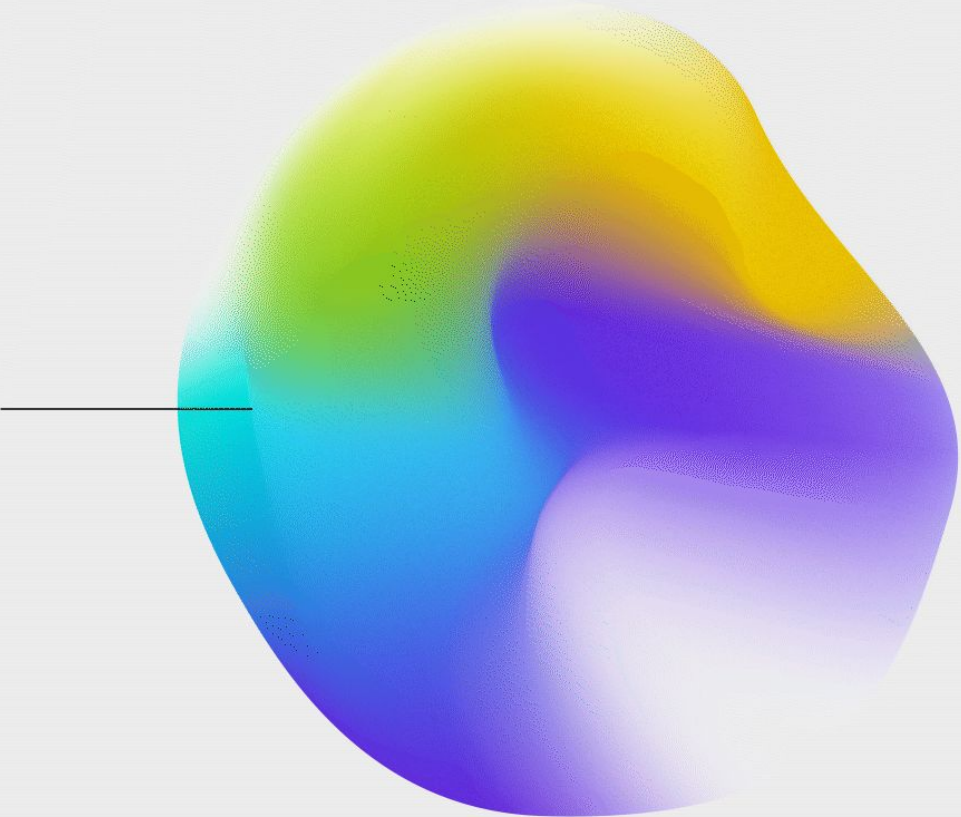


the art + science  
of experiential engagement

# CEMA Summit 2023 Activation Insights

Report dated: August 22, 2023



At CEMA Summit 2023 Storycraft Lab used the Experience Profiles™ quiz and facilitated a Design Lab to activate the ‘Guiding Principles in Experience Design Report’. Both of these endeavours generated a rich data set and deep insights into the CEMA audience.

If you would like to learn about how Storycraft Lab can support your experience to generate audience insights, maximize engagement and inform strategic design, please get in touch.

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# Design Lab Insights

*CEMA Summit 2023*

Report dated: August 22, 2023





The Truths Lab workshops at CEMA Summit hosted 130 participants split roughly equally across two 1 hour-long sprint sessions, one in the morning and one in the afternoon. The following pages capture insights and outcomes from the Labs.



Exploring Identities p 6-8



Value of Values p 12-13



Architecting Choice p 9



Power of Play p 14



Designing Belonging p 10-11



Emotional Data p 15-17



# Our Hot Takes



## Exploring Identities

Participants found it most easy, natural, comfortable to share the places that have shaped their identity. The audience was captivated by this exercise and appreciated having a moment to think about their unique selves, and what makes them, them.



## Value of Values

There was a lot of emphasis on co-creation and collaboration in understanding audience values. There were five clear categories of value emerged from whiteboard participation: Content messaging; Co-creation with Audience; Personalization; Social consciousness and values; Transparency.



## Architecting Choice

This activity deepened connections as attendees bonded, sharing stories of shared nostalgia. Participants expressed a desire for more optionality in session design, format; networking approaches and furniture/room layouts.



## Power of Play

This activation presented a moment to unpack after the busy day into the slower processing afternoon. One of the main questions was “How can I build this into my event?” as attendees naturally started to strategize with what they were enjoying here.



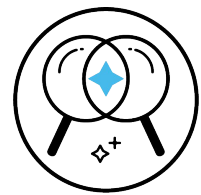
## Designing Belonging

This group identified Curiosity and Thinking Differently as distinct and crucial elements in their journey towards a sense of Belonging. Ensuring participatory and creative session experiences will be key in delivering Belonging for CEMA members.



## Emotional Data

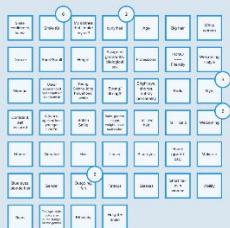
Words are more consistently understood, especially when assessing relative intensity of emotion. If using emojis, consider adding a word of explanation alongside the image.



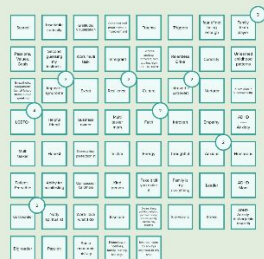
# Exploring Identities

Attendees were asked four questions about an aspect of their identity and had a choice to answer any or all of the questions. They recorded their answers on sticky notes and placed under the corresponding question. Our observation was that the audience was captivated by this exercise and appreciated having a moment to think about themselves, what makes them, them. **Consistent with report findings, participants found it most easy/natural/comfortable to share the places that have shaped their identity.**

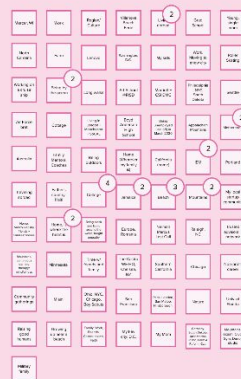
*What are the visible aspects of your identity (what others can see)?*



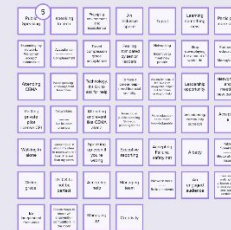
*What are the invisible aspects of your identity (what others can't see)?*



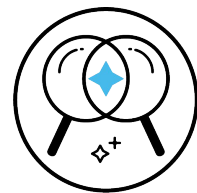
*What are the places that have helped define you and affected your identity?*



*What is one area you can push yourself to get out of your comfort zone? What support do you need to feel comfortable to try something new?*



# Exploring Identities



## Recommendations and insights:

Seeing how much attendees enjoy being prompted about their identities presents an opportunity for event designers to look for spaces to comfortably enable those conversations.

Think about how networking opportunities provide the structure that facilitates such a space.

There is an opportunity to use the accessibility of surface level conversations for deeper connection. Gamification during networking can be a helpful tactic.

## What are the visible aspects of your identity (what others can see/perceive?)

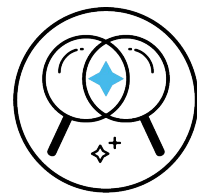
Most of the mentions were physical attributes. Participants noting their smile, welcoming demeanor, age, and wardrobe style as the top answers. In relation to what was shared in the invisible parts of their identity, there seems to be a need to help people connect more easily, past the point of complementing their appearance.

## What are the invisible aspects of your identity (what others cannot see/perceive?)

Attendees answered with a wide array of elements that are understandably not easily shared, but they also shared elements that should be easily perceived, such as empathetic, leader, energetic, multi-tasker, and honest. There is a sense that we are very concerned with perception at Summit, and perhaps masking as a result.



# Exploring Identities



Related to the answers from the first two questions, we saw participants share how they needed to feel more comfortable navigating environments outside of their normal. Of note was the need to feel more comfortable raising their voices.

We also saw how family, home and travel were important factors informing identity. Think about how to ask and incorporate that information into their experience, permitting them to share more about who they are as part of a global community and outside of work.

How might data collected at registration be used to pre-populate a profile?

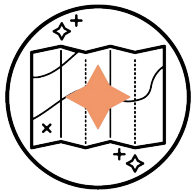
**What are the spaces or places that have shaped aspects of your identity?**

Top answers: Where loved ones are, being outdoors, travel and college were identified as the top places informing identity.

