

Game Plan: Socializer's A Game

SOCIALIZERS: Players who focus on connecting with their cohorts, building relationships that extend beyond the confines of the game. Socializers seek to help their community and transform the world. They enjoy discussing the conduct and accomplishments of themselves and others. Empathy fuels their work and they thrive in trusted groups with emotional connections.



| O Action: Relating | O Principle: Guidance |
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| (meet / join / connect) | Solution: Persuasion |
| O Social Impulse: Collaborate | Goal: Cooperation |
| Impression: Shares attention | Bait: Fans and contacts |
| Mode: Diplomatic | Keirsey type: Idealist (NF) |

As a Socializer, relationships are your lifeblood. Use your diplomatic skills to create the right kind of support and access the necessary resources. Cultivate moments of detachment so you can ask the hard questions. Abstract causes may exhilarate you, but consider the logic and specifics necessary for a real world payoff. Even if you expect a sure thing, keep your eyes peeled for flaws and traps. Call upon your formal and informal networks for facts, advice, and clearheaded support.

Your greatest strengths may derive from the fact that you're personal and poetic. You love to stay engaged with colleagues and the community, forging bonds, building bridges. Your best moves will emphasize relationships and ways to connect with others that expand your network with fans and pros. When strategizing your A game or making a choice, ask yourself:

- O Do I want this idea associated with me? Does it gel with my voice, work, and beliefs?
- O Does this opportunity align with my current alliances and ideals, or should I expand my mission? Does it compromise any of my connections?
- O Can I find a win-win here? Who do I know that can elevate this opportunity to our mutual benefit? Can I leverage my relationships for access, intel, and resources?
- O How will my readers and colleagues feel about this idea? How will it help me connect and collaborate with more people? Who does it exclude and how?
- O What's the best venue to launch this in front of a friendly, supportive crowd with the right attitude? Who would groove on this idea and want to help me bring it to life?
- O How does this plan open up new doors and fresh audiences for my work? What kind of adaptations will be necessary to make room for them in my circles?
- O What kind of messaging will attract allies and repel naysayers/parasites? Why will this appeal to new readers and a wider audience? Are there any preventable negatives?
- O Who among my fans and colleagues will this help, attract, and inspire?
- O How can this opportunity benefit my fans, the genre community, and the world?