







SECRETS OF BODY LANGUAGE

Participant Guide



Agenda

- What Is Communication?
- Nonverbal Behavior vs. Nonverbal Communication
- What's Your Communicator Style?
- Facial Expressions & Eye Behavior
- Proxemics (Space)
- Gestures & Movement
- Nonverbal Immediacy
- Environment, Time, and Touch

Course Overview

Our nonverbal behaviors have a significant impact on our communication. In fact, it has been estimated that about ninety-three percent of the perceived meaning in any communication situation is likely to be stimulated by our nonverbal messages. We can better understand these messages by investigating the different factors that affect our nonverbal communication.

Have you ever been in a situation when you really didn't believe what someone was saying? Did you have a sense that something didn't ring true or a gut feeling that all was not right? Perhaps he was saying "Yes" yet his head was shaking "No"?

The difference between the words people speak and our understanding of what they are saying comes from non-verbal communication, otherwise known as "body language." By developing your awareness of the signs and signals of body language, you can more easily understand other people, and more effectively communicate with them.

There are sometimes subtle – and sometimes not so subtle – movements, gestures, facial expressions and even shifts in our whole bodies that indicate something is going on. The way we talk, walk, sit and stand all say something about us, and whatever is happening on the inside can be reflected on the outside.

By becoming more aware of this body language and understanding what it might mean, you can learn to read people more easily. This puts you in a better position to communicate effectively with them. What's more, by increasing your understanding of others, you can also become more aware of the messages that you convey to them.

There are times when we send mixed messages – we say one thing yet our body language reveals something different. This non-verbal language will affect how we act and react to others, and how they react to us.

Workshop Objectives

This workshop is designed to help you in the following ways:

- 1. Discover why many people fail at nonverbal communication
- 2. Explain how verbal and nonverbal messages work together
- 3. Explain why nonverbal messages are often more important than verbal ones
- 4. Explore the eight categories of nonverbal messages
- 5. Explore the supervisor-employee relationship from a nonverbal communication context
- 6. Determine your personal communicator style
- 7. Identify specific strategies you can use to improve your nonverbal communication skills.

Communicator Style Measure

This questionnaire contains statements about your communicative behaviors. Indicate how often each statement is true for you personally according to the following scale:

If the statement is almost always true, write a 5 in the blank.

If the statement is often true, write a 4 in the blank.

If the statement is **occasionally true**, write a **3** in the blank.

If the statement is **rarely true**, write a **2** in the blank.

If the statemer	nt is almost never true , write a 1 in the blank.
1l a	m comfortable with all varieties of people.
2I la	augh easily.
3I re	eadily express admiration for others.
4WI	hat I say usually leaves an impression on people.
5I le	eave people with an impression of me that they definitely tend to remember.
6To	be friendly, I verbally acknowledge others' contributions.
7l a	m a very good communicator.
8I h	ave some nervous mannerisms in my speech.
9l a	m a very relaxed communicator.
10WI	hen I disagree with others, I am very quick to challenge them.
11I c	an always repeat back to a person exactly what he or she meant.
12Th	ne sound of my voice is very easy to recognize.
13l a	m a very precise communicator.
14I le	eave a definite impression on people.
15Th	e rhythm or flow of my speech is sometimes affected by nervousness.
16Ur	nder pressure, I come across as a relaxed speaker.
17My	y eyes reflect exactly what I am feeling when I communicate.
18I d	ramatize a lot.
19. la	lways find it very easy to communicate on a one-to-one basis with people I do not know

	very well.
20	Usually, I deliberately react in such a way that people know I am listening to them.
21	Usually, In do not tell people much about myself until I get to know them well.
22	_I tell jokes, anecdotes, and stories when I communicate.
23	_I tend to constantly gesture when I communicate.
24	_I am an extremely open communicator.
25	_I am a vocally loud communicator.
26	_In a small group of people I do not know very well, I am a very good communicator.
27	_In arguments or differences of opinion, I insist upon very precise definitions.
28	In most situations, I speak very frequently.
29	_I find it extremely easy to maintain a conversation with a member of the opposite sex.
30	_I like to be strictly accurate when I communicate.
31	Because I have a loud voice, I can easily break into a conversation.
32	Often I physically and vocally act out when I communicate.
33	_I have an assertive voice.
34	I readily reveal personal things about myself.
35	I am dominant in conversations.
36	I am very argumentative.
37	Once I get wound up in a heated conversation, I have a hard time stopping myself.
38	I am an extremely friendly communicator.
39	I really like to listen very carefully to people.
40	_I insist that other people document or present some kind of proof for what they are arguing.
41	_I try to take charge of things when I am with people.
42	_It bothers me to drop an argument that is not resolved.
43	In most situations, I tend to come on strong.
44	_I am very expressive nonverbally.
45	The way I say something usually leaves an impression on people.
46	Whenever I communicate, I tend to be very encouraging to people.