**What are the areas you can push yourself to get out of your comfort zone? What support do you need?**

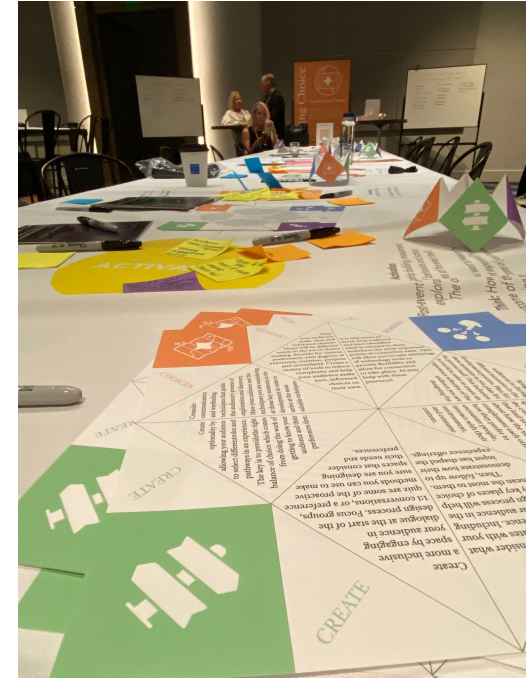
The majority of participants identified needing help feeling comfortable speaking publicly, speaking up for themselves and navigating environments outside of what they know.

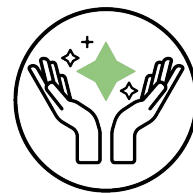
# Architecting Choice



Four main themes emerged throughout this activity:

1. Shared nostalgia: Everyone participated in the fortune telling folding activity, and many were fondly reminiscing about their grade school experiences. This activity deepened connections as attendees bonded, sharing stories of their school days.
2. Opportunities unveiled: Throughout the attendee journey, interest emerged in matchmaking activities. Specifically, there was keen interest in AI enabled matchmaking.
3. Audience-centric approach: Early engagement with attendees via focus groups and surveys was as consistent theme during ideation sessions, with the goal to offer intentional choices through alignment and understanding of an audience's desires.
4. Participants expressed a desire for more optionality in session design, format; networking approaches and furniture/room layouts.





# Designing Belonging

We've often heard that "CEMA Summit is all about the content" - that holds true, according to this data. BUT - it also indicates that format is critical - ensuring participatory and creative session experiences will be key in delivering Belonging.



## Assessment:

This group identified Curiosity and Thinking Differently as distinct and crucial elements in their journey towards a sense of Belonging. These top touchpoints suggest that in future experience design for this audience, the opportunity to think differently could begin with the relevance that an event or experience might offer, while breaking away from the ordinary to discover through conversation, reflection and revelation.

This strong curiosity exists alongside an interest in connecting with other people and shared experience - indicates that activities allowing creativity and experimentation with new things and ideas will resonate. This suggests that session designs that provide the chance to engage authentically with one another will spark joy and happiness, creating a feeling of "this is where I belong."

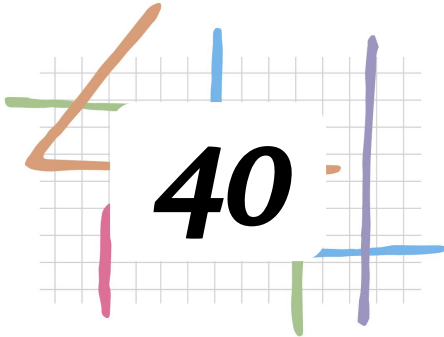


# Wheel of Belonging Insights

The following data points were collected at CEMA Summit during the *Six Truths for Innovative Event Strategies* Design Lab on Tuesday August 8, 2023.



## Belonging Journeys



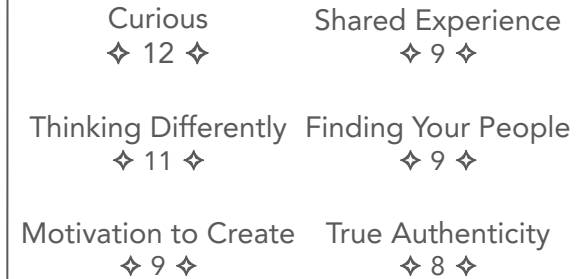
At CEMA Summit 40 Belonging Journeys were woven into the Wheel of Belonging.

## Experience Profiles



The counts above illustrate the Experience Profile breakdown for the participants of the Wheel of Belonging.

## Top Touchpoints



# The Value of Values



When asked to ideate on best ways to demonstrate that you are aligned with your audience's values, most people noted event messaging and content was the way to go. There was also a lot of emphasis on co-creation/ collaboration in understanding audience values:

"Ask, listen, show"

"Give them a voice"

"Active listening  
and implementation"

## Whiteboard Notes:

Five clear categories of value emerged

1. Content messaging
2. Co-creation with Audience
3. Personalization
4. Social consciousness/values
5. Transparency

Several prominent themes emerged regarding the manifestation of value alignment within the experience journey. One prevalent theme revolved around **the initial step of seeking and understanding**.

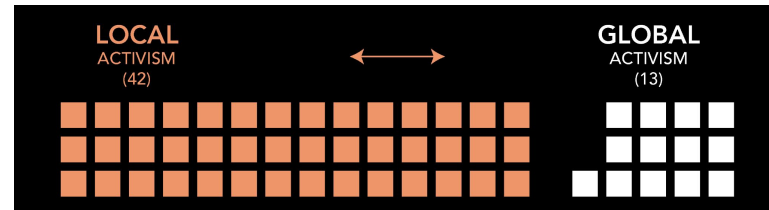
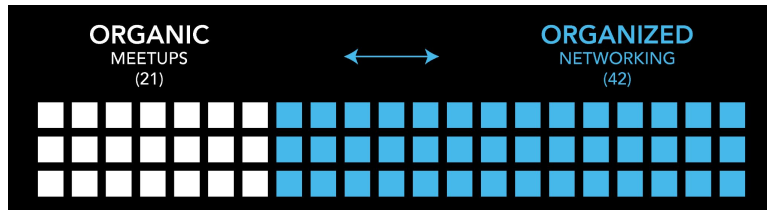
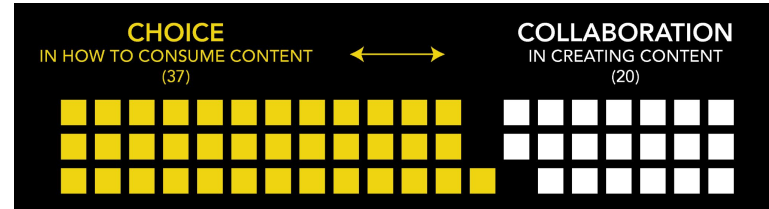
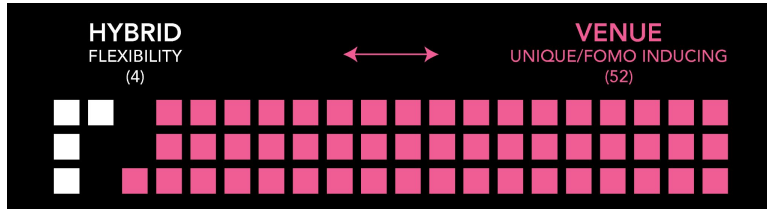
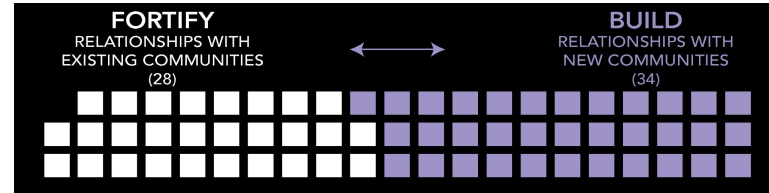
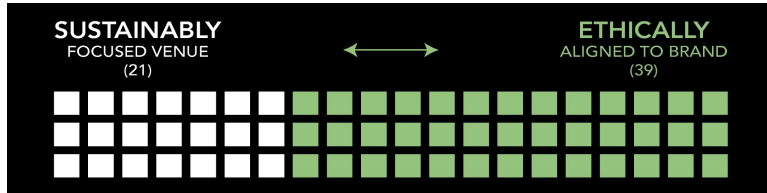
Additionally, there was a recurring emphasis on the importance of featuring a **diverse array of speakers and values-based content**.

