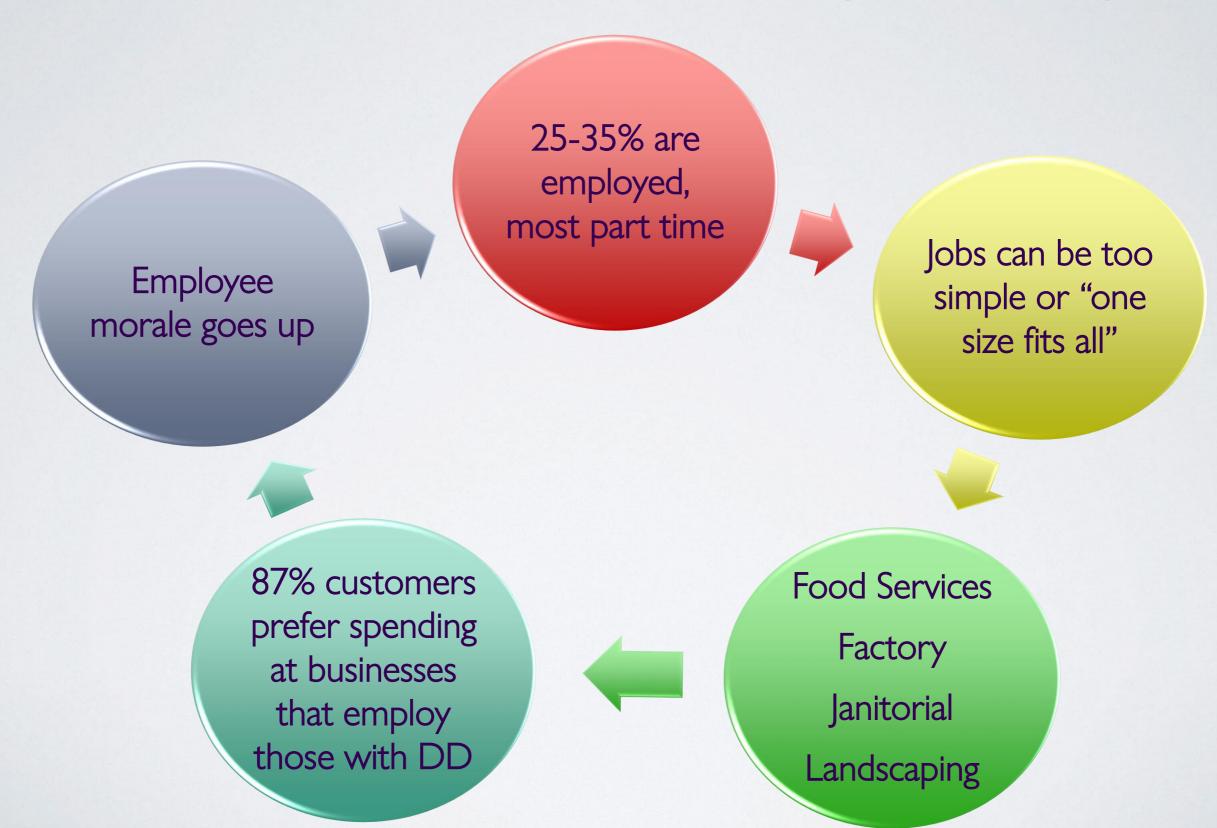


# THROUGHER METICO



#### EMPLOYMENT STATS



## But what if...

### JOBS FIT THEIR ABILITIES AND DREAMS...



Salespeople/

Teachers



Authors



Professional Speakers







Advocates



# HOW DO WE DO THIS?

## IMPROVISATION



Making it up on the spot





Improvisation

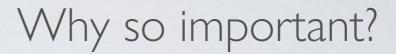


Thinking quickly

Becoming any character

## MISSION

The Improvaneer Method uses improvisation to build skills that will greatly increase social, workplace, and lifetime opportunities in those with Developmental Disabilities





Routine and commonly needed skills are improved.

