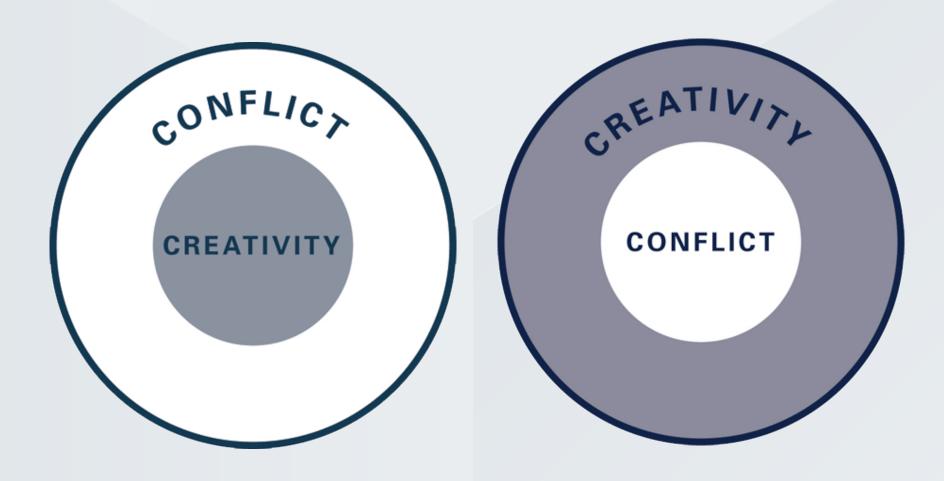
CONFLICT TO CREATIVITY



TURBO EVOLUTION TM

Those who evolve quickly are leaders.
Those who evolve more slowly are followers.
Those who don't evolve become extinct.

$TRIMERGENCE^{\text{m}}$



TRIMERGENCE**



CONFLICT TO CREATIVITY

CONTROL PRINTED AND CONTROL

ACTIVE CONFLICT

- Ordering
- Interrogating
- Threatening
- Blaming
- Distracting
- Moralizing
- Sarcasm
- Attacking
- Shaming
- Condescending

PASSIVE CONFLICT

- Plotting
- Going Along
- Holding a Grudge
- Avoiding
- Accommodating
- Stonewalling
- Withdrawing
- Procrastinating
- Backbiting
- False Praise

ACTIVE & PASSIVE CONFLICT STYLES

ACTIVE & PASSIVE CONFLICT STYLES

Active	Tool	You	Notes
	Ordering		
	Interrogating		
	Threatening		
	Blaming		
	Distracting		
	Moralizing		
	Sarcasm		
	Attacking		
	Shaming		
	Condescending		
Passive			
	Plotting		
	Going Along		
	Holding a Grudge		
	Avoiding		
	Accommodating		
	Stonewalling		
	Withdrawing		
	Procrastinating		
	Backbiting		
	False Praise		

CONTROL PRINTED AND CONTROL

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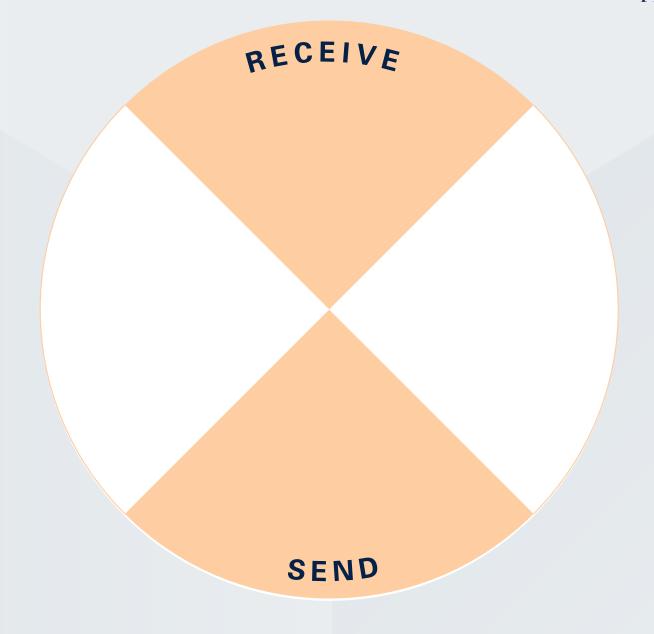
PASSIVE CONFLICT