Lastly, the themes of **community building, harnessing existing communities, and ensuring their sustainability post-event** were also notably recurrent in the ideation data.





# The Value of Values



This audience showed clear preferences in each “this or that” value with the exception of community building (fortify existing or build new relationships) having a difference of just 6 votes.

Do you want to dig deeper here? This is an assumption to test in your events: *Votes indicate that choice and variety matter a lot when it comes to networking opportunities. But does that hold true in reality? Are we willing in practice to meet people other than those we already know? Recommended reading and examination in line with Exploring Identities truth: <https://irrationalabs.com/case-studies/no-small-talk/>*



# The Power of Play



*This space was free flowing and aligned well with the energy levels of an afternoon workshop. There was a lot of excited discussion about how to incorporate play - and no sticky notes!*

## Facilitator Observations



**Slime:** Attendees automatically gravitated towards this multi-sensory experience. They relaxed, and started to connect how play is and can be beneficial not only for their event but also for their internal teams in order to more effectively support their events. Slime sparked peer to peer sharing – there were some very interesting, productive conversations had around the slime table.

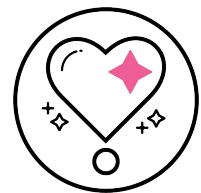
**Legos:** Attendees enjoyed having an option to sit down and slow down, to get strategic with their play however they saw fit. They were able to engage in deeper thinking and discussion with others as they focus on building with the Legos. Conversations segue from one area of work and personal life to another.



Gender dynamic at play here were different than at other activations, namely Mexico City: both male and female presenting attendees enjoy the play options equally.

Overall, this part of the activation presented a moment to unpack after the busy day into the slower processing afternoon. One of the main questions was “How can I build this into my event?” as attendees naturally started to strategize with what they were enjoying here.

This presents an opportunity to include a “Happy Play Hour” into future experience, and/or utilize play as one of the conduits for content delivery.



# Emotional Data: Outcomes

Participants were asked to place words and emojis on an emotional scale graphic. The goal of the exercise was to establish which sentiment words and emojis are consistently understood in terms of intensity on a numeric scale (and could be used reliably to measure), and conversely - those words and emojis that are interpreted inconsistently (and therefore may be problematic).

## Use with confidence: Words and emojis listed under the numeric category at least 2/3 of the time

Angry  
Agitated  
Impatient



Sad  
Concerned  
Dismayed



Distressed  
Frustrated

Skeptical  
Overwhelmed



Apathetic  
Disengaged  
Whatever  
Jaded  
Meh

Calm  
Relaxed  
Comfortable

Amused  
Playful



Positive  
Hopeful  
Encouraged  
Happy  
Trusting



Fascinated  
Loved  
Curious  
Absorbed

Obsessed!  
Captivated

## Use with caution: Words and emojis with inconsistent interpretation

### *Confused*

Generally negative -  
placed under 1, 2, 3

### *Thoughtful*

Generally positive -  
Placed at 6, 7, 9



All over the map -  
Placed at 1, 4, 7, 10

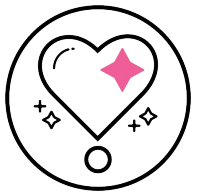


Generally negative -  
placed under 1, 2, 3, 4, 5

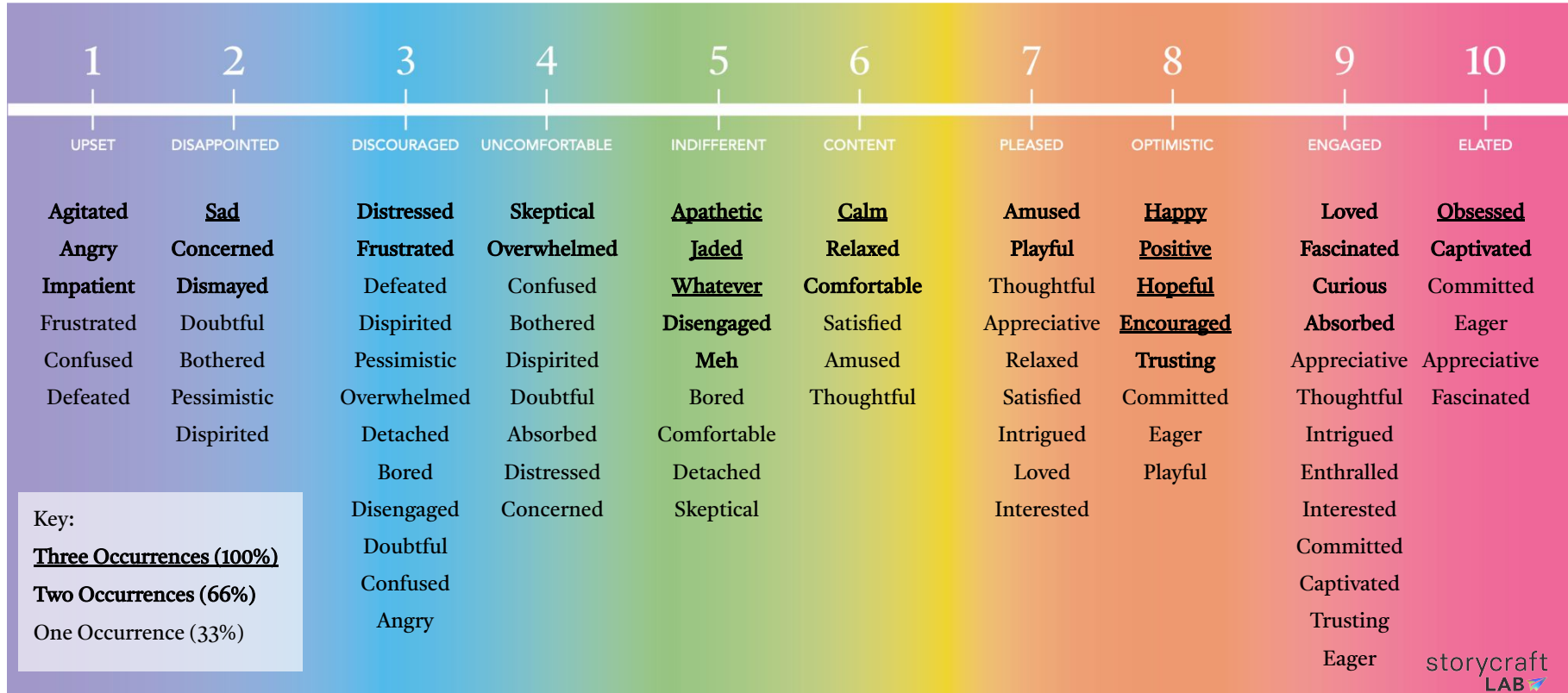


Generally positive -  
placed under 6, 7, 8, 9, 10

*Insight: Words are more consistently understood, especially when assessing relative intensity of emotion. If using emojis, consider adding a word of explanation alongside the image. [View our detailed data spreadsheet here](#)*