	Sec	crets of Body Language - Participant Guide
17	_l actively use a lot of facial expressions when	I communicate.
18	_I verbally exaggerate to emphasize a point.	
19	_I am an extremely attentive communicator.	
50	As a rule, I openly express my feelings and en	notions.
_	reverse code items 8, 15, and 21 (if you page this score to 2; if 2, change this sco	_

1.	Add your scores for items 3, 6, 38, and 46. This is your friendly score:
2.	Add your scores for items 4, 5, 14, and 45. This is your impression leaving score:
3.	Add you scores for items 8, 9, 15, and 16. This is your relaxed score
4.	Add your scores for items 10, 36, 37, and 42. This is your contentious score:
5.	Add your scores for items 11, 20, 39, and 49. This is your attentive score:
6.	Add your scores for items 13, 27, 30, and 40. This is your precise score:
7.	Add your scores for items 17, 23, 44, and 47. This is your animated score:
8.	Add your scores for items 18, 22, 32, and 48. This is your dramatic score:
9.	Add your scores for items 21, 24, 34, and 50. This is your open score:
10.	. Add your scores for items 28, 35, 41, and 43. This is your dominant score:

Communicator Style Definitions

Communicator Style is defined as the way an individual uses verbal and nonverbal communicative behaviors to indicate how literal a message should be taken or understood. This style may be comprised of any combination of these ten attributes. Generally, we each use several of these at the same time. This creates our "communication style cluster."

The 10 communicator style attributes are as follows:

- 1. *Friendly* people recognize others in a positive way and are generally considered to be kind and caring.
- 2. *Impression leaving* communicators have a memorable style, which depends on their affiliative expressiveness and use of information-seeking behaviors.
- 3. **Relaxed** communicators are anxiety-free and remain calm and at ease when engaged in interactions with others.
- 4. *Contentious* individuals will argue, and may get somewhat hostile, quarrelsome, or belligerent.
- 5. **Attentive** communicators are alert and are good listeners who are concerned with understanding others.
- 6. **Precise** communicators try to be strictly accurate, using well-defined arguments and specific proof or evidence to clarify their positions.
- 7. **Animated** communicators use eye contact, facial expressions, gestures, body movement, and posture to exaggerate content.
- 8. **Dramatic** communicators use stylistic devices (exaggerations, voice, rhythm, stories) to underscore content.
- 9. *Open* communicators are extroverted, unreserved, and straightforward; they do not have problems directly communicating their thoughts or emotions.
- 10. **Dominant** communicators "take charge" of the situation by talking louder, longer, and more frequently than others.

We look at these scores in "clusters." Take your top three scores and these may be the most descriptive of your general style of communication.

Researchers have found that:

Employees prefer their superiors to use the relaxed, friendly, and attentive
attributes.
enamentatio readers terra to dee the attentive, relaxed, menally and deminant
attributes.
Strong public speakers are dominant, animated, open, friendly, dramatic, and
attentive.

Facial Expressions Activity

Identify which emotions you see: Sadness, contempt, anger, disgust, fear, surprise, happiness, neutral
Some may be "blends"

Picture #	Emotion
1	
2	
3	
4	
5	
6	
7	
8	
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12	
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17	
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19	
20	

Proxemics Activity

Proxemics is a term for the distance one person likes to maintain between him and another.

Pair up with another person into two groups, one half of which stands against a wall on one side of the room facing outward toward their partners (Ones). The other side faces them approximately five (5) feet apart (Twos - aggressors).

Part 1:

- Twos line up in as straight a line as possible
- Twos begin walking slowly toward their Ones partners
- Ones raise their hands when their partners when they have gotten "close enough"
- Twos are to stop as soon as their Ones partners raise their hands to signal "Stop!"
- Observe the line made by the approaching Twos

Part 2:

- Twos now change places with Ones and place their backs against the wall.
- Ones now begin slowly walking toward their Twos partners
- Twos now raise their hands when their partners have gotten "close enough"
- Observe that the distances may not be the same as they were when the Twos were the aggressors

When you find yourself in front of someone, you might approach him to a distance that you find to be comfortable. This might result in him feeling threatened. Although the distance is OK for you, it's not OK for him.

Part 3:

- Ones turn their bodies at a 45-degree angle toward their partners
- Keeping eye contact with their partners, Ones continue to approach their partners
- Twos raise their hands when their partners have gotten "close enough"
- Observe the distances and whether or not the Twos permitted their partners to come any closer

When you "blade" your partner, it offers you the ability to get closer to him without causing him to feel threatened.

