



The feedback Game

Title

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Description

The feedback game developed by Peter Gerricksen is a playing card game that is looking at one's personal way of functioning from the point of view of strengths and weaknesses. It helps to find out how well you know yourself and others, and the image others have of you.

Benefit/Purpose

This game can be used to train skills in giving and receiving feedback. An increase in the amount and the quality of feedback that people receive leads to an improvement in their motivation, the quality of their work, and their ability and willingness to develop.

This tool helps you in becoming more aware of one's own stronger and weaker aspects e.g. Johari window, giving and receiving feedback, introduction and evaluation in groups, teambuilding and teamwork, forming one's opinion about a certain function, discovering one's latent qualities, warming up in training sessions, individual coaching, intervision and supervision.

Required material

140 playing cards:

- 1 set of 70 "strengths" cards that contain positive human qualities such as: helpful, honest, enterprising, creative or responsible
- 1 set of 70 "weaknesses" cards that contain, what might be called 'distorted' qualities or weaknesses such as: arrogant, inhibited, inflexible, hesitant.
- 4 blank cards to add words of your own choice

Duration

30 to 60 minutes, depending on the rules

Amount of people required

2-8 per set of 140 cards

Links for further information

Rules for [playing the feedback game](#) (3 methods)

The [feedback games manual](#) (20 methods)