

HOW TO SELECT AN IMAGE DECK FROM RSVP DESIGN



Why use Images in Training & Learning?

Man has been using imagery to enhance understanding and relate information to others for thousands of years. We know that using imagery with learners can help build better conversations, understand abstract content and retention through triggering emotions; draw attention to important issues and provide insights into complex situations; and build skills in areas like creative thinking. Whilst some trainers will make do with a single image deck we have learned over many years that different decks and approaches can be useful in different situations. This guide has been produced to help you sort through over 25 different visual products that are available on our online shop. We hope you find either your first image deck or another gem that will help make your learning more effective & engaging.

Questions to ask yourself:

- 1 What size of group do you typically work with?
- 2 Are you comfortable in creating your own activities and crafting questions that will create good dialogue, or would you prefer some comprehensive guides and specific activity outlines?
- 3 Do you want to use images to open-up creative thoughts & discussions or focus people on particular topics or subjects?
- 4 Will you typically work in more than one language or anything other than English?
- 5 How many images do you need in your deck?

LET'S START

HOW TO SELECT AN IMAGE DECK FROM RSVP DESIGN

Questions to ask yourself:

1

What size of group do you typically work with?



SELF-WORKING, OR PAIRED, 1 TO 1

Consider something 'playing card' size so that an individual can comfortably spread out and see a larger collection of images in front of them. Also consider activities which are self-working.

Options include:

- **At My Best Strength Cards**
- **Coaching Game**
- **Dialogle 2008 Pocket Edition**
- **Dialogle 2011 Pocket Edition**
- **expresspack**
- **Images of Customer Experience**
(A5 sized but paired working possible)
- **Images of Organisations**
(A5 sized but paired working possible)
- **Images of Resilience**
- **Images of Resilience** (Education Version)
(A5 sized but paired working possible)
- **Leadership Metaphor Explorer**
- **Visual Explorer Playing Card Version**
- **Voyage Mapping Individual Coaching Version**

SMALL GROUP, 3 – 6 PEOPLE

Consider something 'post card' or A5 size so that others can see images chosen by individuals and generate some group dialogue.

Options include:

- **At My Best Strength Cards**
- **Coaching Game**
- **Dialogle 2008 Magnum Edition**
- **Dialogle 2011 Magnum Edition**
- **expresspack A6 Version**
- **Getting Acquainted**
- **Images of Customer Experience**
- **Images of Organisations**
- **Images of Resilience**
- **Images of Resilience** (Education Version)
- **Innovation Images**
- **Leadership Metaphor Explorer**
- **Live a Life Less Ordinary Game**
- **Teamwork & Teamplay Cards**
- **Visual Explorer Post Card Version**
- **Voyage Mapping Standard or Roll-up Version**

LARGE GROUP, 8 + PEOPLE

Consider something A4 or US Letter size so that others can see images chosen by individuals and generate some group dialogue. Consider placing images for viewing on floor for very large groups and have people walk amongst the images. Or break people into subgroups of up to 6 and use the Small group image suggestions.

Options include:

- **Coaching Game**
- **Dialogle 2008 Magnum Edition**
- **Dialogle 2011 Magnum Edition**
- **Images of Customer Experience**
- **Images of Organisations**
- **Images of Resilience**
- **Images of Resilience** (Education Version)
- **Teamwork & Teamplay Cards**
- **Visual Explorer Letter Version**
- **Voyage Mapping Large Roll-up Version**

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Questions to ask yourself:

2

Are you comfortable in creating your own activities and crafting questions that will create good dialogue, or would you prefer some comprehensive guides and specific activity outlines?



Consider typically **less expensive (<£60)** general image or simple themed decks with some supporting materials.

Consider typically **more expensive (>£60)** larger quantity image decks or well researched themed decks with good quality facilitator support materials.

Options include:

- **At My Best Strength Cards**
- **Dialoogle 2008 Pocket Edition**
- **Dialoogle 2011 Pocket Edition**
- **expresspack**
- **expresspack A6 version**
- **Getting Acquainted**
- **Innovation Images**

Options include:

- **Coaching Game**
- **Dialoogle 2011 Pocket Edition**
- **Dialoogle 2008 Magnum Edition**
- **Dialoogle 2011 Magnum Edition**
- **Images of Customer Experience**
- **Images of Organisations**
- **Images of Resilience**
- **Images of Resilience (Education Version)**
- **Leadership Metaphor Explorer**
- **Live a Life Less Ordinary Game**
- **Teamwork & Teampay Cards**
- **Visual Explorer Playing Card Version**
- **Visual Explorer Post Card Version**
- **Visual Explorer Letter Version**
- **Voyage Mapping Individual Coaching Version**
- **Voyage Mapping Standard or Roll-up Version**
- **Voyage Mapping Large Roll-up Version**

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Questions to ask yourself:

3

Do you want to use images to open-up creative thoughts & discussions or focus people on particular topics or subjects?



Consider image decks with a wide variety of images including **abstract, detailed, and interesting images**. Avoid images with words which can inhibit creative thoughts. Consider your audience – how literal might you need the image to be, or will they appreciate really abstract images?

