OUTPUT

WORKSHOP CONCEPT

SUBGOALS

1	2	3	4	5	6	7
STRATEGIC MOVEMENT						
COGNITIVE MOVEMENT						
RELATIONAL DYNAMIC						
EXPERIENTIAL CONDITIONS						
DESIGN ELEMENTS						
Q > B > S > R	Q > B > S > R	Q > B > S > R	Q > B > S > R	Q > B > S > R	Q > B > S > R	Q > B > S > R

PARTICIPANT'S EXPERIENCE

FACILITATOR DESIGN