INTERACTIVE WORKSHOPS
LEADERSHIP SYMPOSIUM

The intent of the Interactive Workshops is to have students deliver an engaging seminar where participants walk away with tangible skills and ideas based on a leadership topic. The final “product” should be a collaborative workshop that articulates a clear intent with the audience regarding a leadership topic. These sessions will be 60 minutes in length.

Interactive Workshop

These formal, interactive presentations examine a leadership related topic supported by research and/or lived experience. The audience for these workshops will primarily be newly elected GU undergraduate student leaders. The goal is to get students thinking about the big picture and theoretical underpinnings of leadership. Presenter(s) will provide a 50-minute interactive workshop and allow for undergraduates to respond to and interact with ideas discussed followed by 5-10 minutes allowed for questions and answers.

Potential topics may include but are not limited to:
- Team building;
- Effective communication;
- Self-care for leadership wellness;
- Diversity & inclusion; and,
- Leadership programming and event planning skills.

Tips to Prepare Your Interactive Workshop Proposal

Interactive workshops provide opportunities for presenters to share relevant topics (listed above) through innovative, engaging, thought-provoking, and collaborative delivery formats that encourage audience participation and interaction.

- Workshop delivery methods that engage the audience include but are not limited to:
  - Discussion-based: participants are provided opportunities to discuss the topic in-depth, share approaches to challenges and solutions, and participate in collaborative dialogue about the content delivered.
  - Activity-based: participants will have an opportunity to engage in an experiential activity, game, worksheet or situation that highlights, demonstrates, or promotes intended learning outcomes.
  - Case study, Simulation or Role Play: participants will analyze or role-play situations directly relevant to the topic and audience.
  - Technology: use of videos, interactive mobile apps such as Kahoot or Socrative, or other devises that promote learning.
  - Participant feedback, questions and response to issues are encouraged throughout the session.