Options include:

- **Dialoogle 2008 Pocket Edition**
(lots of abstract photographic images – Scandanavian design)
- **Dialoogle 2011 Pocket Edition**
(lots of abstract photographic images – Scandanavian design)
- **Dialoogle 2008 Magnum Edition**
- **Dialoogle 2011 Magnum Edition**
- **expresspack**
(several literal and simple photographs & images – UK design)
- **expresspack A6 version**
- **Innovation Images**
(simple image depictions of objects, animals etc.UK design)
- **Live a Life Less Ordinary Game**
(Story cards contain simple image depictions of objects, animals etc.UK design)
- **Visual Explorer Playing Card Version**
(very large collection including abstract photographs, paintings and literal images – US design)
- **Visual Explorer Post Card Version**
- **Visual Explorer Letter Version**



Consider Image decks that have been developed for specific purposes – they may **contain (English) words too**, either on or alongside the images.

Options include:

- **At My Best Strength Cards**
- **Coaching Game**
- **Getting Acquainted**
- **Images of Customer Experience**
- **Images of Organisations**
- **Images of Resilience**
- **Images of Resilience** (Education Version)
- **Leadership Metaphor Explorer**
- **Teamwork & Teamplay Cards**
- **Voyage Mapping Individual Coaching Version**
- **Voyage Mapping Standard or Roll-up Version**
- **Voyage Mapping Large Roll-up Version**

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Questions to ask yourself:

4

Will you typically work in more than 1 language or anything other than English?



Consider image decks that contain **only pictures and no words** if you work in several languages – this allows you to work with your images in any language. Be careful to consider all the images before use and determine whether some may be culturally inappropriate.

Options include:

- **At My Best Strength Cards**
(English words on reverse side of images)
- **Dialoogle 2008 Pocket Edition**
- **Dialoogle 2011 Pocket Edition**
- **Dialoogle 2008 Magnum Edition**
- **Dialoogle 2011 Magnum Edition**
- **expresspack**
- **expresspack A6 version**
- **Images of Customer Experience**
- **Images of Organisations**
- **Images of Resilience**
- **Images of Resilience**
(Education Version)
- **Innovation Images**
- **Live a Life Less Ordinary Game**
(Story cards contain simple image depictions of objects, animals etc)
- **Teamwork & Teampay Cards**
(Thumbprint images only)
- **Visual Explorer Playing Card Version**
- **Visual Explorer Post Card Version**
- **Visual Explorer Letter Version**
- **Voyage Mapping Individual Coaching Version**
- **Voyage Mapping Standard or Roll-up Version**
- **Voyage Mapping Large Roll-up Version**



If working in English only consider these image decks which also **contain English words**, or consider using stickers to translate any key words, or check whether non-English language versions exist.

Options include:

- **At My Best Strength Cards**
(English words on reverse side of images)
- **Coaching Game**
- **Getting Acquainted**
- **Leadership Metaphor Explorer**

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Questions to ask yourself:

5

How many images do you need in your deck?



<20 IMAGES

In order to focus in on a particular topic, but with multiple copies to allow several people to choose the same image

Having more than 1 person choose the same image allows an exploration of how people can view the same thing, but have very different interpretations and reactions.

Options include:

- **Images of Customer Experience**
(3 x sets of 16 cartoon images)
- **Images of Organisations**
(3 x sets of 16 cartoon images)
- **Images of Resilience_**
(3 x sets of 16 cartoon images)
- **Images of Resilience** (Education Version)
(6 x sets of 18 cartoon images)
- **Voyage Mapping Individual Coaching Version**
- **Voyage Mapping Standard or Roll-up Version**
- **Voyage Mapping Large Roll-up Version**

<60 IMAGES

In order to work with a typical intact team size (12 people) and provide a good range of images to select.

If people are 'taking' an image from a deck you want each person to feel they have a wide choice and someone didn't 'take' their card first.

Options include:

- **At My Best Strength Cards**
(1 set of 48 images)
- **Dialoogle 2008 Pocket Edition**
(1 set of 58 images)
- **Dialoogle 2011 Pocket Edition**
- **Dialoogle 2008 Magnum Edition**
- **Dialoogle 2011 Magnum Edition**
- **expresspack**
(1 set of 53 images)
- **expresspack A6 Version**
- **Getting Acquainted**
(1 set of 56 images)
- **Innovation Images**
- **Live a Life Less Ordinary Game**
- **Teamwork & Teampay Cards**

>60 IMAGES

Large groups may require large amounts of images, but consider whether too many images may extend the duration of the activity, or whether the groups can be sub-divided with the same or different images.

Consider placing all images for viewing on floor and have people walk amongst the images, providing significant time for inspection & reflection.

Options include:

- **Coaching Game**
(1 set of 65 images)
- **Leadership Metaphor Explorer**
(1 set of 83 images)
- **Visual Explorer Playing Card Version**
(1 set of 216 images)
- **Visual Explorer Post Card Version**
- **Visual Explorer Letter Version**