

Artist Tool / Leadership Game

Artisttb005 / Leadership Game - Creative Movement #1 / CNAM – Caitlan Maggs

Title	Leadership Game – Creative Movement Exercise #1
Purpose	To take the lead and yield the lead in a creative collaboration
Description	Participants pair off, facing each other in their pairs. One is the leader; one is the follower. As leader moves, the follower mirrors the movement. The participants can reverse roles at any time. The leadership passes back and forth in an organic way. Try not to hold on to the leadership or avoid it.
STEM topics covered	Leadership, Team Dynamics, Open innovation, Collaborative Innovation
Arts topics	Creative Movement, Physical Expressivity
STEAM approach explained	Create parallels between this creative leadership game and how to be an empathetic leader who can direct, listen and exchange with the team.
Setting	online or classroom
Time frame	15 mins exercise within longer workshop (45mins-1h30)
Group size	Online (up to 100prs); Classroom (up to 35prs)
Schedule and activities	Creative Games workshop
Age group / level of study	BSc, MSc, PhD, all ages and levels of study
Preparation needed / pre-requirements	Physical warm-up exercise, and choice of music to accompany exercise
Instructions for students	Leaders move slowly, followers mirror movement as clearly as possible. Both partners try to move in synchronicity, so observers don't know who is leading and who is following. Stay open and receptive to exchanging leadership.
Instructions for facilitators	Explain the exercise clearly. Facilitator does it once as leader and whole group mirrors as followers. Then demonstrate in pair with one student. Divide group into pairs. Note for online version: 1.Hands only 2.Hands and Arms #.Whole body.
Lessons learned	Develop empathy skills (listening, awareness). Increase personal and collective creativity. Learn to exchange leadership role; when to lead, when to yield the lead. Learn to trust your partners and team. Discover a shared focus and improve communication.
Additional materials	
Inspiration if any, sources	Basic mirror game used in contemporary dance and theatre
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