal human communication skills



- A need for a new survey:
the question - not thoroughly investigated
in modern psychological science

- Personal experience:
 - real team
 - ready to support anytime
 - “big family”
 - warm atmosphere



DELIMITATIONS OF THE STUDY

- *Object* – staff in an organization
- *Subject* – changing of an ego-state of a personality and team climate (mutual understanding)



Aim

1. to understand the influence scale of board games

- on working process
- on staff relations
- on team climate



2. to define the ways of game influence on

- staff team working atmosphere
- employees working performance

3. *to prove experimentally that*
employees regularly playing board games are sure
- *to have warmer climate in the team*
 - *to enjoy better mutual understanding*



easier and simpler further staff development



PROFESSIONAL SIGNIFICANCE

- Application in
- training courses
- teambuilding events



- Academic novelty
changes of an ego-state,
supposedly, from states
“Parent” and “Adult” to the
state “A free Child”



working out of individual and/or
collective gamegrammes

- special type of people's emotional state –
‘children-like game emotions’:



- an ego-state of a human being of any age playing games
- removal of psychological borders
- feelings of euphoria

METHODS

- **Testing:**
 - before the beginning of the experiment
 - in the process
 - after its finishing

aimed to

- reveal levels of mutual understanding in a team
- assess team climate
- apply the egogramme



RESULTS ANTICIPATED

Experiment

- long-term



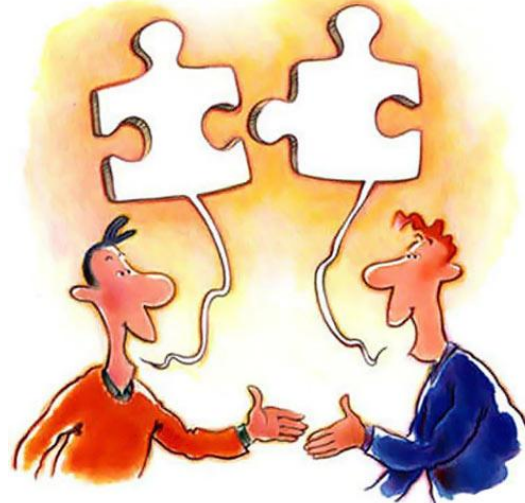
- conducted on three groups of people:
 - who practise playing board games a lot
 - who do it occasionally
 - without any experience of playing board games

Emotions enable:

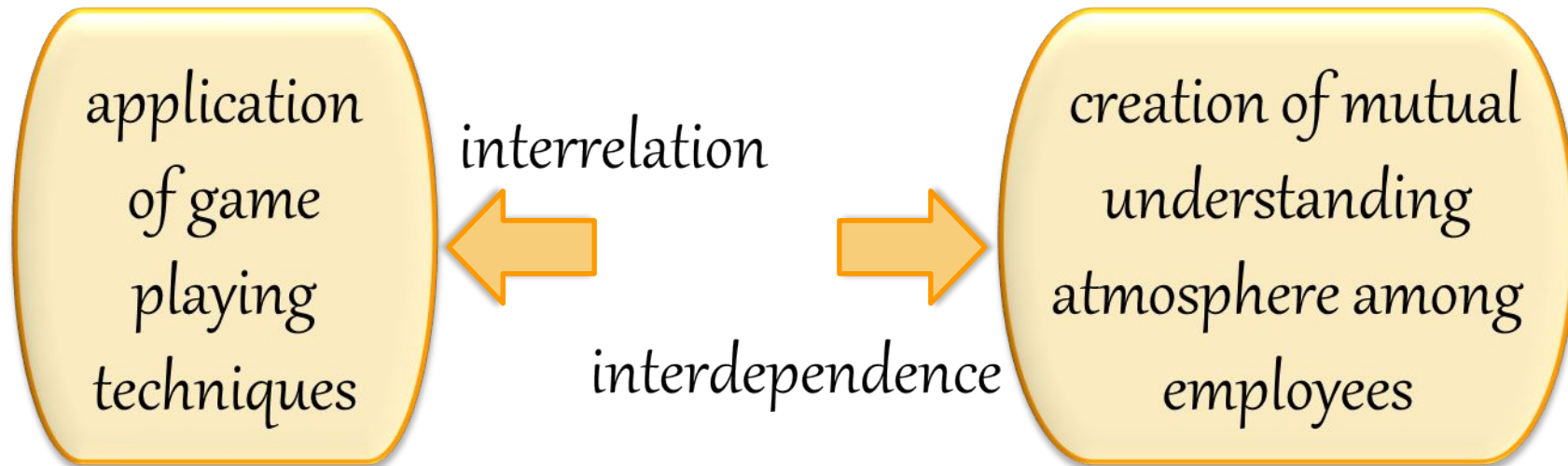
- "recognition" of each other
- disclosure of the best qualities of the personality
- sympathy, friendship and mutual understanding



- team unity
- development of communication skills (dialogue skills)



Vast area of investigation



good staff performance

Results of the survey

- in marketing
- in human resources
(personnel trainings)



Contribution to

- developmental psychology
- social psychology

First step to further research



THANK YOU
FOR YOUR LISTENING