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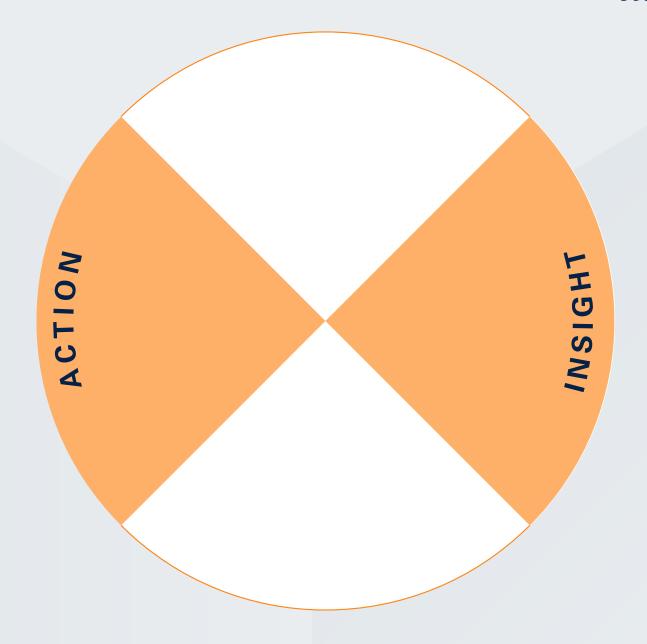
ACTIVE & PASSIVE CONFLICT STYLES



