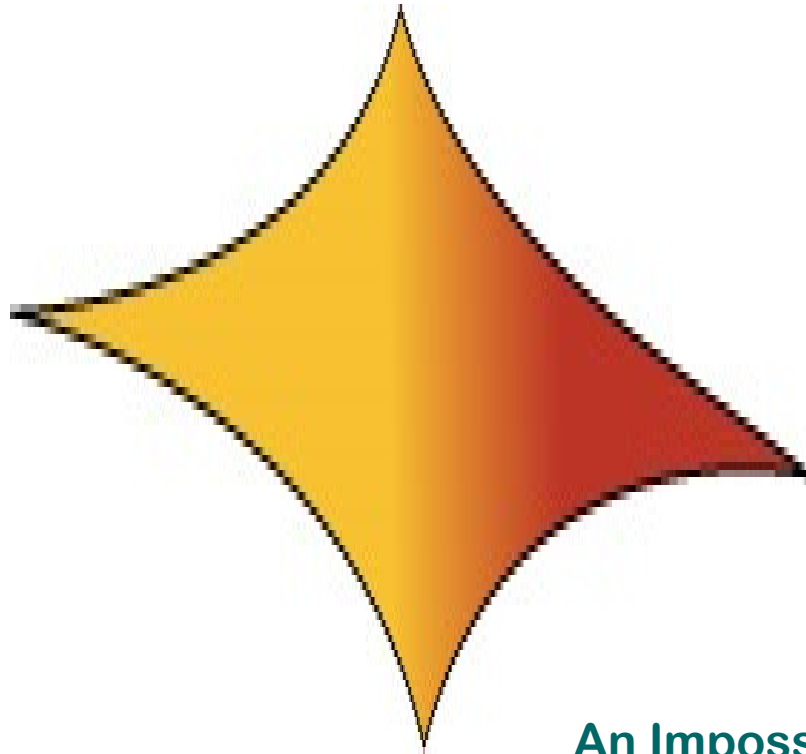




Games of Power



An Impossible Games Presentation

By Paul Phillips



Games of Power





Game



Any behavior with a goal or objective





Game of Power



Any behavior:

- To get, maintain, or control attention
- To be important
- To feel powerful





Winning



To meet the objective by

- Getting, maintaining, or controlling attention
- Being important
- Feeling powerful





Losing



To not meet the objective by

- Being ignored
- Feeling insignificant.
- Being rejected
- Treated as a marginalized person.
- Feeling powerless.





The Names Of The Games



| | | |
|---------------------------|---------------------|-----------------------|
| Authority | Begging | Bribes |
| Challenge | Confiscation | Whining |
| Sulking | Emotional Blackmail | Name calling |
| Non-verbal Communications | Obnoxious Behavior | Physical Contact |
| Pretending | Quitting | Rejection |
| Silence | Tears | Teasing |
| Threats of destruction | Threats of violence | Yelling and Screaming |
| Extortion | Violence | |



Authority



- I'm the leader and you do what I say.
- I'm the teacher.
- You are my son and don't you forget it.
- If you do that, you are grounded.
- Yelling at.
- It is my job as A parent to inform you.
- Who do you think you are?
- This is the police. Don't move.



Challenge



- Dare me
- I'm better than you
- Nanny-nanny
- What's wrong with you
- Name calling
- Prove it
- I can play



Obnoxious behavior



- Gross out
- Being a pest
- Vulgarity
- Name calling
- Do the opposite
- Open disrespect



Bribes and confiscation



- Want to earn A quick buck?
- I'll give you money for each 'a' on your report card.
- Grab the hat, purse or other thing & refuse to give it back.



