

## Thinking/Feeling game: Same Difference

Let's try a game with the Thinking and Feeling functions. First, some background.

### Words used to describe Thinking:

- Impersonal
- Principles
- Objective
- Justice
- Critique
- Precise
- Tough-minded

### Words used to describe Feeling:

- Personal
- Values
- Subjective
- Harmony
- Appreciate
- Persuasive
- Tender-hearted

### *Participants:*

- *Active players* (people who are sure of your judging preference and are comfortable sharing)
- *The Chorus* (people who are unsure of your judging preference or who would simply prefer not to be an active player)

### *The game:*

- Choose a problem and a decision.
- Show how the **same** decision could be reached using both Thinking judging and Feeling judging.

### *Rules for active players:*

The end decision must be the same, regardless of the judging function used. In your post:

- Provide a brief synopsis of the problem and decision.
- Show the decision-making process using both the Thinking and Feeling functions. This could be the inner dialog you use to arrive at a decision.
- Present each as a separate description.
- Keep the decision-making descriptions brief but clear, so the reasoning can be easily seen. (As opposed to a narrative that switches between Thinking/Feeling.)

If you have troubles using your non-preferred judging function, partner with someone on the site who does prefer that function. There are a number of ways you can work together—PM, chat room, etc. When you post your responses, please state the following to make comparison easier:

- Who you worked with
- What function you're demonstrating
- Brief synopsis of the problem and decision
- Brief description of the actual decision-making process
- You may combine responses into one post if you wish, but be sure to attribute appropriately and be sure your partner has agreed to being quoted.

### *Rules for the Chorus:*

Please let a few active players post before joining the discussion. After that, you're welcome to comment and ask questions.