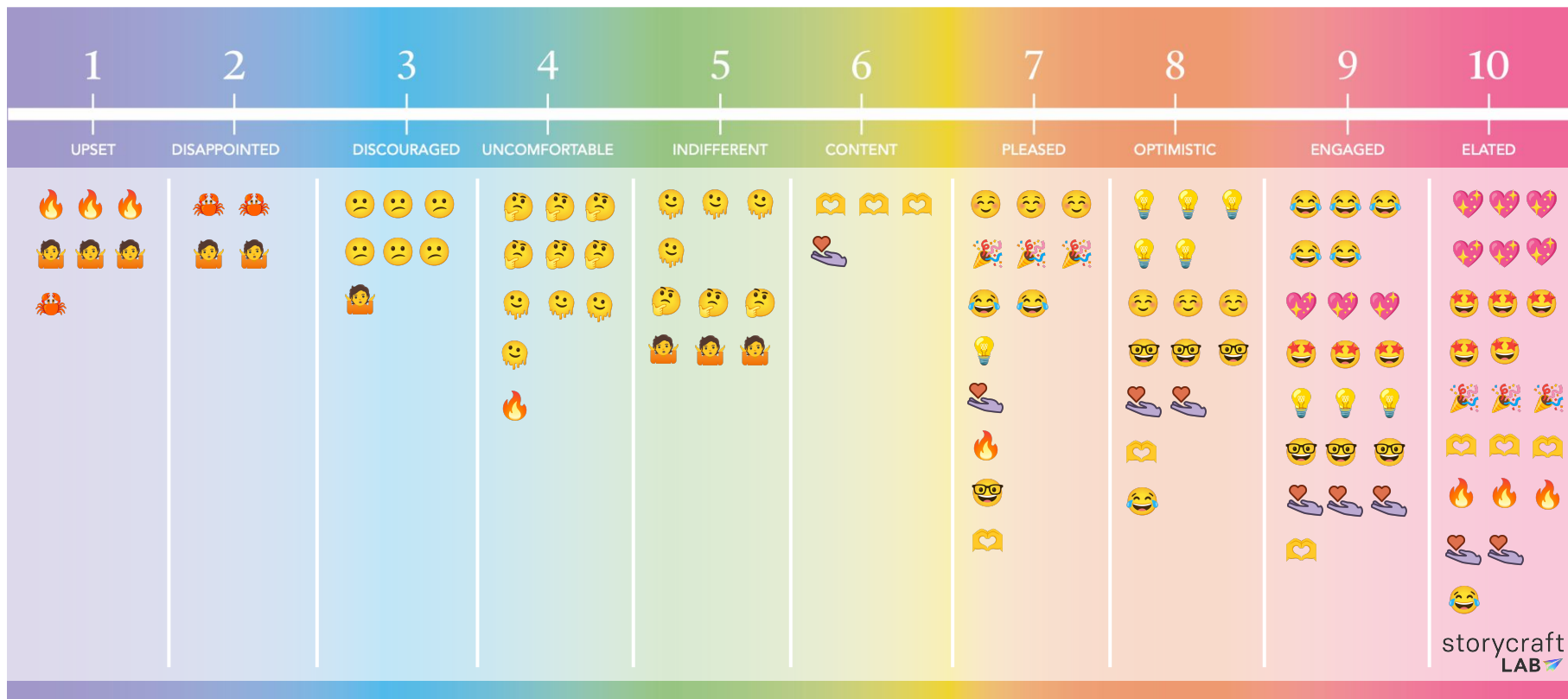
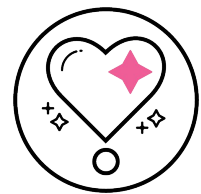


# Emotional Data: Amalgamated results (words)





# Emotional Data: Amalgamated results (emojis)





# Design Lab Ideation Capture

*CEMA Summit 2023*

Report dated: August 22, 2023



The number one question we heard from participants was:  
*What is happening with all of this data?*  
*Will you share it with us?*

The following pages capture document ideation from the Truths Lab workshops at CEMA Summit, August 8, 2023. This data provides an at-a-glance indication of where ideas flowed more freely for a particular topic, or where gaps exist for further exploration. The detailed transcribed and collated notes can be explored in a mural or accessed via spreadsheet. They will ultimately be compiled into a supporting document for the full report.

Overview p20



Designing Belonging p 23



Exploring Identities p 21



Value of Values p 24



Architecting Choice p 22



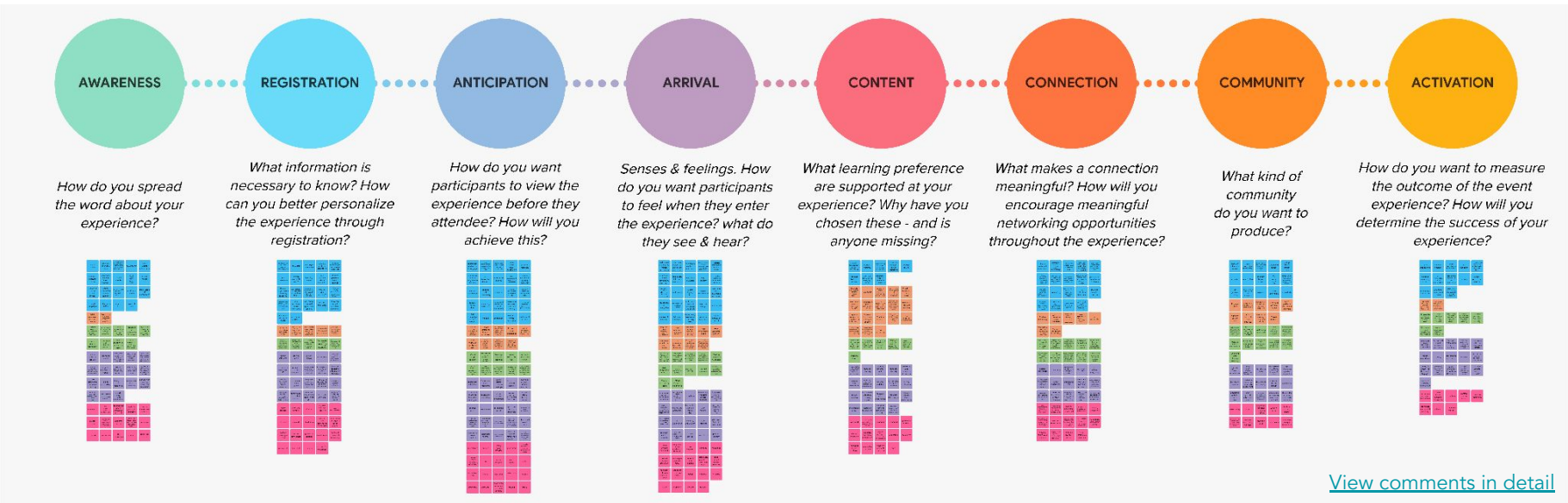
Emotional Data p 25



# Truths Lab - Ideas Sticky Notes

*Collected by Truth & Touchpoint*

The volume of ideas collected generally shows an interest / ease / comfort in ideating for earlier stages of an event life cycle. Architecting Choice generated more ideas for during an event (this is consistent with insights from Architecting Choice p6). Value of Values showed a fairly consistent flow of ideation throughout the life cycle.



[View comments in detail](#)

**Do you want to dig deeper?** Use these ideas as discussion starters for your team. Convene a focus group or round table discussions specific to touchpoint and truth, to help unlock insights for your event.

[Link to spreadsheet](#)



# Truths Lab - Ideas Sticky Notes

Collected by Truth & Touchpoint



## ARCHITECTING CHOICE



AWARENESS

How do you spread the word about your experience?

Drip campaign via about video

Calendar reminders via email



REGISTRATION

What information is necessary to know? How can you better personalize the experience through registration?

Online form asking out and out for their name

Personalized registration page with their name

Short video with problems and solutions

Video with tips and tricks



ANTICIPATION

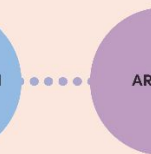
How do you want participants to view the experience before they attend? How will you achieve this?

Clear email content regarding the event

Teaser of the event backlist schedules

Short video with problems and solutions

Video with tips and tricks



ARRIVAL

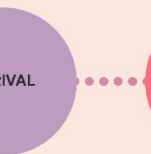
Senses & feelings. How do you want participants to feel when they enter the experience? What do they see & hear?

See person before connecting to the experience

See person before connecting to the experience

See person before connecting to the experience

See person before connecting to the experience



CONTENT

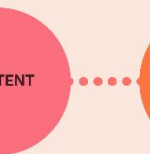
What learning preferences are supported at your experience? Why have you chosen these - and is anyone missing?

Engaging content

Engaging content

Engaging content

Engaging content



CONNECTION

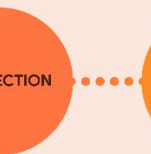
What makes a connection meaningful? How will you encourage meaningful networking opportunities throughout the experience?

Enable designing

Enable designing

Enable designing

Enable designing



COMMUNITY

What kind of community do you want to produce?

Engage sooner

Engage sooner

Engage sooner

Engage sooner



ACTIVATION

How do you want to measure the outcome of the event experience? How will you determine the success of your experience?

Measure the success of the event

Measure the success of the event

Measure the success of the event

Measure the success of the event

◆ In terms of content, many people noted that asking their audience about their preferences would be helpful to tailoring content that they would be engaged in. In addition, there was an emphasis on providing choice throughout the event.