Silence



- Tell David I'm not talking to him
- Nobody talk to her
- Over-talking when someone is talking
- I'm not listening to you
- The silent storm - banging, slamming
- Muttering under your breath
- Ignore the question



Name Calling

How do you think they got their Nickname

| | | |
|------------------------|-------------------------|------------------------------|
| <i>Annoying Andrea</i> | <i>Vivacious Vivian</i> | <i>Aggressive Annie</i> |
| <i>Happy Henry</i> | <i>Playful Penny</i> | <i>Manipulative Michelle</i> |
| <i>Bad Bob</i> | <i>Ordinary Olivia</i> | <i>Tough Ted</i> |
| <i>Willing William</i> | <i>Stubborn Stuart</i> | <i>Mean Michael</i> |
| <i>Rough Ralph</i> | <i>Kind Kevin</i> | <i>Jealous Jenny</i> |
| <i>Silly Susan</i> | <i>Neat Ned</i> | <i>Wonderful Wanda</i> |
| <i>Worried Warren</i> | <i>Caring Calvin</i> | <i>Corrupt Cory</i> |
| <i>Cool Katie</i> | <i>Mad Marvin</i> | <i>Magnificent Melissa</i> |
| <i>Beautiful Betty</i> | <i>Zany Zach</i> | <i>Devious David</i> |
| <i>Frank Frank</i> | <i>Generous George</i> | <i>Irritating Ivan</i> |
| <i>Sad Sylvia</i> | <i>Tearful Terry</i> | <i>Dull Don</i> |
| <i>Grumpy Gary</i> | <i>Touchy Tanya</i> | <i>Elegant Edward</i> |
| <i>Just Justin</i> | <i>Dubious Daniel</i> | <i>Enlightened Elaine</i> |
| <i>Fearful Fred</i> | | |





Non-verbals



Flirting - eye talk

Provocative or flashy clothing


Hair

Logos, signs and symbols on clothes

Perfume -- the right smell



Begging & pleading



The sob story
I'm going to kill myself
Putting yourself down
Begging and pleading
Pleeeeeeeeease



Sulking



Mope in A corner
Rescue me



Blackmail



I'm going to tell about when you did that.

I'll tell that you did it even though it's not true.

You owe me





Emotional blackmail



- I'll love you if you do that.
- The guilt trip
- I'm disappointed in you
- If you do this, I'll be your friend for ever.





Threats of violence



Threats of bodily harm

- Against you
- Against someone you care about





Threats of destruction of property

- 
- Against you
 - Against someone you care about





Destruction of property



- Residence
- Personal property
- Homework
- Property of someone you care about





Violence




- Fists
- Weapons
- Against you
- Against someone you care about





When you are A victim,

- 
- How do you feel?
 - How do you behave?
 - What choices do you have?





Ways to respond



- Choose to play,
- Choose not to play,
- Choose surrender

Choose To Play

Respond with your own
Game Of Power

Danger: You may
escalate the intensity
of the conflict!

Games of Power



| | | |
|------------------------------------|------------------|---------------------|
| Threats of Violence | | |
| Threats of Destruction of Property | | |
| Authority | Ridicule | |
| | Teasing | |
| Tears | Physical contact | Yelling & Screaming |
| Challenge | Extortion | |
| Sulking | | |
| Confiscation | | Silence |
| Rejection | Name-calling | |
| Bribes | Whining | |
| Begging | Pretending | |
| | Quitting | |
| Obnoxious Behavior | Non-Verbal | |
| | | Emotional blackmail |





Choose not to play



Say, "I choose not to play your games."

Walk away: a consequence still exist.

You may be branding and labeling coward, chicken,


You can still get hurt by not playing.

Someone can still mess up your life.





The fear can limit your world.

- 
- Walking away from a fight can be dangerous.
 - What about all those things that may happen?
 - What do people think?
 - What will they say?





The Big Lie



Games of power are the games of needy people.

Without a victim a bully is powerless.

Without an audience, the showoff has no show.

Without an opponent a player has no game.

Without a follower a leader cannot lead.


Without a student a teacher cannot teach.

So who has the power?





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Games of Influence





Who Has the Power?




- The victim has the bully's attention
- The audience has the showoff's attention
- The opponent has the player's attention
- The follower has the leader's attention
- The student has the teacher's attention






Influence

- 
- Any behavior:
 - To **give** someone attention
 - To **make** someone **important**
 - To be influential by **giving**





Winning

- 
- Your attention is received
 - Your friend is important
 - You have made a friend





Losing



- Your attention is ignored
- Your attention is rejected

But who is really the loser?