Speeches and presentations are more effective

Missing link in job development, coaching, placement

Build stronger advocates

Expands social, workplace, and lifetime opportunities

Shift in public perception



# GAMESET AND SKILL METHODOLOGY?

Defining Skills

Matching Games to Skills

Scaffolding Approach



#### DEFINING SKILLS



Teamwork



Character Development



Self Confidence



# MATCHING GAMES TO SKILLS

#### QuickThink

- QuickThinking
- Listening
- Eye Contact

### So, I'll

- ProblemSolving
- Listening
- CreativeThinking

#### 3 Line Scenes

All Skills



### SCAFFOLDING APPROACH

Quick Thinking

QuickThink

3 Line Scenes Chopping Fairytales

Problem Solving

Great Machine

So, I'll

Customer Service Desk

Attention To Detail

Spacewalk

3,5,7

Combining Activities



# EVALUATION AND MEASUREMENT METHODOLOGY

Quantitative

Qualitative



## QUANTITATIVE

## Level 1

Measurements

1 year apart

Developed with Dr. Esbensen

60% increase in skills

## Weekly

Behavior, Skill, Attitude

Spot trends

Discuss with parents

## THE THE THOU AND THE METHOD

## QUANTITATIVE

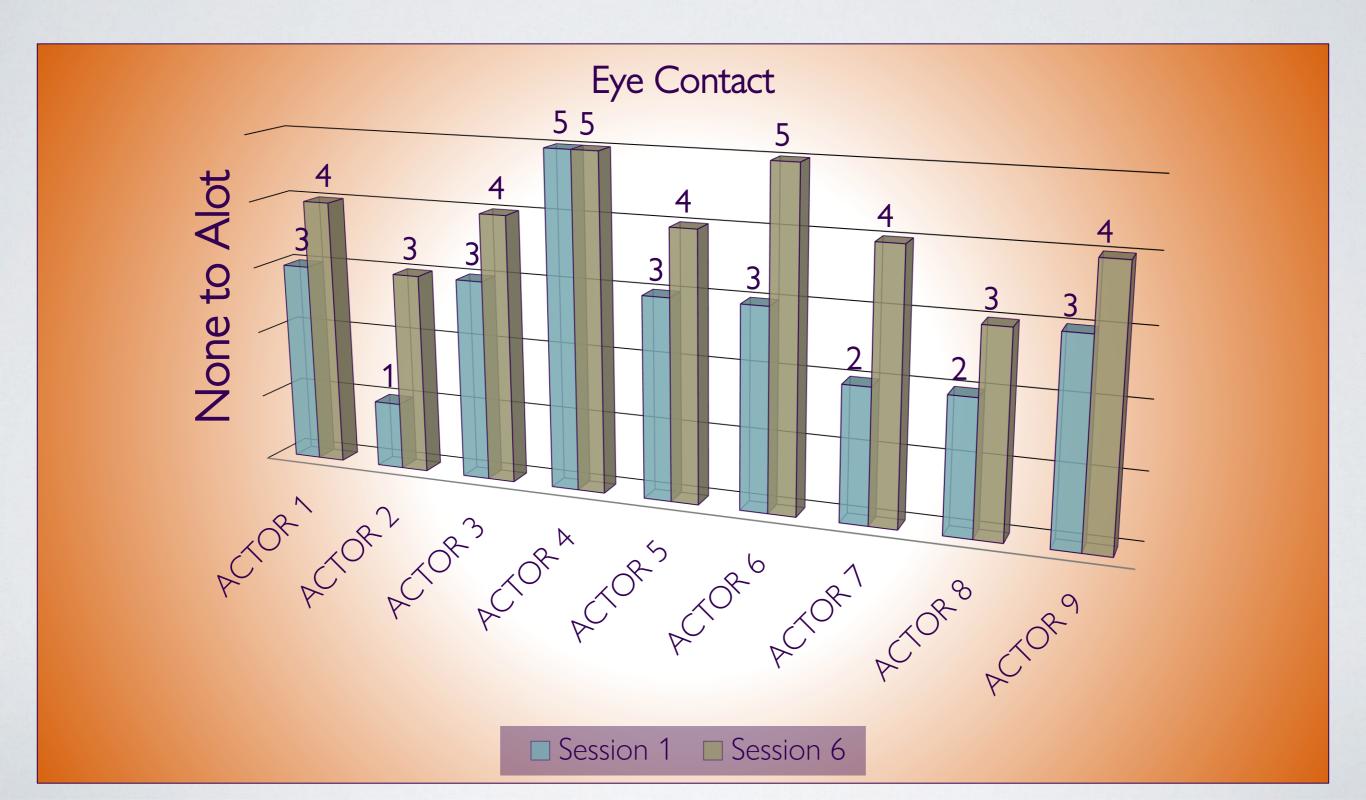


Participant Measurement Form

Participant Name:	Directors					
LicensingOrganization.  Date: Session#: C	Director <u>:                                    </u>					
Directions						
<ol> <li>First evaluations to take place in Session</li> <li>Second evaluations to take place in Session</li> <li>Evaluators should score each player on the second evaluations and the second evaluations.</li> </ol>	sion 4 during class 6 (and 7 if necessary the categories below as objectively as	possible				
<ul> <li>4. The Director should evaluate the partici</li> <li>5. The same evaluators and Director shoul</li> <li>6. The evaluators will discuss their scores t</li> </ul>	ld perform both evaluations if possible	ass, the oti	ner evalua	ators sno	uia score	auring clas
<ol><li>If possible, the classes used for these eva accurate score possible.</li></ol>		provide a	additional	assistanc	e in giving	the most
<ol><li>All scores should be put into the provide Method.</li></ol>	ed IM Level 1 Measurement Results sp	oreadshee	t then sul	bmitted t	o The Imp	provaneer
Quidk Thinking and Creative Thinking						
