Exchange Theatre is a great way to explore challenges and opportunities.

Recal is your partner to achieve high-impact learning and enhance corporate performance.



REALEX is presented to you by Cultural Impact. The consultancy assists clients to develop an organisational culture based on intercultural effectiveness, collaborative leadership and mindfulness, in order to maximise corporate performance. Cultural Impact was founded in 2010 by Marie Tseng, an intercultural specialist with 25 years of global experience.

REALEX is led by Gregory Henno, a French actor/director. Gregory who worked for 15 years with Entrées de Jeu (Gateway To The Game), the second largest theatre company in France and creator of exchange theatre, presenting more than 800 shows a year to corporate and institutional clients.

REALEX comprises of a writing team and a performance team specifically trained to deliver the full efficacy of Exchange Theatre to audiences, and its challenge of improvisation for when the *spect-actor* comes on stage.

Professional trainers within our team are committed to bringing greater impact to your human resource strategies.

Our team members, with the combined years of vast experiences and fascinating cultural diversity, draw on each other's soft skills and cultural capital.

REALEX Exchange Theatre is committed to become a constructive catalyst in Malaysian society, both for professional and corporate development as well as for the benefit of the community at large.

## Enabling Change, Improvement & High-Impact Learning



A brand new lift for corporate performance strategies



## Recal Exchange Theatre works with you to deliver transformational change!

REALEX brings greater impact to your human resource strategies through exchange theatre.

It is an interactive and transformational theatre, powerful in engaging with audience-communities on hard issues.

Our methodology more than engages the audience in mid- or postperformance discussion: we go further and beyond.

This is where intellect is lured into action.

- After watching a short scenario, spectators are coaxed into performance.
- > They are encouraged to enact an alternative narrative to what they have just seen.
- The rationale for this is that the target audience are free to test insight or find a solution to a challenging situation.
- Spectator becomes a 'spec-actor' and through this 'play' he or she may discover himself more committed to a new position.



**Audience** 

**Excites and** engages through performance and play

**Presents** situations and issues without judgement

Inserts a pause-andreflect button on 'real' issues

**Provokes** thought and discussion

**WATCHES** 

**RESPONDS** 

Generates a pool of knowledge and experience

Liberates dialogue through spontaneity

Exposes the spectrum of responses to situations

Allows for open exchange on level ground

**Strategic Desired Outcomes** Issues & **Situations Conventions** of Theatre Realex

Game Master

**Capacity-building** perceived as a community activity, and problemsolving achieved without blame or shame via REALEX **EXCHANGE THEATRE** 

## **Challenges & Issues that** can be addressed:

- Generational
- Gender
- Cultural
- **Conflict Resolution**
- Feedback & **Assessment**
- **Occupational Safety**
- **Environmental**
- Stress At Work
- **Ownership & Proactivity**
- **Time Management**
- **Team Effectiveness**
- **Customer Service**
- **Change Management**