Interpersonal Communication
Project Speech Criteria

Conversing with Ease (10 to 14 minutes)

This project involves five parts. First, before the Club meeting, you will select a partner from your Club – preferably someone whom you do not know very well – and together choose a scenario to role play for three to five minutes. You will enact a situation in which you both meet for the first time at a location such as a party, convention or bus stop, and you start and carry on a conversation with your partner. Be sure to read about role plays in the appendix of the Interpersonal Communication manual, and make sure your partner reads it, too. You alone must initiate the conversation and establish a common interest. Do not rehearse the conversation with your partner.

Next, for your presentation, you will present a four-to-five minute speech explaining the importance of good conversation skills, the conversational process and techniques. This will help your audience better understand the presentation’s objectives and to evaluate the presentation. Next, you will briefly introduce the scenario you have chosen to role play and your partner. Then you will enact the three-to-five minute scene with your partner.

You will conclude with a short (two to three minutes), informal discussion with your partner and the audience about the conversation. You may want to ask what you could have said or done differently that would have been more effective, if the impression you made with your conversational partner and the audience was generally favorable and similar questions.

The Successful Negotiator (10 to 14 minutes)

This project involves five parts. First, before the Club meeting, you will select a partner from your Club – preferably someone whom you do not know very well – and together choose a scenario to role play for three to five minutes. You will play the part of a person who wants or needs something from the other person and is negotiating to get it, using the techniques outlined in this section of the Interpersonal Communication manual. Your partner will play the role of the person who is reluctant to fulfill your request. Again, you and your partner may choose the scenario. Perhaps you want a raise from your boss, or a better price on a new car. But do not rehearse. Be sure to read about role plays in the appendix of the Interpersonal Communication manual, and make sure your partner reads it, too.

Next, for your presentation, you will present a four-to-five minute speech about the negotiation process. This will help your audience better understand the presentation’s objectives and to evaluate the presentation. Next, you will briefly introduce the scenario you have chosen to role play and your partner. Then you will enact the three-to-five minute scene with your partner.
You will conclude with a short (two to three minutes), informal discussion with your partner and the audience about the negotiation process which took place. You may want to ask what you could have said or done differently that would have been more effective and other similar questions.

**Diffusing Verbal Criticism** (10 to 14 minutes)

This project involves five parts. First, before the Club meeting, you will select a partner from your Club – preferably someone whom you do not know very well – and together choose a scenario to role play for three to five minutes. Your partner will criticize you, and you must determine the reason for the criticism and diffuse it. For example, you recently received a promotion. Your co-worker is angry because she thinks you took credit for one of her ideas, and received the promotion as a result, although she hasn’t said so directly. Or you could be a salesclerk dealing with an unhappy customer. Using the techniques outlined in the project, you will determine the underlying reason for the criticism, then diffuse it. Do not rehearse the role play with your partner. Be sure to read about role plays in the appendix of the Interpersonal Communication manual, and make sure your partner reads it, too.

Next, for your presentation, you will present a four-to-five minute speech about the process of diffusing criticism. This will help your audience better understand the presentation’s objectives and to evaluate the presentation. Next, you will briefly introduce the scenario you have chosen to role play and your partner. Then you will enact the three-to-five minute scene with your partner.

You will conclude with a short (two to three minutes), informal discussion with your partner and the audience about the negotiation process which took place. You may want to ask what you could have said or done differently that would have been more effective and other similar questions.

**The Coach** (10 to 14 minutes)

This project involves five parts. First, before the Club meeting, you will select a partner from your Club and together choose a scenario to role play for three to five minutes. You will play the role of the coach, and the other person will be the person whose performance is unsatisfactory. You may select the scenario of your choice. For example, you could play a sales manager whose star salesman’s performance has faltered. Your partner could play the star salesman. Using the methods outlined in the Interpersonal Communication manual, conduct a coaching session. Be sure to read about role plays in the appendix of the Interpersonal Communication manual, and make sure your partner reads it, too, but do not rehearse.

Next, for your presentation, you will present a four-to-five minute speech about the coaching process. This will help your audience better understand the presentation’s objectives and to evaluate the presentation. Next, you will briefly
introduce the scenario you have chosen to role play and your partner. Then you will enact the three-to-five minute scene with your partner.

You will conclude with a short (two to three minutes), informal discussion with your partner and the audience about the negotiation process which took place. You may want to ask what you could have said or done differently that would have been more effective and other similar questions.

**Asserting Yourself Effectively** (10 to 14 minutes)

This project involves five parts. First, before the Club meeting, you will select a partner from your Club with whom you will choose a scenario to role play for three to five minutes. You will assume the role of a person asserting yourself regarding some service received or an event experienced. The other person will play the part of the person responsible for your dissatisfaction. Emphasize to your partner to resist your initial request; to get what you want, your challenge will be to break down the other person’s resistance.

For example, your partner could play the part of a person in a movie theater who continually talks during the show, whereas you will take on the role of the person seated in front, annoyed because you cannot hear the movie. Or perhaps your partner could play a waiter or waitress at an expensive restaurant, and you are experiencing poor service. Be sure to read about role plays in the appendix of the Interpersonal Communication manual, and make sure your partner reads it, too, but do not rehearse.

Next, for your presentation, you will present a four-to-five minute speech about the assertiveness process. This will help your audience better understand the presentation’s objectives and to evaluate the presentation. Next, you will briefly introduce the scenario you have chosen to role play and your partner. Then you will enact the three-to-five minute scene with your partner.

You will conclude with a short (two to three minutes), informal discussion with your partner and the audience about the negotiation process which took place. You may want to ask what you could have said or done differently that would have been more effective and other similar questions.