◆ For the community touchpoint, a few responses mentioned that providing their audience with "guidance for how to show up" was important. As well as, providing multiple occasions and setting for community to flourish.

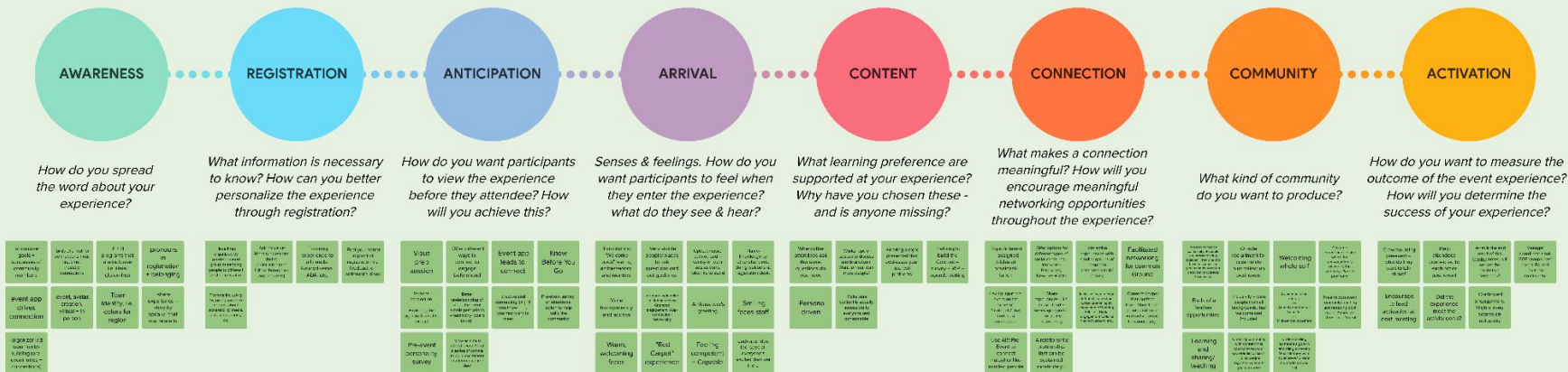
[View comments in detail](#)

# Truths Lab - Ideas Sticky Notes

Collected by Truth & Touchpoint



## DESIGNING BELONGING



◆ There was a high number of responses that noted the importance of priming attendees with exciting details & “must attend moments” to build anticipation. Others mentioned that setting up connections between attendees pre-event should be a priority.

◆ Regarding community, there was an emphasis on nurturing a sense of community that transends the lifetime of the event. There were recommendations for this around pre- and post-event meetups, as well as connecting people around purpose-driven conversation topics.

[View comments in detail](#)

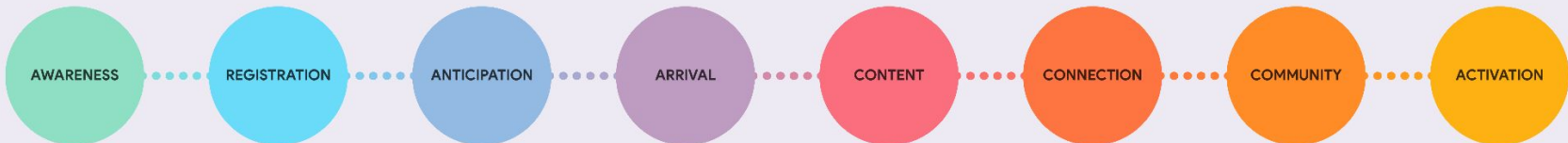


# Truths Lab - Ideas Sticky Notes

Collected by Truth & Touchpoint



## VALUE OF VALUES



How do you spread the word about your experience?

What information is necessary to know? How can you better personalize the experience through registration?

How do you want participants to view the experience before they attend? How will you achieve this?

Senses & feelings. How do you want participants to feel when they enter the experience? what do they see & hear?

What learning preference are supported at your experience? Why have you chosen these - and is anyone missing?

What makes a connection meaningful? How will you encourage meaningful networking opportunities throughout the experience?

What kind of community do you want to produce?

How do you want to measure the outcome of the event experience? How will you determine the success of your experience?

<p>do other like my groups</p> <p>to get the most out of the experience</p> <p>the community for industry</p> <p>social - I wanted to connect with people</p> <p>networking opportunities</p>	<p>networking opportunities</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>	<p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p> <p>to get the most out of the experience</p>
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◆ In regards to anticipations, there was a high number of responses that related to using FOMO (fear of missing out) to build engagement with pre-event communications. Additionally, a number of responses mentioned value driven communications that center on the event's purpose.

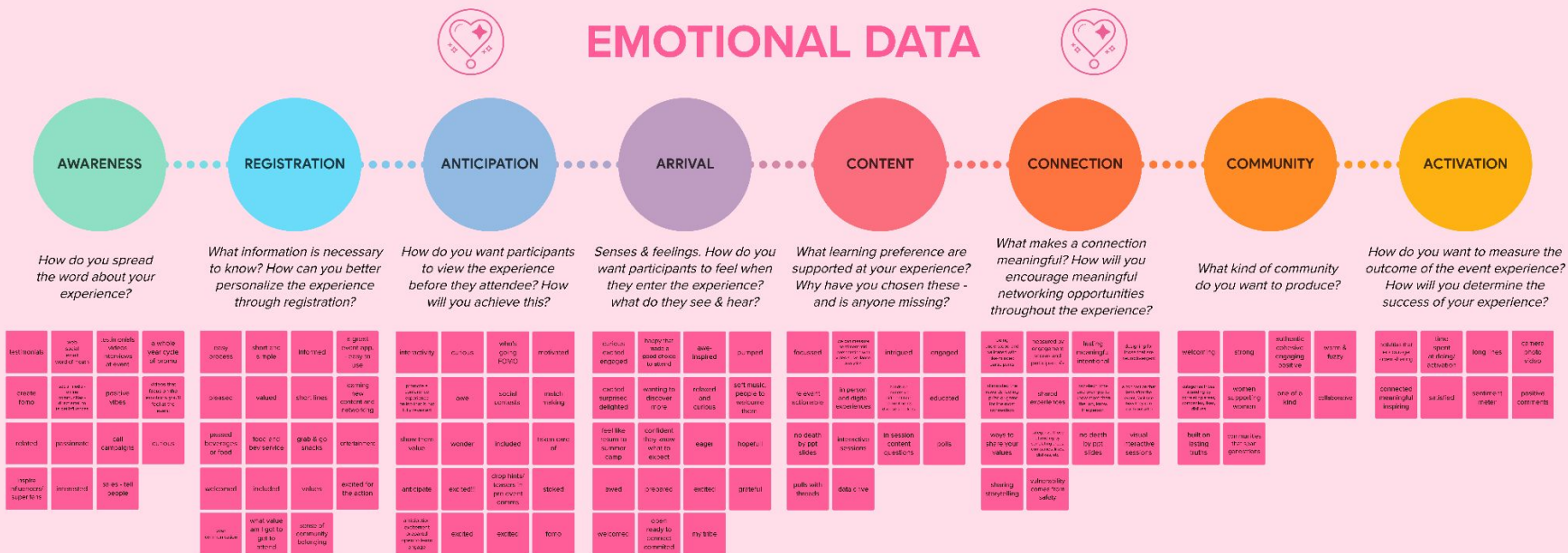
◆ For content, there was an emphasis on diversity. This was noted in regards to keynote speakers, learning styles, room layouts, in-person vs. on-demand, professional vs. personal development, and takeaway options. Across the board, the intent behind these suggestions was to provide the attendee with choices when it comes to content.

[View comments in detail](#)

# Truths Lab - Ideas Sticky Notes

Collected by Truth & Touchpoint

## EMOTIONAL DATA



◆ In the arrival touchpoint, there was an emphasis on creating a feeling that all are welcome. Responses included multisensory experience recommendations around using music, scent, and F&B service to engage people from the moment they walk in the door.

◆ For activation, a number of responses included ideas around creating spaces that would help attendees to build relationships that carry on after the event. People mentioned that leaning into feelings of inclusivity and welcoming people into communities would be effective in cultivating long-term relationships.

