











## Navigating Office-Politics

Created by Franke James, inventor of the  $\textit{Dear Office-Politics}^{\text{TM}}$  game.



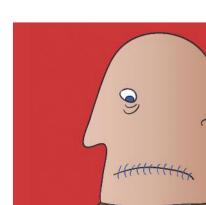












I found myself in a pool of sharks





I just want to keep my head down and work.







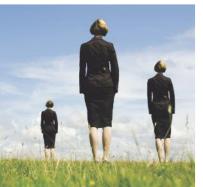








## People, Power & Relationships



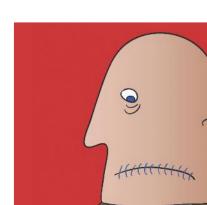














#### You make me plug my ears.

You make me scream.

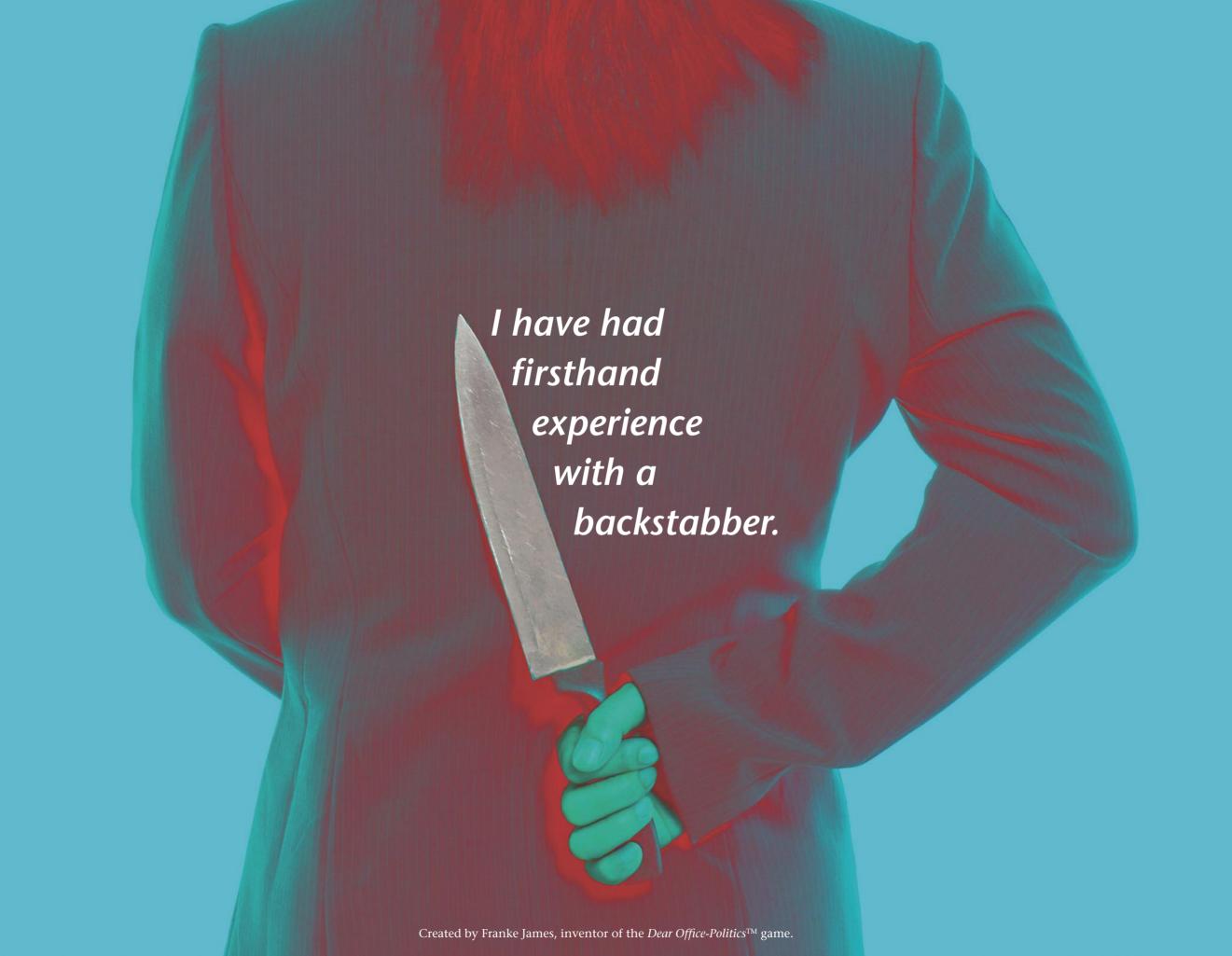


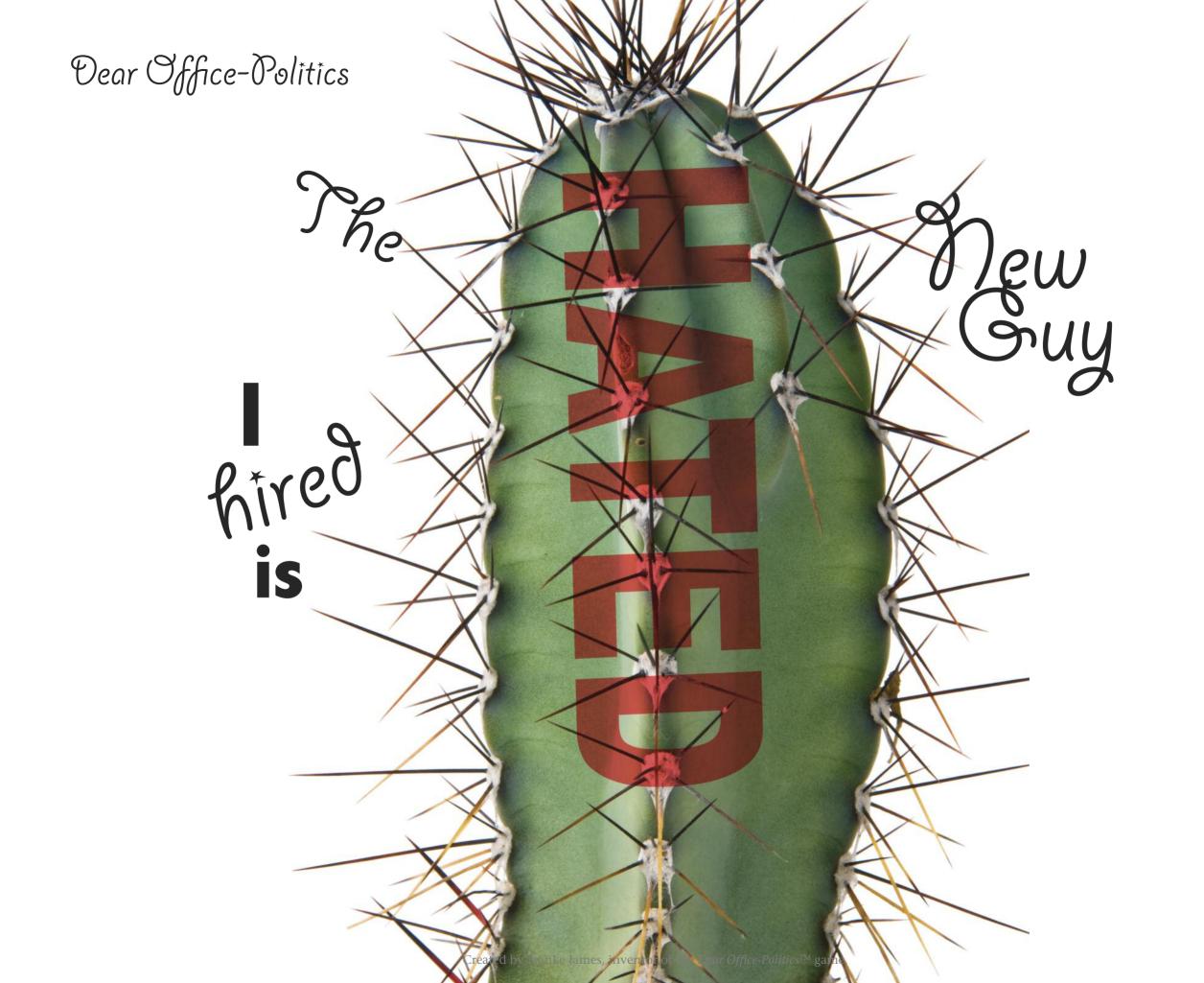


You make me gag.



How do I get my loudmouth coworkers to be quiet?

