

Rhetoric Game



For many, the mere thought of speaking in public can set hearts pounding! And yet, being able to communicate one's ideas is a critical and sought-after skill.

What if giving a speech didn't have to be frightening? What if it could be fun? What if we approached the challenge of public speaking the same way that Microsoft, Starbucks, St. Andrews University and others approach their challenges?

What if we brought gamification to public speaking? Public speaking would be child's play! Hear the story of Rhetoric – The Public Speaking Game™, how it is being used around the world and what we have learned from it.

John Zimmer is an internationally recognised speaker and expert on public speaking, presentation skills and persuasion. He holds degrees in International Relations and Law, has worked with clients including Danone, the International Volleyball Federation and the World Health Organisation and he teaches public speaking in the Executive MBA programs at the University of Geneva, University of Lausanne and IESE in Barcelona.



John is a 9-time European champion of Toastmasters public speaking contests and a TEDx Speaker. All of this experience has gone into creating the Rhetoric game and into his field leading blog – Manner of Speaking.

You can also find out more at <https://mannerofspeaking.org/>