[View comments in detail](#)

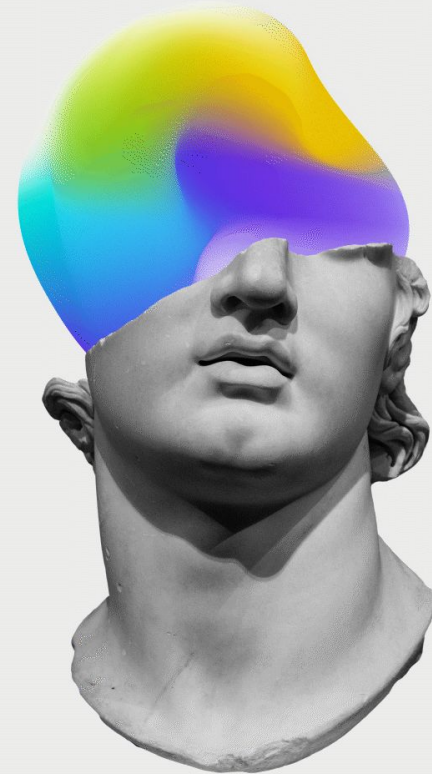
Thank you



# CEMA SUMMIT 2023

CEMA Summit  
Experience Profiles™ Data Review

*Updated 8/16/2023*





# Experience Profiles Insights

## The CEMA Summit group is unique.

Compared to a sample group, with whom they had similarity in professional focus, there was a **higher percentage of Pioneers and Guide profiles.**

Unicorn profiles for this group were uniquely centered on the Guide profile. This provides us with useful direction in further customizing profiles specifically for CEMA.

Overall, the CEMA audience is a **social, innovative, curious group interested in the intersection of ideas and people.**

They are here for content but just as important is working through that content with one another.

**Content centered on new ideas accessed via shared experience is inspiring.**

This group **is here for connections with people** - but it's clear that business intention and leadership is a focus. **Agency in making choices is appreciated, as is the organizer providing info and tools** to help attendees be successful.

This group likes to self determine, being quite independent and appreciates serendipity in a social setting - **the loose structure behind networking at Summit is successful for this reason, connections should not be over-managed / orchestrated.**

More visual, more hands-on. And yet, not as interested in demos. **Environmental design is exciting to this visual and tactile group. Demos are not likely to engage - consider other options for partner participation.**

Within this group - consistent with industry wide responses - there is more interest in collaborative learning, discussion and interactive workshops. **Room set-ups to enable collaboration is important. Invest in breakouts that have interactivity built into design.**

A significant and unique number of CEMA quiz respondents - **71%** - demonstrate their knowledge acquisition through sharing expertise. **It is imperative that this group are able to discuss and share - everywhere.**

A significant and unique number of CEMA quiz respondents - **77.3%** - are drawn to content with people stories. **Consider campfire sessions that open with a 'true personal story' leading to group discussion.**

CEMA Leaders understand the power of the collective and the importance of collaboration in building buy-in. They are at Summit to build professional success. **Management topics, ideas around influence and 'moving' groups of people will be inspiring - especially if they leverage stories of success.**

# Experience Profiles™

## Quiz Results



Responses

CEMA had **5.3% more Pioneers**, 4.1% more Guides, 3.2 % fewer Surveyors and 2.6% fewer Scouts. 3.6% fewer unicorn profiles.

\*Compared to Industry audience sample

## Breakdown by Profile



11.7%  
Unicorns



10.5%  
Surveyors



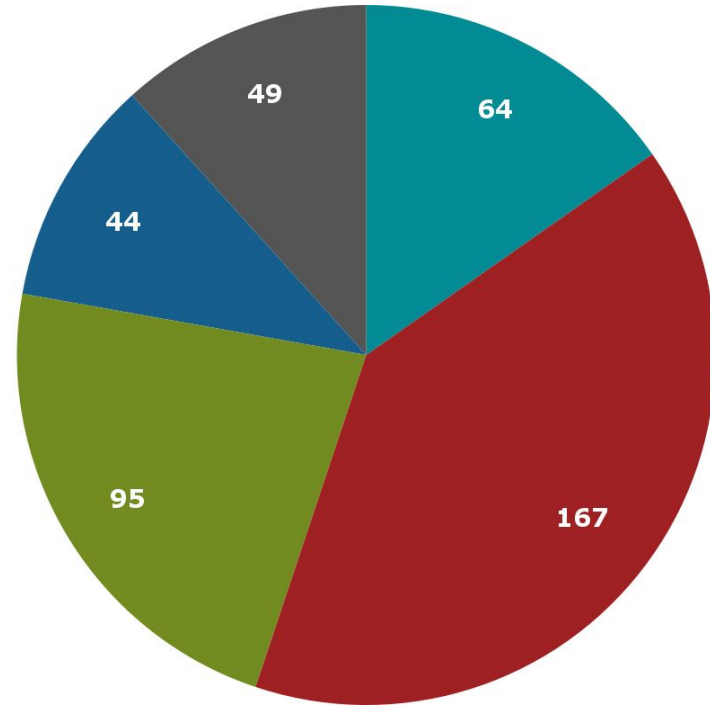
22.7%  
Scouts



15.3%  
Pioneers



39.9%  
Guides



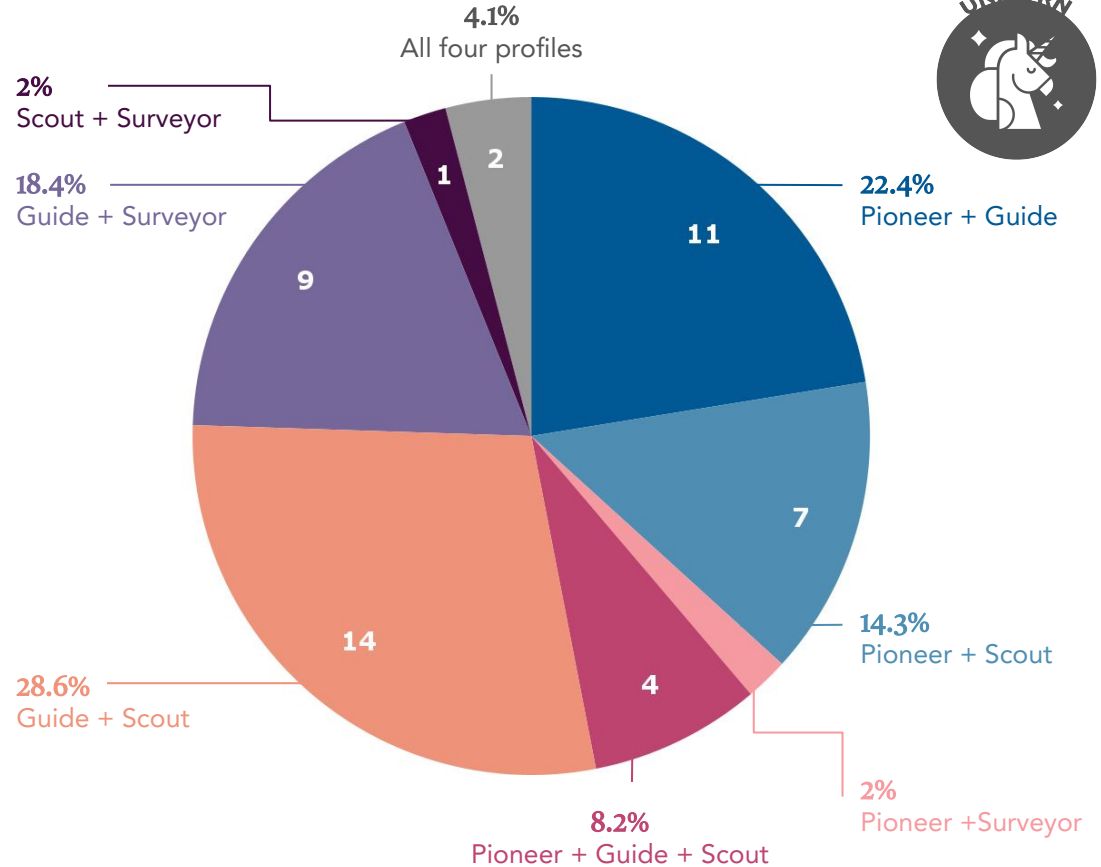
# Experience Profiles™

## Quiz Results Breakdown



Unicorns

CEMA audience Unicorns were heavily centered in the Guide profile.



