Applied roleplay

Why play this game?

Explores the need for different communication styles based on the audience, situation and speakers objective.

How does it work?

1. Before playing, Game Leader produces 3 sets of cards: *Subject, Broad Purpose and Target Audience*.
2. Participants get into small groups and then randomly choose a card from each set.
3. The group then devises a specific purpose from this information and they have everything they need to produce an applied speech!
4. Groups are given 5-10 minutes to prepare and the presentation can involve any of the members.
5. The audience then decides (as with Applied Speaking) whether or not the speaker / group achieved their "Specific Purpose".

What do we need?

Card sets and timing device.

Let's mix it up!

1. Game Leader randomly chooses a card from each of the three piles (*Subject, Broad Purpose and Target Audience*).
2. In the style of a topics contest participants are given this information as they enter the room.
3. The participant is then given 30 – 60 seconds to come up with a "Specific Purpose" that they immediately announce to the audience.
4. The participant and their speech (*Subject, Broad Purpose, Target Audience and Specific Purpose)* are introduced by the Game Leader
5. The participant is invited to deliver a topic (30s, 2 minutes or 3 minutes).
6. ***Optional*** The audience then votes on whether or not the speaker achieved their "Specific Purpose".