

Go pass GO! And collect \$200 EPIC Rule #18: You can't fully learn something until you experience it. So, get in the game.

I've had two experiences in two weeks that have made a huge impression. Two weeks ago, my husband, Rob, and I were facilitating a meeting in Hollywood attended by men and women of the industry committed to getting more women behind the camera – as directors, screen writers, and producers. One of the participants told us a story of bringing up her twins, a boy and a girl.

When the twins were both 8 yrs. old, they had completed a chore, for which they were promised compensation. The mother gave her son \$1 and her daughter 76 cents. She explained that in the workplace, girls make less than boys for the same job. Her son was indignant. "That's not fair"! Twenty years later, the mother reported that neither of her kids have ever forgotten that disturbing truth. Shades of Atticus Finch in To Kill a Mockingbird:

"You never really understand a person until you consider things from his point of view ... until you climb into his skin and walk around in it."

The second experience was last week. Rob and I were leading a 2-day Innovation Lab for a top #10 healthcare company to explore solutions for their colleagues with disabilities – both apparent and non-apparent – and caregivers with disabled loved ones. The objective was to continue the evolution of a

"disability confident culture" made up of disability confident leaders and employees with supporting underlying systems and environments.

Although Rob and I have been facilitating design workshops for decades, helping solve organizations' "wicked and worthy" problems, this was a first for us. In what is a high intensity, interactive, participative design session, we needed to walk in the shoes of participants with physical, sensory, neurodiverse, chronic illness and mental health challenges and caregivers of loved ones. It was a great learning experience for us and our team. It required a lot of redesign from our "business as usual". We also came away super inspired by the resiliency, tenacity, courage, determination, and heart that our client's colleagues have in their commitment to live and work as the fullest expression of themselves and their gifts.

Time for another EPIC! Rule of the Game.

## EPIC Rule #18: You can't fully learn something until you experience it. So, get in the game.

Let's unpack this. We have all heard of the axiom, "practice makes perfect". It turns out that we get better at what we practice – even bad habits. So, if we are good at procrastinating, we get better and better at it. More ingenious excuses, more lowering expectations, more convincing justifications, and rationalizations.

The Decade Game is all about uncovering your purpose, recovering your power, and discovering your destiny. And then taking action accordingly. Purpose without action is just "wishful thinking". Purpose without action is just a hypothetical theory. The "purpose" question, "Why am I on the planet?", seems to stretch out into the future for the right answer. Although the answer is anchored in a future dream of "wouldn't it be amazing if...", it is played out in the present.

It's just like in a video game. You buy it for the future "epic" quest, but the play requires you to plunge in at Level 1 and start exploring the new environment. Pick up a new tool. Meet a new friend. Open a closed door and see what is on the other side. And when you lose at Level 1, you get right back in the game – smarter, wiser and more motivated.

In design thinking parlance, we would call this "prototyping and iteration". In the Decade Game, we call this "a tiny mighty" because it is totally doable in practice but is pregnant with your dream. Once your game board is set with dreams for the next decade in all areas of your life – personal, professional, philanthropic -

playing the game is small baby steps that incorporate a tiny bit of the magic promise of your EPIC! quest, your purpose.

And here is the great news. There is no such thing as the wrong move. It's only the next move, decision or action that holds a little bit of the star stuff of your dreams.

GAME ON!

Sending love and light, Carolyn



PS. Since the New Year, I have been sharing my EPIC! Rules to play the game of life, your way. I have them now posted on the website if you have missed a newsletter or would like to review them. Click below and scroll down to the Rules. (And you can always buy the book)

EPIC! Rules of the Game

If you have any questions or would like to talk to me directly, please email me at <u>carolyn@mydecadegame.com</u> and we will set up a time.









You can't get there from here, but you can get here from there.