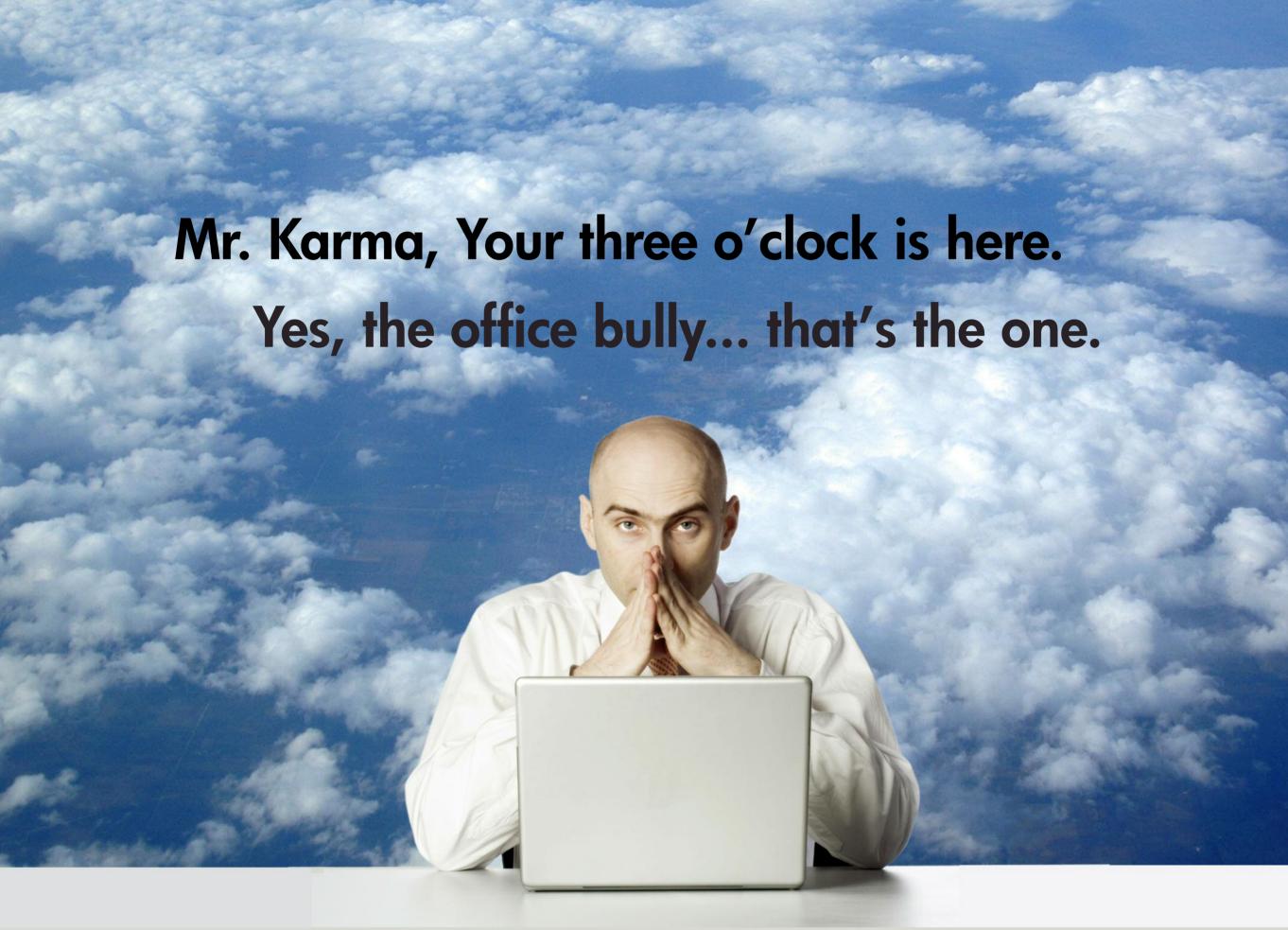






#### A HIGHLY OPINIONATED SNOB WHO GLOWERS AND SULKS AND SPIES

















# Ask yourself 4 questions



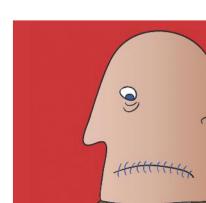












#### 1. POWER ANALYSIS



Who holds power? What type of power is it? How can you leverage the power to solve the problem?



Staff won't obey rules...

I feel like a dictator.

Created by Franke lames in ventor of the Dear Office-Politics M game



#### 2. THE OTHER PERSON'S SHOES



Put yourself into the other person's shoes.

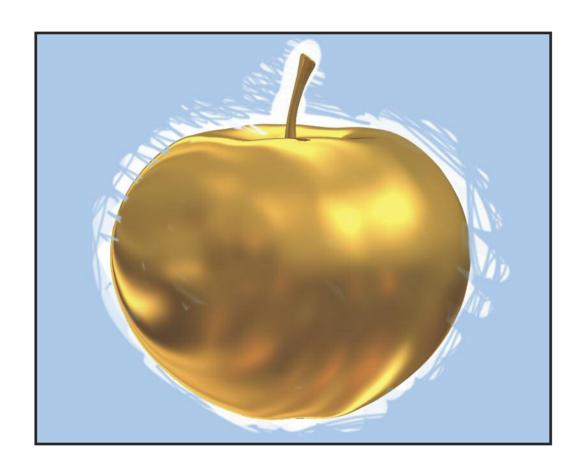
Can you see the problem from their perspective?

