

The Holland Party Game

Your friend has invited you to a party where you know no one. You reluctantly agree to go. When you arrive, your friend leaves you to go mingle. Around the room there are 6 groups of people with various characteristics, interests, and skills. Based on the brief descriptions below, which is the first group you would be drawn to? which is the second? which is the third?

_____ (R) REALISTIC –People that have athletic or mechanical ability, prefer to work with objects, machines, tools, or animals, or prefer to be outdoors.

_____ (I) INVESTIGATIVE –People that like to observe, learn, investigate, analyze, evaluate, or solve problems.

_____ (A) ARTISTIC – People that have artistic, innovative, or intuitive abilities, and prefer unstructured work environments using their imagination or creativity.

_____ (S) SOCIAL – People that like to work with people to: inform, enlighten, help, train, develop, cure them, or are skilled with words.

_____ (E) ENTERPRISING – People that like to work with people to: influence, persuade, perform, lead, or manage for organizational goals or economic gain.

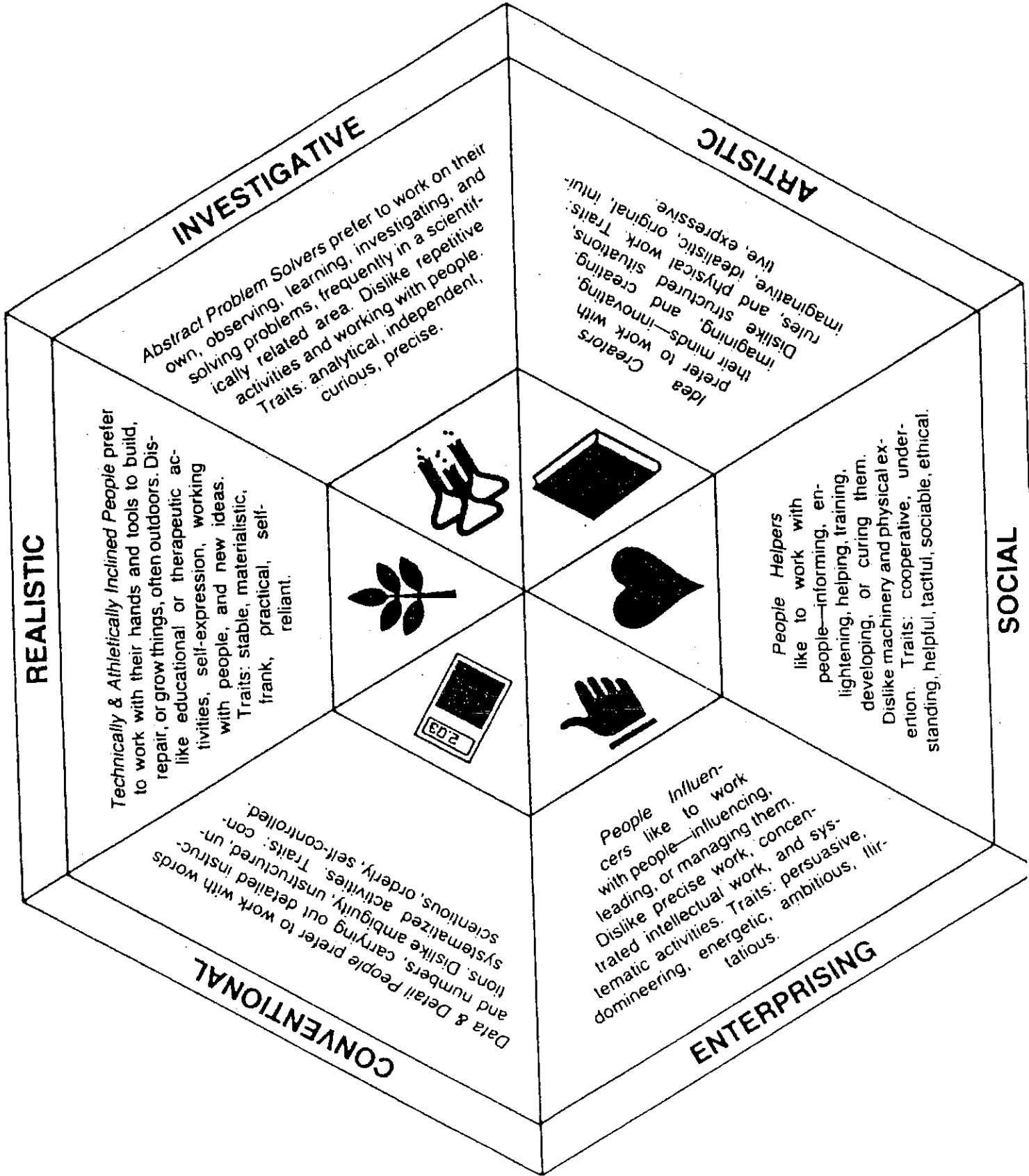
_____ (C) CONVENTIONAL – People that like to work with data, have clerical or numerical abilities, are detail oriented, or follow through on others instructions.

Party Planning

Your team has been given \$50,000 to host a party! The sky's the limit! Anything goes!

Directions: Get into groups based on your first (or second) “letter” from the Holland Party Game. (ie...R,I,A,S,E,C). You will have 15 minutes to complete this assignment. Choose 1 person to report back to the group, and please include the following:

- (1) Where & When will your party take place? location?, inside?, outside? day?, night?, etc..
- (2) What role would each of you play at the event?
- (3) How many people will you invite?
- (4) What will you have? – is there: a theme? Music?, dancing? socializing? Any Structured activities?, etc..
- (5) List (first & last) names of all group members:



INVESTIGATIVE

Abstract Problem Solvers prefer to work on their own, observing, learning, investigating, and solving problems, frequently in a scientifically related area. Dislike repetitive activities and working with people.
 Traits: analytical, independent, curious, precise.

ARTISTIC

Idea Creators prefer to work with their minds—imaging, and creating rules, and physical situations. Dislike repetitive, original, intuitive, expressive, imaginative, idealistic, original, intuitive, and physical work. Traits: imaginative, idealistic, original, intuitive, expressive.

REALISTIC

Technically & Athletically Inclined People prefer to work with their hands and tools to build, repair, or grow things, often outdoors. Dislike educational or therapeutic activities, self-expression, working with people, and new ideas.
 Traits: stable, materialistic, frank, practical, self-reliant.

SOCIAL

People Helpers like to work with people—informing, enlightening, helping, training, developing, or curing them. Dislike machinery and physical exertion. Traits: cooperative, understanding, helpful, tactful, sociable, ethical.

ENTERPRISING

People Influencers like to work with people—influencing, leading, or managing them. Dislike precise work, concentrated intellectual work, and systematic activities. Traits: persuasive, domineering, energetic, ambitious, ill-talented.

CONVENTIONAL

Data & Detail People prefer to work with words and numbers, carrying out detailed instructions. Dislike ambiguity, unstructured, unsystematized activities. Traits: conscientious, orderly, self-controlled.

