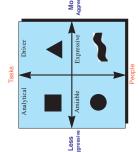
Environment personalities like to work in

- Aggressiveness is rewarded - Independence is important - Taking risks is valued - Actions are under Structured environment Systems are important Accuracy is valued Detail is valued





People like to play hard

Loyalty is valued Harmony is important

Feam environment

Amiable:

Rewarded for people

Exciting environmen Fun place to work

Expressive:

Rewarded for performan

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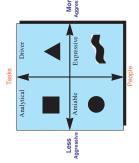
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- Aggressiveness is rewarded - Independence is important - Taking risks is valued - Actions are under control People like to play hard Rewarded for performanc Exciting environment **Expressive:** like to work in Structured environment Systems are important Detail is valued Harmony is important Rewarded for people Accuracy is valued eam environment oyalty is valued Amiable:



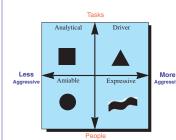
Environment personalities



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Environment personalities like to work in

Analytical:

- Structured environment
- Systems are important
- Detail is valued Accuracy is valued

Driver:

- Aggressiveness is rewarded
- Independence is important Taking risks is valued
- Actions are under control

Amiable:

- Team environment
- Loyalty is valued
- Harmony is important
- Rewarded for people skills

Expressive:

- Exciting environment
- Fun place to work
- People like to play hard
- Rewarded for performance

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Analytical

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Environment personalities like to work in

Analytical:

- Structured environment
- Systems are important
- Detail is valued
- Accuracy is valued

Driver:

- Aggressiveness is rewarded
- Independence is important
- Taking risks is valued Actions are under control

Amiable:

- Team environment
- Loyalty is valued
- Harmony is important
- Rewarded for people skills

Expressive:

- **Exciting environment** Fun place to work
- People like to play hard
- Rewarded for performance

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Analytical Less More

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Environment personalities like to work in

Analytical:

- Structured environment
- Systems are important
- Detail is valued
- Accuracy is valued

Driver:

- Aggressiveness is rewarded
- Independence is important
- Taking risks is valued
- Actions are under control

Amiable:

- Team environment
- Loyalty is valued
- Harmony is important Rewarded for people

Expressive: Exciting environment

- Fun place to work
- People like to play hard

Rewarded for performance

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Hard to please

Self-centered Push people too hard

Act before thinking

Amiable: Pessimistic

Ways to best implement ideas

Expressive: non-fun things Low discipline on Lack focus _ack follow through

Over protective Don't like change/risk Can be vindictive/bitter Don't share

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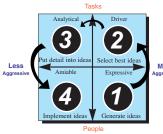
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Ways to best implement ideas

Ways to best implement ideas



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Weaknesses

Weaknesses

Driver:

Hurt people's feelings

Push people too hard

Act before thinking

Lack follow through

Low discipline on

non-fun things

Self-centered

Expressive:

Lack focus

Impulsive

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Analytical:

Analytical:

Hard to please

Don't share feelings

Over protective

Can be vindictive/bitter

Don't like change/risk

Pessimistic

Picky

Slow

Amiable:

- **Picky**
- Hard to please
- Slow
- Pessimistic

- Hurt people's feelings
- Push people too hard
- Self-centered
- Act before thinking

Amiable:

- Don't share feelings
- Can be vindictive/bitter
- Over protective Don't like change/risk

Expressive:

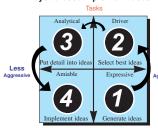
- Lack follow through Lack focus
- Low discipline on non-fun things Impulsive

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Weaknesses



Ways to best implement ideas



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Analytical:

- **Picky**
- Hard to please
- Slow
- **Pessimistic**
- - Hurt people's feelings
- Push people too hard
- Self-centered
- Act before thinking

Amiable:

- Don't share feelings
- Can be vindictive/bitter
- Over protective
- Don't like change/risk

Expressive:

- Lack follow through Lack focus
- Low discipline on non-fun things
- Impulsive

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For other sessions,

Don't like change/risk non-fun things

Low discipline on

Amiable: Over protective Don't share Can be vindictive/bitter \nalytical: Pessimistic Hard to please Expressive: Self-centered Hurt people's feelings Push people too hard Act before thinking Lack focus _ack follow through

Ways to best implement ideas

Weaknesses