

This game is meant to give people experience dealing with difficult people in meetings. Depending on the size of the group, stay together or split up into groups of 12-15 people. You don't have to use all the spikes below, but try to use at least a few per group. Have each group pick a facilitator, then hand out the spikes to participants (not the facilitator). Do not let anyone else see what spike a person has until the very end of the game. Instruct the group(s) to make a decision in 5-10 minutes, give them a specific scenario.

Spikes:

Start a side conversation, whisper or talk with the person next to you. Be noticeable, not respectful.

Say something mean spirited or bigoted (sexist, racist, ageist etc) (I will let the group know later that you did this by direction)

Disrespect the facilitator in some way, negate what they say or propose or cut them off

Come back to an issue that was already decided by the group and try to re-open that discussion. "I know we already decided not to _____ but I really think we need them"

Be very emotional about something while you are speaking, on topic or off topic. Just be consumed by feeling, cry, yell, be angry, frustrated etc)

Speak off topic and be very interested in this item. Come back to it any time you are called on.

Act like the only expert or knowledgeable person in the room

Be obnoxious, interrupt people who are speaking, Don't wait your turn.

Stand up for your own perspective, even if other don't like it or support you

Actively do something else, and take up space doing it...writing in a book, reading, doing a project or something distracting in someway.

Speak for someone else, especially someone who has less of a power position or less standing in the group than you do. (e.g. as a man, speak for a woman, as an elder speak for the youth, as a white person speak for a person of color) "What she meant to say was...."