<title>

<version>

<names of authors>

< If you wish, you may use the Backdrop and Cast of Characters from the Opening Workshop, included below. If not, please delete them from this template and write your own.

NOW DELETE THESE INSTRUCTIONS>

# Backdrop

G1currently has several Things in production and has recently developed T2. They believe that it has huge potential and wish to promote it to G2, for use in their products and services. This would mean revenue for G1 and it would also validate T2, giving it credibility and helping it to succeed in other markets.

G2 is already using T1**,** an older Thing from G1, though the experience of integrating it was an unhappy one. There were delays and relations between the two groups became strained.

# Cast of characters

< Restrict your scene to TWO characters only. Character 1 will be the person faced with a Difficult Conversation. Character 2 will be the object of the difficulty.

Delete any characters who do not appear in your scene from the list below.

NOW DELETE THESE INSTRUCTIONS>

1. Alfie : Brennan's and Chris's boss (Manager-Leader in G1)

Whenever you take this role, you play it as yourself.

1. Brennan : An Engineer (Individual Contributor in G1 – reports to Alfie)

Whenever you take this role, you play it as yourself.

1. Chris : An Engineer (Individual Contributor in G1 – reports to Alfie)

Very competent though always joking about, trying to do many things at once, rarely on time.

1. Drew : Erin's boss (Manager-Leader in G2)

Conscientious. Holds strong views on *how* things should be done but is more flexible on *what* should be done.

1. Erin : An Engineer (Individual Contributor in G2 – reports to Drew)

Technocratic, logical, organized. Can be impatient with others who do not see things as clearly as them.

1. Francis : A Corporate Program Manager (Manager-Leader in Rest of Company)

Results-oriented. Charming and persuasive. Has a tendency to push people into competitive positions (i.e. slightly manipulative).

1. Glen : An IT Engineer (Manager-Leader in Rest of Company)

Technically masterful. Tormented by conflicting desires for speed and perfection.

# Scene : <title of the scene>

## Setting

<short description>

## Characters present

### <list>

## Dialog

**<character 1>**

<blah blah>

**<character 2>**

<blah blah>

**<character 1>**

<blah blah>

**etc**…

< Note that when we use your scene as the basis for an improvisation, we will only use the first few lines of the dialog that you write above.

NOW DELETE THIS NOTE>

***Character 1:*** *when improvising, you may use the following information:*

<guidelines for the person playing character 1>

***Character 2:*** *when improvising, you may use the following information:*

<guidelines for the person playing character 1>

**Director**: *to help the actors with their improvisations, note that:*

<guidelines for the director>

**Assistant Directors**: *your contributions are crucial to everyone learning from and improving the scene:*

Watch carefully, then make suggestions on how the next 'take' could be improved.

Take notes that can be used for debriefing after the improvisations

## Suggested learning points and questions

<your suggestions>

< Please remove the yellow highlighting from your draft.

NOW DELETE THESE INSTRUCTIONS>