



THIS IS FINE: AN APOCALYPTIC NETWORKING EVENT

BY: THE VERY IMPORTANT BUSINESS
DUDES (NOT ACTUALLY DUDES)

CLIENT:
Golden Cobra 2019

MAIN THEME:
Performed Politeness

TO DIRECTOR:
Judging Team

CURRENT MOOD:
Apocalyptic Dread

Never acknowldge
the apocalypse.
That would be impolite.

THIS IS FINE: A NETWORKING EVENT

You are at a networking event during a Very Important Business Conference. Out in the real world, the literal apocalypse is happening. Meanwhile, you really, really need that job.

Fortunately for you, a Very Important Business Dude is about to give a Very Important Business Talk, and rumour has it that his company is hiring! Can you successfully network your way to the top and get that interview you so desperately need to live? Until the world ends at least...



Setup. Required Materials.

- A room with tables and chairs with the ability to turn off the lights (the more sleek and business-y, the better)
- Flashlights (one for every 1-2 players)
- VIBE guide printed for each player
- Character sheets for each player
- Enough business cards for each player to give one to every other player and the VIBD
- Optional: Downloaded audio files, and speaker system to play them.

Audio Files:

<https://soundcloud.com/alliel-kyran/sets/this-is-fine-an-apocalyptic-networking-event>

Designate someone to narrate and someone to play the Very Important Business Dude (VIBD). This can also be the same person, with costume changes. We suggest putting on your most business-y tie when you are the VIBD.

Impress the Very Important Business Dude (VIBD) and let them know you are a good culture fit. Do this by adhering to the Very Important Business Etiquette (VIBE)

Character Creation

• Look at the following “diversity” criteria (taken from an actual application) and count the ones that apply to you irl:

- Transgender
- Immigrant
- Disabled

- Not Straight
- Racial/Ethnic Minority
- No Post-Secondary Education

- You may check up to that many etiquette rules that you would like to enforce over the course of the event. Check them on all of your business cards.
- Fill out your name and Company/Title using the provided generator.
- Design and draw your logo on all of your cards (in under 5 minutes)

Goal: At the end of the event, you must impress the Very Important Business Dude (VIBD) and let them know you are a good culture fit.

Do this by adhering to the Very Important Business Etiquette (VIBE). What behaviours the VIBD considers a “culture fit” are determined by how many networking participants have endorsed certain etiquette rules. You can learn this information by exchanging business cards and referencing the VIBE Guide.

How to NETWORK

Starting a Conversation



To start a conversation with a fellow conference attendee, introduce yourself and your business. Tell them what you do. Make it sound important. Because it *is* important.

During a Conversation



Show how much you have learned (or are going to learn) from the Very Important Business Dude. Meanwhile, be sure to follow the etiquette rules as best as you can - you don't want to make a faux pas and jeopardize your chance at making a good impression!

Ending a Conversation



Your conversation ends when one participant's etiquette rules are either ADHERED TO or BROKEN. If your rules have been BROKEN, glare at them and overly politely pretend you are out of business cards and exit the conversation. If they've been ADHERED TO, exchange business cards.

Tips and Tricks

- Smile and turn your body towards people. This shows that you are welcoming.
- When shaking hands, use a firm, steady grip; no one likes a dead fish
- Suck up to and flatter anyone who appears to be More Important Than You
- Namedrop other Important People you have met whenever possible
- NEVER, EVER acknowledge the apocalypse. That is impolite.
- Remember: Knowledge is Power.

YOUR VERY IMPORTANT BUSINESS TITLE.

MONTH YOU WERE BORN: DAY OF THE MONTH:

January Synergizing	01 Ninja	12 Straight shooter	23 Master
February Synergistic	02 Rockstar	13 Trend-Setter	24 Leader
March Disruption	03 Guru	14 Drill-downer	25 Evangelist
April Trend	04 Disruptor	15 Game-changer	26 Disruptor
May Future	05 Evangelist	16 Leverager	27 Game-changer
June Cryptocurrency	06 Synergizer	17 Goal-setter	28 Synergizer
July Hands-on	07 Consultant	18 Reorientor	29 Achiever
August Reorientation	08 Cobra	19 Innovator	30 Provoker
September Innovation	09 Warrior	20 Knowledge broker	31 Innovator
October Ideation	10 Wizard	21 Cross-collaborator	
November Game-changing	11 Sensei	22 Thought-leader	
December Leveraging			

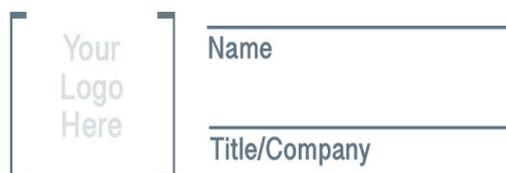
VIBE GUIDE.

