



# What Should We Do About the Neighbors?

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ○ ○

Type of Game: An icebreaker that fosters problem-solving and strengthens communication skills

How Long: 15-20 minutes

## Learning Objectives

- Engage participants in an interactive icebreaker that energizes participants
- Learn how to listen while disagreeing and increase appreciation for each other’s views
- Understand how to effectively communicate your point of view and persuade others

## Suggested Audiences

Anyone, whether clinical and administrative staff, QI team members, managers, people with HIV, etc. This game is geared towards people who are looking to learn or get to know each other.

## History and More Information

This game was found in the book “Do-It-Yourself Team Building Games, Icebreakers, Energizers, and Closing Activities” which was compiled by David Greenberg.

## Materials

For this game, you will need:

- Pre-developed scenarios ([targethiv.org/virtual-game-guide](https://targethiv.org/virtual-game-guide))
- Paper and pen for each participant
- CQII instructional slides and additional resources ([targethiv.org/virtual-game-guide](https://targethiv.org/virtual-game-guide))
- Zoom account (or other video conferencing platform) with breakout room access
- Access to a computer and/or handheld mobile device, and internet connection

## Preparation

- Familiarize yourself with the game’s structure
- Create scenarios to play; you can use quality improvement-related scenarios
- Prepare the game:
  - Read through the game instructions and key teaching points in its entirety
  - Practice the game itself
  - Practice presenting the key teaching points

## Playing the Game

### *Welcome and Introductions*

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

### *Agenda*

Provide a brief description of the game's primary components:

1. Setting the stage for the interactive exercise
2. Playing the What Should Do About the Neighbors game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

### *The Game*

**Step 1:** Provide a brief introduction of the game to participants, including the instructions and rules to play

**Step 2:** Read the scenario on the slide (or one of your own creation) to the group and ask participants to form groups based on the option they select — all the people who choose Option A will form one group, all those who choose Option B will form another group, and so on

**Step 3:** After groups are formed based on the options selected, say the following:

"It appears that we have different opinions. Working with your group, take four minutes to prepare a presentation that will persuade people from the other groups to reconsider their choices and join your group. One person from your group will act as a spokesperson and will have one minute to make the presentation. Your four minutes start once you are placed into Zoom breakout rooms."

**Step 4:** Begin the process of placing all the groups into separate Zoom breakout rooms; once four minutes have elapsed, return all participants to the Zoom main room

**Step 5:** Announce that the four minutes have elapsed and say:

"Let's start with Group A. Your spokesperson has one minute to convince others to reconsider their choices and move to your group."

Repeat this process for each group and check if anyone wishes to change groups — it's more unlikely that anyone will move.

**Step 6:** Monitor the discussion, and after about five to seven minutes, announce that time is up

## Debrief and Discussion

- How successful were you at convincing others to change their minds? How did you demonstrate empathy with the feelings of the other groups—show them that you appreciated their choices even if you didn't agree?
- Is it difficult for people to leave a group even if they change their opinion? What's the danger in that? How does this relate to our workplace?
- How can we avoid "group think" where people tend to think alike in order to not upset the group? How will this help the team?

## Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success