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	Descrizione fisica	1 online resource (271 pages) : illustrations, map
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	Note generali	"A Gower book"--Cover.
		First published 1998 by Gower Publishing.
	Nota di contenuto	chapter 1 Introduction -- chapter 2 The games.
	Sommario/riassunto	"If you're involved in designing or delivering interpersonal skills training you will know that there are two perennial problems. The first is finding material that matches your objectives. The second is finding material that will be unfamiliar to the participants. The 59 games in Roderick Stuart's collection have not appeared in print before. Based on the author's experience with a wide range of organizations and participants, they cover the entire gamut of skills associated with team development, including assertiveness, communication, creativity, decision making, influencing, listening, planning, problem solving and time management. Each game is presented in a standard format, with an indication of objectives, timing and group size, detailed step-by-step guidance for the trainer or team leader, and ready-to-copy masters for all participants' material. An index of objectives makes it easy to select the most suitable items for your training needs and to compile complete workshops or more extensive programmes. In addition the author provides a four-stage model that relates learning to the requirements of the workplace, and a set of checklists for facilitating the learning process."--Provided by publisher.