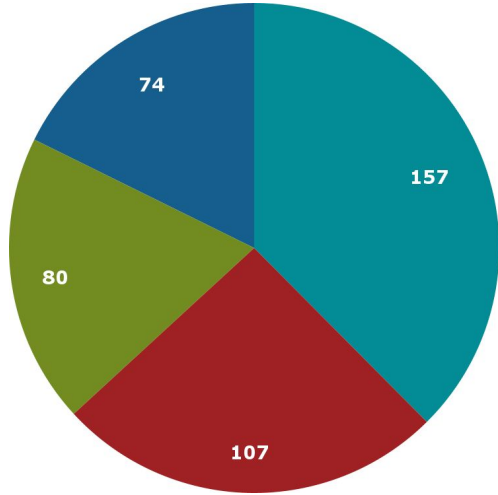
# 1 I find comfort and safety most when...

17.7%

I feel clarity

37.6%

I feel human connection



19.1%

I am personally invested in shared purpose

25.6%

I feel accepted

# 2 How would you prefer to meet new people & build relationships?

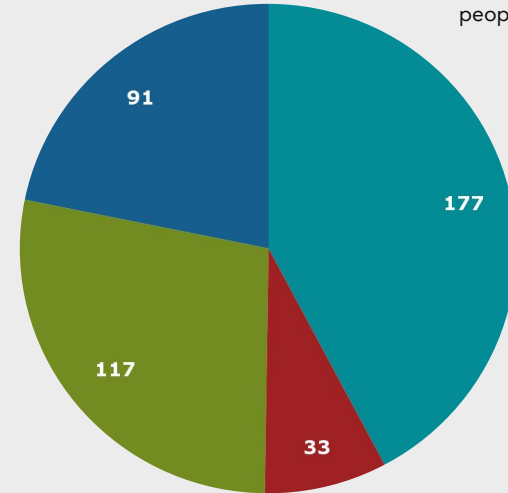
# 2

21.8%

Self-select into a community of shared interests

4.3%

Join a lively, structured activity where you can meet like-minded people



28.0%

Serendipity! Join an unstructured happy hour at an exciting location

7.9%

Go to a moderated session with new technology and people

CEMA audience had 6.2% fewer responses of self-selected community interests, 3% more responses of serendipity and 4.3% more responses of lively structure.

\*Compared to Industry sample audience.

CEMA had 5.1% fewer responses of "shared purpose," and 4.6% more responses of "human connection".

\*Compared to Industry sample audience.



# 3

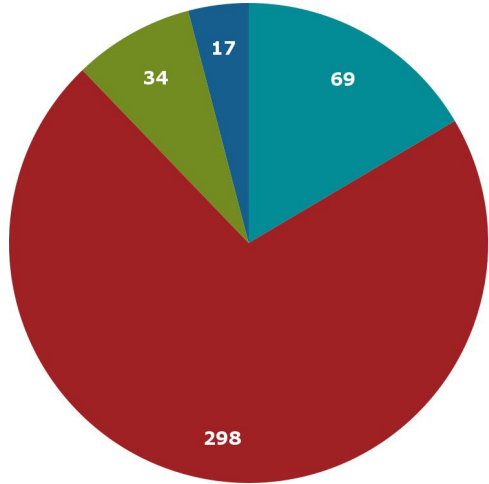
## When do you feel most confident in your knowledge

4.1%

I've aced an assessment or quiz

16.5%

I am encouraged to use futuristic or scenario thinking



8.1%

I have a playbook to apply what I've learned

71.3%

I can share my expertise

CEMA has a notably high response around sharing expertise - 17.3% more than Industry Sample Audience. This may have contributed to the number of 'Guide' profiles.

# 4

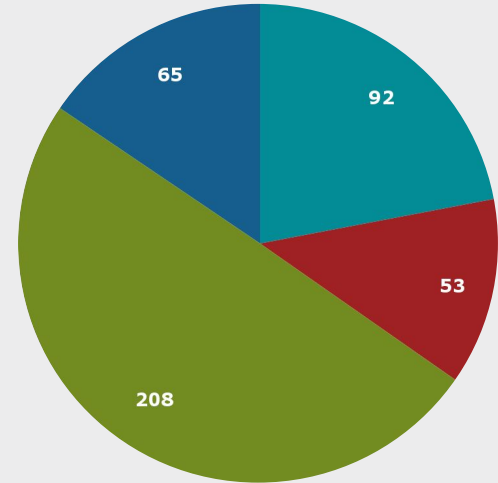
## You have an hour free in your day... How are you going to re-energize?

15.6%

Get Enlightened/Inspired: Listen to a podcast or read a book

22%

Get Social: Catch up with family/friends



49.8%

Get Moving: Walk the dog, go to a coffee shop, go to the garden

12.7%

Get Creative: Re-organize your room, create a mood board, puzzle, coloring

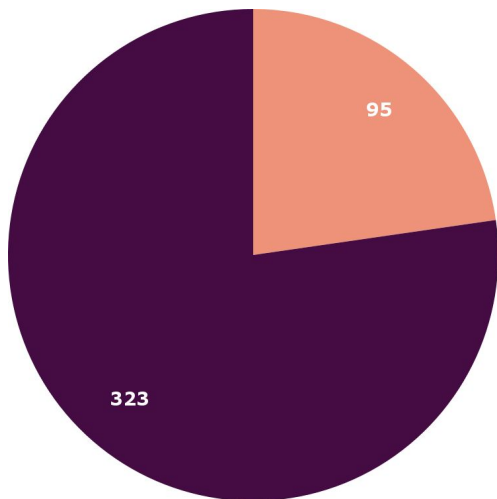
The CEMA audience had 6.8% more "Get Moving" responses.  
\*Compared to Industry sample audience.

# 5

## What would you consider more meaningful?

22.7%

Creating you own interpretation of the beauty of a work of art



77.3%

The story behind a work of art, and why it had meaning for the artist

CEMA has a notably high response towards people's stories.

\*Compared to Industry sample audience.

# 6

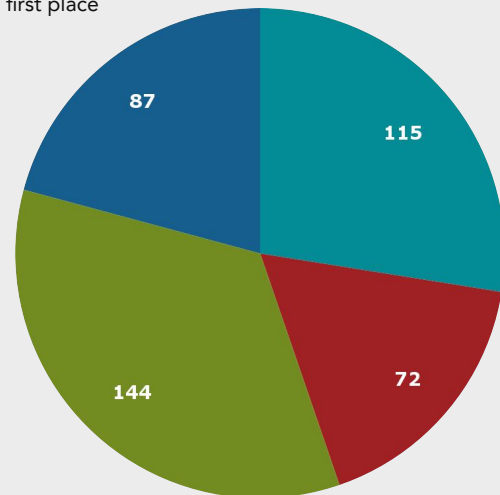
## Before you begin a mission of exploration, what's the first thing you need?

20.8%

An explanation of why I am exploring in the first place

27.5%

A map to plot my own journey



34.4%

Nada! Just tell me where to start and set me free

17.2%

A friend or trusted colleague

The CEMA audience had 7.2% less respondents seeking explanation and 7.5% more responses seeking maps.

\*Compared to Industry sample audience.

# 7

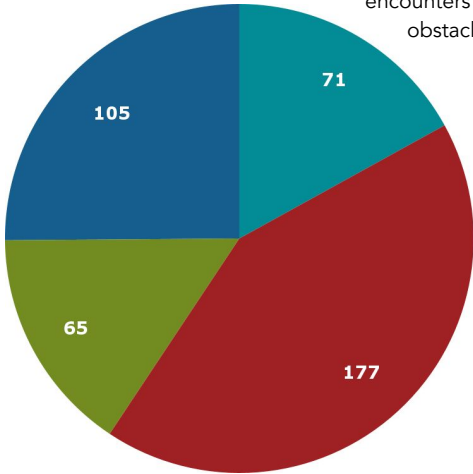
You're on a trail and several new paths present themselves. What will guide your decision on which way to go?

**25.1%**

Talk it out with a friend

**17%**

Seek the way that offers varied physical encounters or obstacles



**15.6%**

Follow my nose and be led by the scent of something enticing (flowers, food)

**42.3%**

Choose the path with the most intriguing colors and lighting

The CEMA audience had a 7.3% more responses of visual preference, and 7.4% fewer responses of olfactory preference.

\*Compared to industry sample audience.

