# **Encounter Simulation 2**

#### Challenge

To PRACTICE, OBSERVE and REPORT an encounter.

#### **Preparation phase (offline)**

- Each group (pair) will have a turn at each of the three roles: Developers, Clients and Observers
- With the partner(s) in your group, think of a scenario for when it is your turn to be the Clients
  - In other words, put yourselves in the shoes of someone (or a persona) that you have met or who you regularly meet. For the purposes of the simulation, you will take the role of this person (or these people).
- With your partner, complete the second sheet together in order to define the scenario and clarify the client roles to be played
- The third and fourth sheets are for use during the exercise it would be good to print them

## Encounter Preparation (Client(s))

## **Encounter Preparation (Developers)**

SHARED BY THE 'CLIENT'
Client's name and position:
Skeleton summary of the scenario:
My objectives for the meeting
(e.g. discovery targets, key messages)
<b>A</b> udience
(concerns, expectations, potenital obstacles?)
Plan  Purpose of meeting:
Agenda:
Goals:

### **Encounter Observations**

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Engage	
Notes on opening discussion:	
, ,	
Do (Discover Inform Negatists)	
Do (Discover, Inform, Negotiate)	
Notes on questions/remarks, responses:	
Check	
Notes on closing and next steps:	
Other observations	