Games: Session 1 - Quick Think, Show and 7		t				
Responding quickly: 1= very slow or no it		1	2	3	4	5
<ol><li>Creative Response: 1=no creativity/copy</li></ol>	ing. 5=very creative and or witty	1	2	3	4	5
Eye Contact and Voice Projection:						
Games: Session 1 - Bippity Bippity Bop, Look		op, 3 Line	Scenes			
<ol> <li>Projection: 1=Very soft to 5=Full room</li> </ol>		1	2	3	4	5
2. Eye Contact: 1= Very little to 5= Comple	ete eye contact	1	2	3	4	5
TeamWorkand Listening						
Games: Session 1 – Look At Me, So I'll   Ses						
<ol> <li>Listens to director and does game corre</li> </ol>		1	2	3	4	5
<ol><li>Listens to castmate and reacts correctly:</li></ol>		1	2	3	4	5
<ol><li>Setting up game partner: 1= Little to ne</li></ol>	ver. 5= A lot or very effective	1	2	3	4	5
4. Helping castmate improve/understand g	ame: 1=Never. 5=All the time	1	2	3	4	5
Adapting To Changes and Roblem Solving						
Games: Session 1 - Spacewalk, So I'll   Session		vice				
<ol> <li>Adapting to changes w/in game: 1= Doe</li> </ol>		1	2	3	4	5
<ol> <li>Solving a problem: 1= No solution. 5= Re</li> </ol>	eal or strong solution	1	2	3	4	5
Character Development and Attention To Detail						
Games: Session 1 - Spacewalk, Show and Te	II   Session 4 – Help Desk(characters)	, 3/5/7				
<ol> <li>Use of imaginary props. 1=No identifiab</li> </ol>		1	2	3	4	5
<ol><li>Use physical movements to depict an ac</li></ol>						
1=No physical movement. 5=Clear dep	iction of activity	1	2	3	4	5
<ol> <li>Change in physicality, voice or movement</li> <li>1=Character not expressed in any way.</li> </ol>		1	2	3	4	5
	5- Character dearly identified.		_			3
Confidence Level:  Games: All games and during instruction of g	rame					
Observing body language during scene of the second se						
1=Little to no confidence. 5= Very con		1	2	3	4	5
2. Speed to volunteer for various games of	r instructor requests.					
1= Never or rarely volunteers. 5. First o	r very quick to volunteer.	1	2	3	4	5
3. Behavior after performance in game/sce						
1= Little to no confidence/upset/sad. 5=	Very confident/happy/excited	1	2	3	4	5
4. Overall Confidence Score						1 3 3 3 3 5 1 5
1=Little to no confidence/upset/sad. 5=	Very confident/happy/excited	1	2	3	4	5