CONFLICT TO CREATIVITY



LOCATOR: RECEIVE-SEND

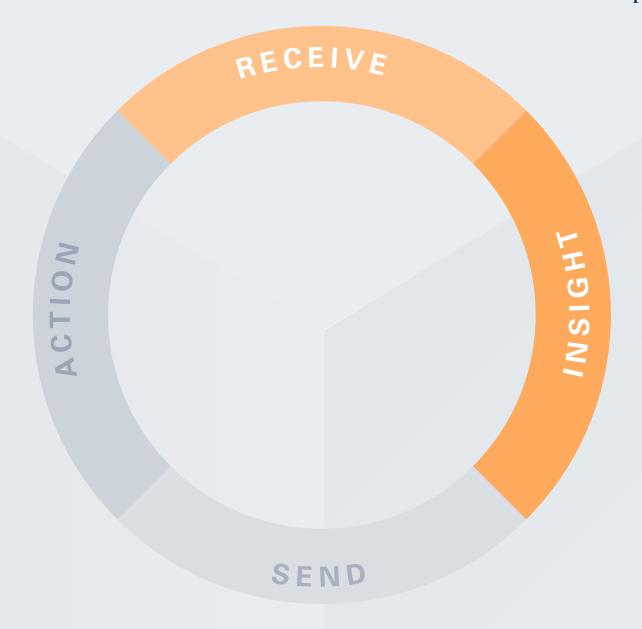


LOCATOR: INSIGHT-ACTION

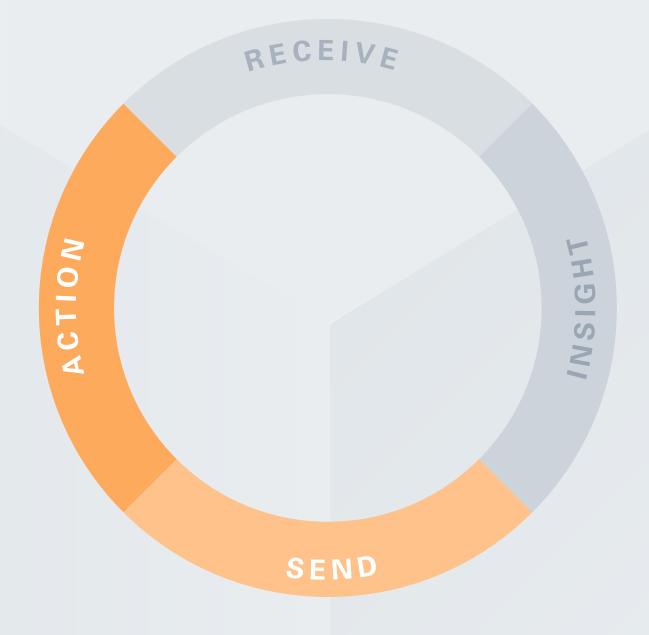
TRIMERGENCE**



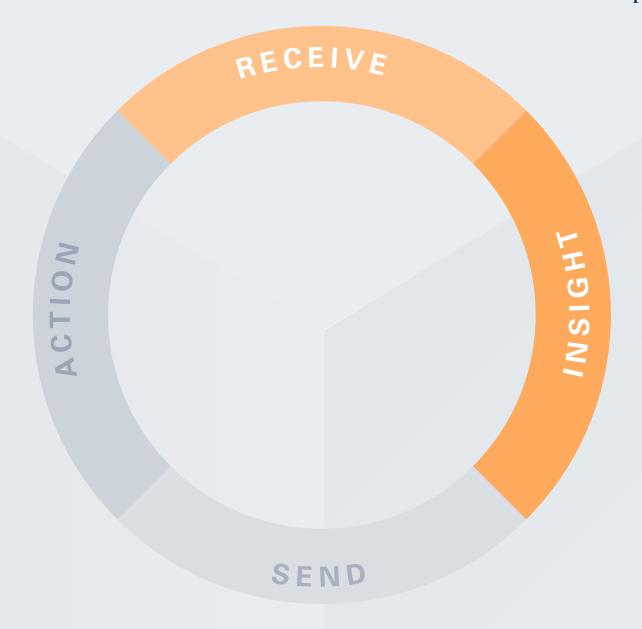
CONFLICT TO CREATIVITY



RECEIVE - INSIGHT



SEND - ACTION



RECEIVE - INSIGHT



CONFLICT TO CREATIVITYTM

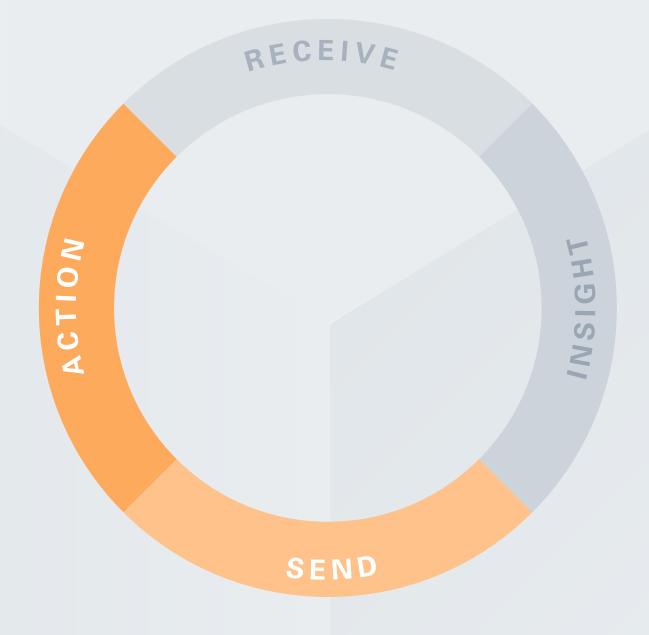
INSTRUCTIONS FOR ROLE PLAY

- Pick a partner whom you will work with for both sets of role plays
 - Receive-Insight
 - Send-Action
- Agree on one scenario for the Receive-Insight exercise
 - Both Users will use this same scenario
 - Decide who will go first as CTC user
 - The non-user brings up the issue to the CTC user
- Spend up to 5 minutes in the first role play
 - Then discuss what you both learned
- Switch roles and repeat

RECEIVE - INSIGHT



CONFLICT TO CREATIVITYTM



SEND - ACTION



START WITH INVITE - MOVE TO PRESENT



CONFLICT TO CREATIVITYTM

INSTRUCTIONS FOR ROLE PLAY

- Work with the same partner
- Agree on one scenario for the Send-Action exercise
 - Both Users will use this same scenario
 - Decide who will go first as CTC user
 - The non-user hears the User's opinion
- Spend up to 5 minutes in the first role play
 - Discuss what you both learned
- Switch roles and repeat

SEND-ACTION



CONFLICT TO CREATIVITYTM

INSIGHT TO ACTION PLAN

- Takeaways from CTC?
- Action plan?



TRIMERGENCE**



CONFLICT TO CREATIVITY