Does it give you insight for a solution?





#### 3. COMPANY'S BEST INTERESTS



Is your solution in the company's best interests? Or does it just serve you, or a special group?



### MANAGEMENT NOW HAS A



## PROBLEM WITH ME WEARING







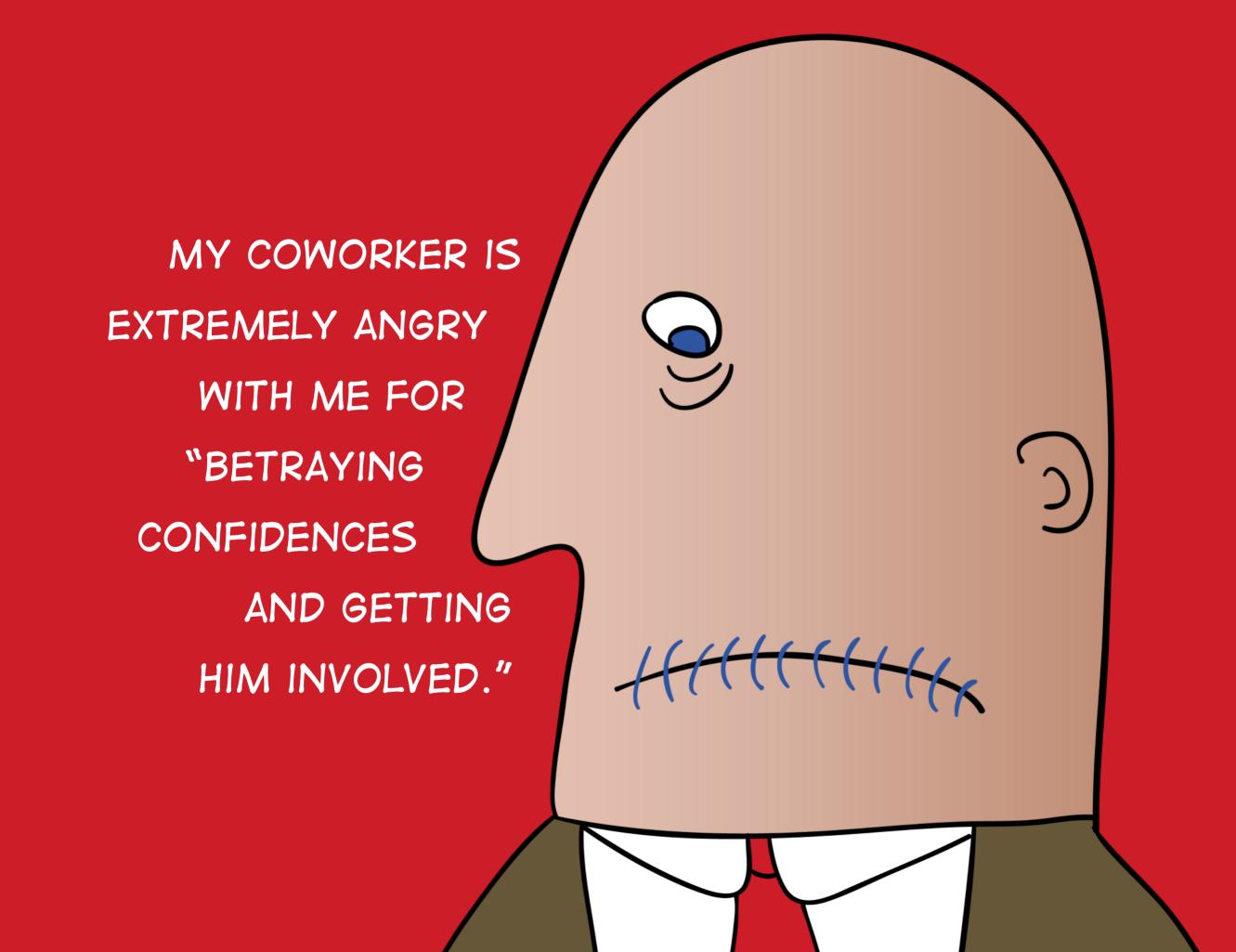


#### 4. THE TV TEST



If a TV news station were doing a story, what would the reporter say?









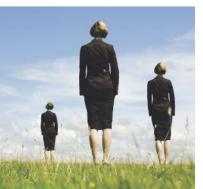








# What advice do our panelists have for the goldfish?



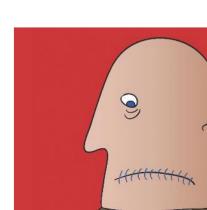














Created by Franke James, inventor of the  $\textit{Dear Office-Politics}^{\text{TM}}$  game.