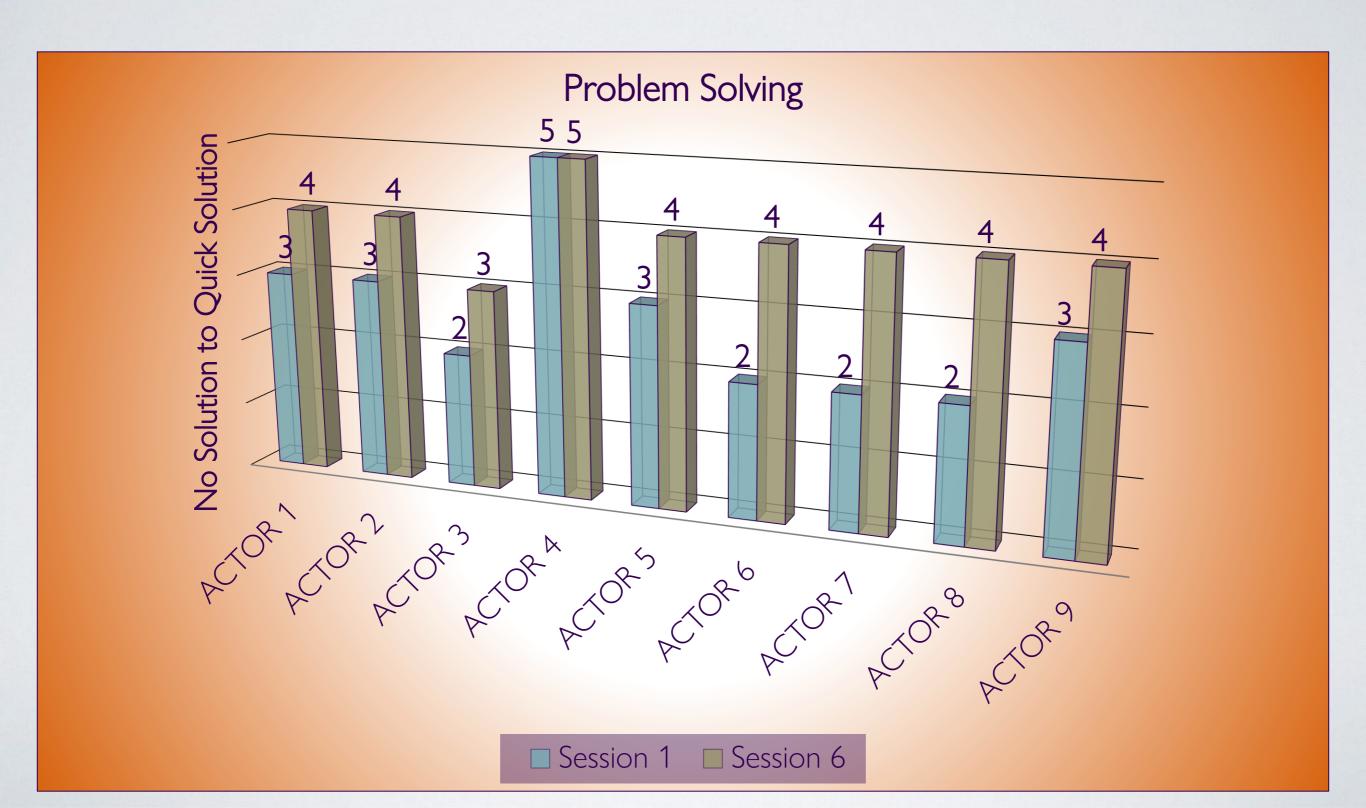


## 1 YEAR RESULTS





## 1 YEAR RESULTS





## QUALITATIVE

Surveys

Parent/Caregiver

Organization

Participant

Case Studies

Deep Dive

Specific Stories

Managers, Teachers, Coworkers, Parents,



### SURVEYS

#### Parent Online

- 4.5/5 Stars
- 4.7/5 DirectorRating
- 76% Absolutely Improved Skills
- 24% Somewhat Immproved Skills
- Quickthink(81%),
   Creative(76%),
   Problem
   Solving(51%)

#### Parent Live

- 100% Loved Class
- 100% Skills Improved
- Self Confidence,
   Listening,
   Teamwork,
   Problem Solving
- 100% wanted to continue

#### Participant Live

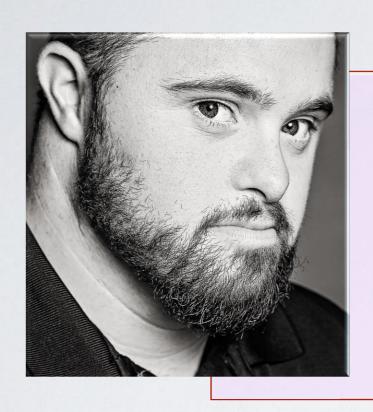
- 100% Loved Class
- 100% Skills Improved
- Focus,
   Teamwork,
   Listening, Eye
   Contact, Self
   Confidence
- 100% wanted to continue

#### Organization Live

- 100% Beneficial
- 100% Great
   Communication
- 100% Great Director
- 100% Great
   Information and
   Promotional
- 100% Participants Loving It
- 100% Parents Find Useful



## CASE STUDIES



- -Confidence, Problem Solving, Leadership
- -Serves on two non-profit boards
- -Improvaneer Team Leader
- -IM Asst. Director, National Sales
- -20 Under 40 Leadership



- -Confidence, Articulation, Voice Projection, Eye Contact, Teamwork
- -Fast food company began in back, moved to front
- -Manager says favorite employee, teammate, favorite of customers