# 8

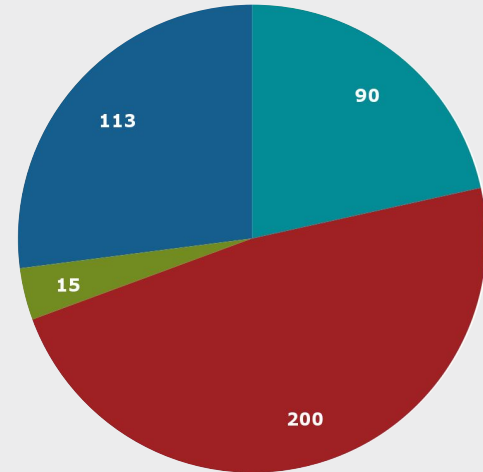
You see something new, you want to understand it and learn more about it. Your first instinct is to...

**27%**

Visual/Observe

**21.5%**

Aural/Discuss



**5.4%**

Smell/Sense

**47.8%**

Touch/Test

CEMA had 5.8% more kinesthetic responses and 3.6% fewer olfactory responses.

\*Compared to industry sample audience.

# 9

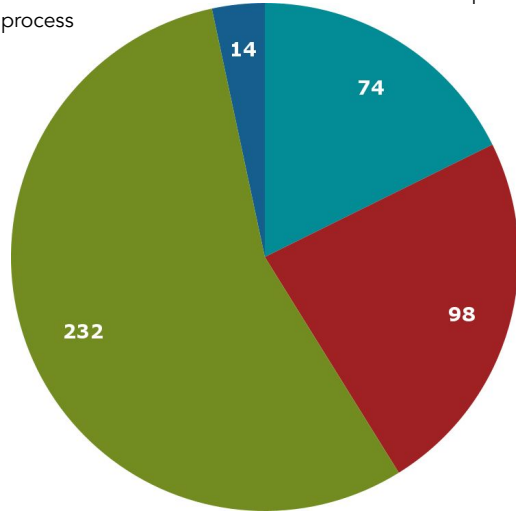
## What group activity sounds most exciting to you?

3.3%

A strategic escape room where they have a clearly defined role in the process

17.7%

A fancy night out to the newest local hotspots



55.5%

An urban adventure steeped in local culture, music and food

23.4%

A cozy campfire that includes casual storytelling

The CEMA audience responses for urban adventure are similar to the Industry sample audience.

# 10

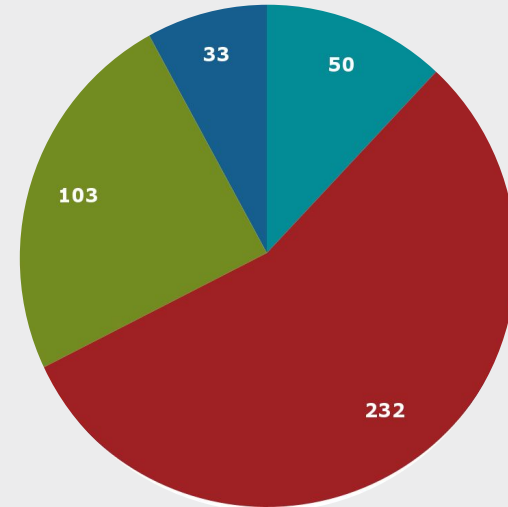
## What type of learning structure sparks joy and creativity?

7%

Structured objectives and written prompts

10.6%

Cues from a graphic guide or demonstration



26.4%

Self-driven and open ended

56%

Collaborative learning with a group

CEMA had 16% more responses for collaborative learning, and less responses for structure or demos.

\*Compared to Industry sample audience.



# 11

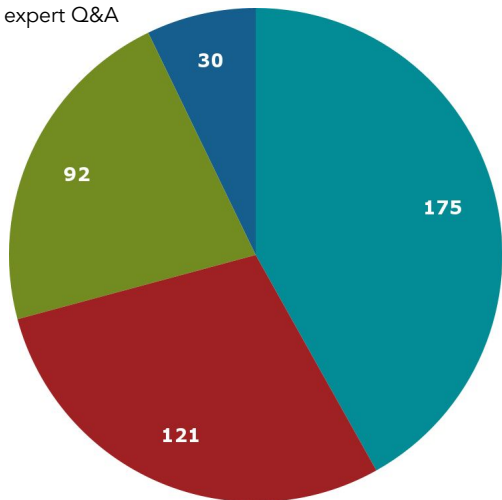
## How do you learn best?

7.2%

Online classes, webinars or videos with live opportunity for expert Q&A

41.9%

Hands-on workshops where I can collaborate with others



The CEMA audience responses are similar to the Industry sample audience.

22%

Interactive sessions where I can map out and share my ideas

28.9%

Smaller, more informal group conversations, podcasts and fireside chats

# 12

You've identified an opportunity to create change for good...

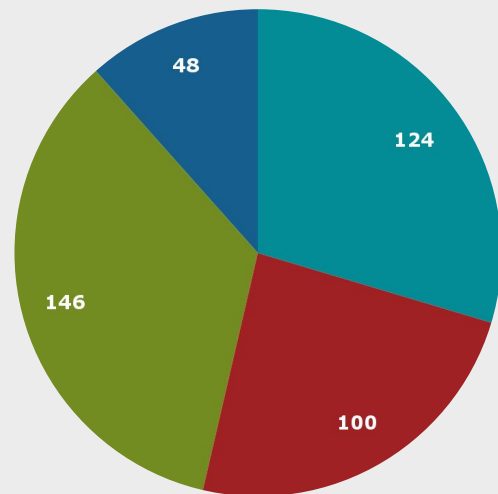
What's the first step you would take as a leader?

11.5%

Retreat to a place where I can map out a vision

29.7%

Recruit a team to help make it happen



CEMA had 7.9% more responses for pitching ideas, and 13.5% less responses for independently mapping.

\*Compared to Industry sample audience.

Leaders who understand the power of the collective and the importance of collaboration in building buy-in

34.9%

Pitch ideas and scenarios as a way to generate input and a plan

23.9%

Assess what tools we have and need in order to execute

# 13

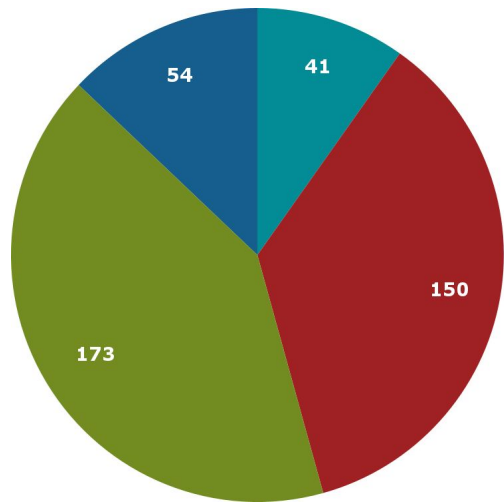
## What inspires you to take action?

12.9%

Proven strategy backed by data

9.8%

The joy of leaping into the unknown



41.4%

Knowing there's a path to something new

35.9%

Shared vision and coalition

CEMA had 6.4% more responses for known pathways, and 13.2% less responses for the unknown.

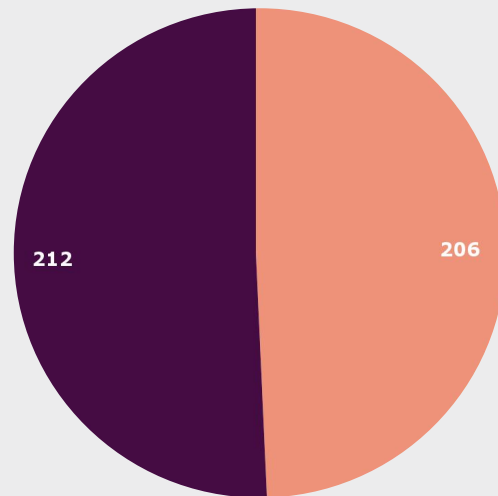
\*Compared to Industry sample audience.

## Which of these two conversation scenarios would you find most rewarding?

# 14

50.7%

Experiencing spontaneity where organic ideas spark between participants



49.3%

Knowing the subject matter in advance so I can bring points of value.

The CEMA audience had 18.3% more respondents for knowing ahead, and 18.3% less responses for spontaneity.

\*Compared to Industry sample audience.

Thank You!  
*Questions?*



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