

# Ditch the dull

## Why play this game?

This game is about helping speakers to understand how hard they need to work to engage an audience and hold their attention. The natural tendency is for the speaker to assume that their presentation is as interesting to the audience as it is to them, but the hard truth is that people's attention can easily wander. If you're having to give a training presentation on an important topic, it is important that the audience is kept engaged so that they remember the information. This is particularly challenging if the topic is difficult to understand or a subject that the audience finds dull.

## How does it work?

1. Choose a topic that is very dull. The more obscure and boring the better. Drainage ditches, envelope manufacturing, pension regulations, leaf mulch, turnip farming... whatever you can think of that is least likely to appeal to your audience is perfect for this task.
2. Find some internet pages offering information on different aspects of your dull topic.
3. Find some willing participants. Ask them to give short speeches - 4 to 5 minutes on different aspects of the dull topic. Direct them to some webpages for source material. Give them two or three weeks to prepare. Ask them to use all their imagination and ingenuity to make the speech engaging, entertaining and easy to listen to. A big challenge but lots of opportunity for fun and creativity.
4. At the end of the speeches, it is helpful to quiz the audience a little on what they can remember / have learned. For authenticity don't warn them that this will happen. If the speakers have done well, the audience will remember all sorts of peculiar obscure information about something they previously had no discernible interest in.

## What do we need?

Some web pages with information on the boring subject of your choice, and two or three willing victims!



*Libby, Bromsgrove SC being ditch water... obviously!*