But how close do you really need to get?

Worksheet: Understanding Different Cultural Interpretations of Common Gestures

It is important for us to understand how the gestures we use unconsciously may be misunderstood. This activity allows us to look a little closer at how body language might be interpreted by coworkers and clients from other cultures.

Write down what you think each gesture means. Also indicate if you think the gesture is considered rude in the United States. Then discuss how body language could influence communication between cultures.

Gesture	Meaning
Beckon with the index finger.	
Point at something in the room using the index finger.	
Make a 'V' sign.	
Smile.	
Sit with the sole of foot or shoe showing.	
Form a circle with fingers to indicate 'OK.'	
Pat a child or adult on the head.	
Pass an item to someone with one hand.	
Wave hand with palm facing outward to greet someone.	
Nod head up and down to say 'yes.'	

Nonverbal Immediacy Chart

Category	Immediacy Behaviors	Non-immediacy Behaviors
Verbal Immediacy	Use of pronouns such as we and us.	Use of you and I, and I. Talk to/at others.
	Talk with others. Statements that infer	Guarded statements of liking (Your dress
	liking – "I like your dress. I really like	is OK. That's dumb. That's a stupid idea.)
	that. You are right."	
Appearance	Attractive. Neat. Clean. Informal	Unattractive. Dirty, unkempt. Formal
	clothing but not sloppy. Appropriate	clothing. Inappropriate or unusual hairstyle.
	hairstyle.	
Gesture & Body	Leaning toward another. Open body	Leaning away from another. Closed body
Movement	position. More gestures. More positive	position. Fewer gestures. More negative-
	affect displays. Relaxed body position.	affect displays. Tense body position.
	Calm movements. Positive head	Nervous movements. Negative head
	movements.	movements.
Face & Eye	Eye contact and mutual gaze. Facial	Limited eye contact. Averted eye gaze.
	expressions that show pleasure. Smiles	Facial expressions that show displeasure.
	a lot.	Frowns a lot.
Voice	Short pauses. Few silences. Positive	Lengthy pauses/silence. Sarcasm.
	vocal inflections. Vocal variety. Relaxed	Monotonous, dull, irritated tones. Nasal.
	tones (calm). Sounds confident.	Harsh sounding. Sneering sounds. Bored,
	Dynamic, animated, interested. Friendly	unfriendly vocal cues.
_	vocal cues.	
Space	Moves closer to other. Stands closer to	Leans away from other. Sits farther away.
	other. Sits closer. Orients more directly.	Leans away/back while seated. Stands
	Leans forward while seated.	farther away. Indirect body orientation.
Touch	Touch on hand, forearm, shoulder. Pat.	Avoids or withdraws from touch.
	Friendly handshake. Frequent touch.	Clammy/distant handshake. Seldom
	Hugging.	touches. Slapping. Hitting. Striking
F	Manager de la constant de la constan	another.
Environment	Warm, secure, pleasant environments.	Cold, distant, ugly environments. Bright
	Soft colors. Movable chairs. Moderate	illumination. Fixed seating. Ugly rooms.
Canada	to soft illumination.	Ugly colors.
Scent	Pleasant, inoffensive scents. Familiar	Unpleasant, offensive scents. Unfamiliar
Time	scents. Scents of one's own culture.	scents. Scents from other cultures.
Time	Short latency of response. Promptness.	Long latency of response. Delinquent
	Spending more time with another.	about being on time. Spending little time
	Spending time with another when they	with another. Often glances at watch/clock.
	choose.	

Nonverbal Immediacy Scale-Self Report (NIS-S)

This is the most up-to-date measure of nonverbal immediacy as a self-report. Alpha reliability estimates around .90 should be expected. This measure has more face validity than previous instruments because it has more and more diverse items. Its predictive validity also is excellent.

When using this instrument it is important to recognize that the difference in these selfreports between females and males is statistically significant and socially significant (that is, substantial variance in the scores on this instrument can be attributed to biological sex). Whether these differences are "real" (that is, females may actually be more nonverbally immediate than males) or a function of social desirability (that is, females think they should be more immediate than males think they should be) or a function of actual behavior has not yet been determined (as of September, 2003).