! How to use the VIBE Guide !

The VIBD will determine “company culture” based on the percentage of participants at the networking event who have checked each rule on their business card. After character creation, but before play, tally each participant’s etiquette rules to determine the VIBE culture.

	0-25%	26%-50%	51%-75%	76-100%
1) ALWAYS REFER TO YOUR COLLEAGUES BY THEIR FULL NAME	Never refer to your colleagues by their first OR last name (instead "my esteemed colleague in the blue jacket")	NEVER refer to your colleagues by their first name	Always refer to your colleagues by their first name	Always refer to your colleagues by their full name
2) ALWAYS OPEN CONVERSATIONS BY REMARKING ON THE ECONOMY	You must open a conversation by remarking on your surroundings	You must open a conversation by remarking on the weather	You must open a conversation by remarking on the local sports team	You must open a conversation by remarking on the economy
3) ALWAYS MAKE EYE CONTACT WHILE SHAKING HANDS	DO NOT Make eye contact while shaking hands	You must always make eye-contact before shaking hands.	You must always make eye-contact before and during shaking hands.	You must always make eye-contact before, during, and after shaking hands. It is better (but obviously not ideal) to miss their hand entirely than to break eye-contact
4) ALWAYS NOD IN AGREEMENT WHILE OTHERS ARE SPEAKING	When someone else is speaking, disagree with them consistently	When someone else is speaking, feign interest in what they are saying	When someone else is speaking, smile and nod after every statement made	When someone else is speaking, it is not enough to just nod or smile. You must tell them verbally and often that you care about what they say and value their thoughts.
5) SMILE AT ALL TIMES	Never bear your teeth, this is too aggressive and unsightly	Smile when others are speaking	Smile at all times	Smile warmly and overenthusiastically at all times
6) ALWAYS REMAIN CALM AND COLLECTED	Shouting over others is the way to make sure you are heard. Do this.	Use your outside voice. This shows you are assertive, important and can Get The Job Done (™)	When speaking, match the volume of the person you are speaking with. Mirroring someone’s behaviour leads them to trust you more.	Always remain calm and collected. Speak Softly. This makes others lean in to hear you and asserts dominance.
7) DO NOT ACKNOWLEDGE THE APOCALYPSE	DO NOT ACKNOWLEDGE THE APOCALYPSE	DO NOT ACKNOWLEDGE THE APOCALYPSE	DO NOT ACKNOWLEDGE THE APOCALYPSE	DO NOT ACKNOWLEDGE THE APOCALYPSE

BUSINESS CARDS.



- Always refer to your colleagues by their full name
- Open conversations by remarking on the economy
- Always make eye contact while shaking hands
- Always nod in agreement while others are speaking
- Smile at all times
- Always remain calm and collected
- DO NOT ACKNOWLEDGE THE APOCALYPSE



Game Master Guide (for 15 minute rounds)

Round One

Play [round 1 audio] (list of suggested audio provided). Narrate the following: “Welcome to the Very Important Business Conference. The Very Important Business Dude’s talk will begin in 15 minutes. Please note that we are experiencing technical difficulties with wifi and cell reception, meaning you will be unable to use the internet; also, our catering appears to be late. We are very, very sorry for the inconvenience. In the meantime, we encourage you to take the opportunity to practice your networking skills with your fellow conference attendees!”

Round Two

Turn off all the lights. Play [round 2 audio]. Distribute flashlights among the players. Narrate the following: “Unfortunately, you didn’t actually make it to the Very Important Business Dude’s presentation due to some, uh, issues with the door to this room being caved in. However, there’s no reason anyone actually needs to know you were playing hooky, so why not use your networking skills to convince people that you were, in fact, there? Also, we seem to be having some trouble with the lights at the moment, but not to worry, we have flashlights on hand!”

Round Three

Play [round 3 audio]. Narrate the following: “Well, uh, we seem to be having a flooding issue in this building, meaning that everyone needs to get up onto a table or chair immediately. We’re serious. Anyone who’s on the floor for longer than 15 seconds is automatically presumed to be soaking wet, and trust us, you do NOT want to be networking while soaking wet! Speaking of networking, now’s the time to put your best foot forward, because the Very Important Business Dude is actually going to be here any minute now!”

At some point during this round, the Very Important Business Dude appears and conducts an exit interview with every player. After the interviews, the VIBD decides which candidate best fits the company culture (using the VIBE chart) and invites them to dinner in his apocalypse-proof shelter for the first stage of a 6 stage interview process for an internship (unpaid of course).

Epilogue

Invite the player who got the interview to share their retirement plans, then invite the rest of the players to share how they fared in the apocalypse.