TMPROVAMEER METHOD

INSIDE

**EDITION** 

The Washington Post













## PROGRAMS





#### ONLINE

Youth/ Adult Group Classes

Stage Hands assist in directing

Private Sessions



40 classes per week, over 500 participants



Connection, Skill Building, Reprieve Improv Parties



CLASSES LAST 45-60 MINUTES

PARTICIPANTS OF ALL ABILITIES CAN JOIN

CERTIFIED IMPROVANEER METHOD DIRECTORS

CONNECTION, SKILL-BUILDING, REPRIEVE

DATES: DAY: TIME: AGES:



WWW\_THEIMPROVANEERMETHOD\_COM



#### PERFORMANCES

Funny, Inspiriing, Interactive

20+ Shows Nationally 3-8 Improvaneers

15-60 Minutes





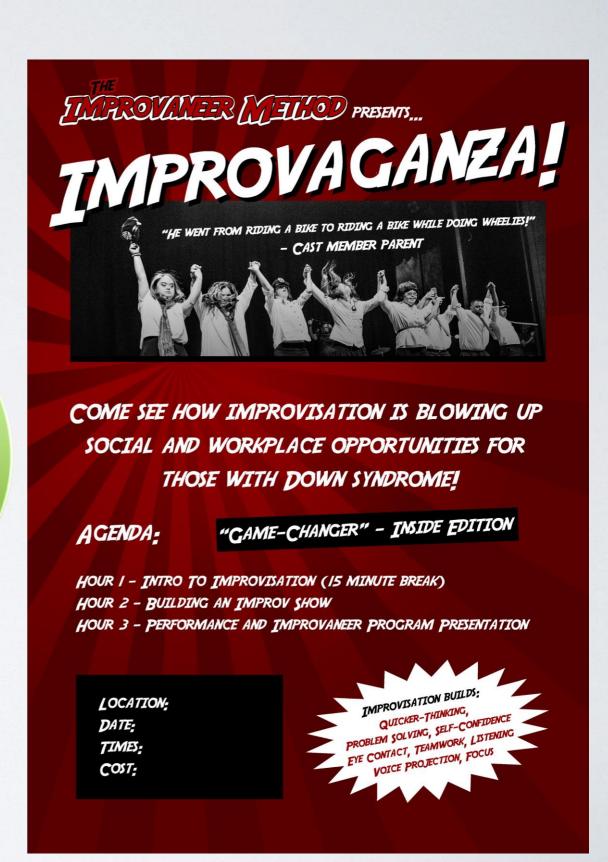
#### IMPROVAGANZA!

Builds Excitement

15+ Workshops Nationally

Introduction and Performance

2-3 Hours





## THE THE METHOD

License/ Certification

Grant Darling, Revenue, Media Disability
Organizations,
Schools,
Corporations

7 Local, 12 Licenses, 5 more in 2023 Youth and Adult, Multiple Levels





# THE REVIEWS ARE IN...

Bringing the Improvaneers to Minnesota was well worth it and left us wanting more. The Improvaganza Workshop was such an amazing experience for the participants. In just a few short hours we saw changes in confidence and voice projection, flexible thinking and team work, and eye contact. If gains can be made in just 2 hours...imagine what could happen if we brought the full program here?!?

- Sarah Curfman, Executive Director Down syndrome Association of Minnesota

"All of that, this awesome energy. It was really great to see. And as a doctor the studies they're doing and showing how these young adults are growing their speech skills and their ability to get out there and be confident and what changes it has made in their own lives is really great. This needs to grow!"

- Dr. Kishore Vellody- Director of Children's Hospital of Pittsburgh DS Clinic, Board President National Down syndrome Congress. "The biggest growth through the Improvaneer program has been giving him the confidence to know he can and should have a seat at the table. He has a renewed confidence that has fueled him to take more control over his life decisions, be more purposeful in his thought process and take calculated-well thought out risks to pursue his life goals."

- Lisa and Tim Doyle



# FUTURE OF THE PROGRAM

#### Current

All Developmental Disabilities

10+ Licenses

10+ Performances and ImprovaGanzas in 2022, 8 in first half of 2023

40+ Online Programs Weekly 1 College(Texas AM),1 Ohio Provider, 1Corporate(Project Search)



### **Future**

Expand into DD Community

Colleges

Providers - Job Placement, Development, Coaching

Corporate

WORLD DOMINATION!



# CONTACT AND MORE INFORMATION

rob@thimprovaneermethod.com

www.theimprovaneermethod.com

Facebook, LinkedIn, Instagram, Twitter

info@theimprovaneermethod.com