DIRECTIONS: The following statements describe the ways some people behave while talking with or to others. Please indicate in the space at the left of each item the degree to which you believe the statement applies **TO YOU**. Please use the following 5-point scale: **1 = Never**; **2 = Rarely**; **3 = Occasionally**; **4 = Often**; **5 = Very Often**

1. I use my hands and arms to gesture while talking to people.
2. I touch others on the shoulder or arm while talking to them.
3. I use a monotone or dull voice while talking to people.
4. I look over or away from others while talking to them.
5. I move away from others when they touch me while we are talking.
6. I have a relaxed body position when I talk to people.
7. I frown while talking to people.
8. I avoid eye contact while talking to people.
9. I have a tense body position while talking to people.
10. I sit close or stand close to people while talking with them.
11. My voice is monotonous or dull when I talk to people.
12. I use a variety of vocal expressions when I talk to people.
13. I gesture when I talk to people.
14. I am animated when I talk to people.

15. I have a bland facial expression when I talk to people.
16. I move closer to people when I talk to them.
17. I look directly at people while talking to them.
18. I am stiff when I talk to people.
19. I have a lot of vocal variety when I talk to people.
20. I avoid gesturing while I am talking to people.
21. I lean toward people when I talk to them.
22. I maintain eye contact with people when I talk to them.
23. I try not to sit or stand close to people when I talk with them.
24. I lean away from people when I talk to them.
25. I smile when I talk to people.
26. I avoid touching people when I talk to them.

Scoring:

Step 1. Add the scores from the following items: 1, 2, 6, 10, 12, 13, 14, 16, 17, 19, 21, 22, and 25.

Step 2. Add the scores from the following items: 3, 4, 5, 7, 8, 9, 11, 15, 18, 20, 23, 24, and 26.

Total Score = 78 plus Step 1 minus Step 2.

Norms:

Females Mean = 102.0 S.D. = 10.9 High = >112 Low = <92

Males Mean = 93.8 S.D. = 10.8 High = >104 Low < 83

Source: Richmond, V. P., McCroskey, J. C., & Johnson, A. D. (2003). Development of the Nonverbal Immediacy Scale (NIS): Measures of self- and other-perceived nonverbal immediacy. *Communication Quarterly*, *51*, 502-515.

Architecture Attractiveness Measure

Directions: Complete the following measure about environment and communication. Please indicate whether or not you believe each statement applies to you by marking whether you: Strongly Disagree Disagree Neutral Agree Strongly Agree

- 1 2 3 4 5

 1. I really dislike dull, dark, heavy looking buildings.

 2. I like clear, open, airy buildings.

 3. I prefer old, dark, heavy buildings with a history.

 4. I perform at my best when there is a lot of sunlight coming into my work area.

 5. I really dislike open, airy, sunny architecture.

 6. I dislike new, modern architecture.

 7. I am very irritable when I have to work in a dark building.

 8. I am very alert in clean, clear, open buildings.

 9. I am very irritable when I have to work in new modern buildings with lots of windows.

 10. I am very alert when I am working in a building where there is little light.

 11. I rarely do well on assignments when I work in a setting where the environment is ugly.

 12. I usually do very well on assignments when I work in attractive buildings.
 - ____13. Working in unattractive environments does not affect the outcome of my work. ____14. I do well on assignments when working where there are a lot of distractions.
 - 15. I like to do my assignments in attractive buildings.
- _____16. Doing my assignments in unattractive buildings does not impact my productivity.

Scoring: To determine your score on the Architecture Attractiveness Measure, complete the following steps:

- Step 1. Add scores for items 3, 5, 6, 10, 13, 14, and 16
- Step 2. Add the scores for items 1, 2, 4, 7, 8, 9, 11, 12, 15
- Step 3. Complete the following formula:
- AAM = 48 + Total from Step 1 Total from Step 2

Score should between 16 and 80

- >50 is a person who prefers high AA
- <40 is a person who prefers low AA

Source:

Richmond, V. P., & McCroskey, J. C. (1995). *Nonverbal behavior in interpersonal relations* (3rd Ed.). Boston, MA: Allyn & Bacon.

Positive Body Language

- When greeting someone for the first time, make sure you have a smile on your face – even if it's a forced smile.
- Keep the physical distance between you and the person you are wanting to converse with approximately an arm's length away.
- Don't invade someone else's space keep the arm's length rule at play.
- Don't fiddle with objects or be distracted while someone is talking with you.
- Don't hog the conversation take turns talking and listening.
- Show interest by keeping good eye contact without staring.
- If someone likes you, (s)he may occasionally touch your arm or shoulder, therefore if you like someone, you can occasionally do the same.
- Don't get too friendly too fast too much information too early will turn most people away. Don't tell your life story so quickly.
- While listening to someone, be very conscious of your own facial expressions – allow your face to show interest by mirroring the other person's facial expressions.
- Don't steal another person's story. If someone starts sharing his/her vacation story, allow him/her to finish and show interest the whole time. Be patient. Then and only then can you share a similar experience or story if appropriate.