

Dear Stephen,

I am writing to request a follow-up presentation to yet another one of my classes here at Wentworth Institute of Technology. Your implementation of the "Long Ago and Far Away" fairy tale game that you created for the students in both sections of my Industrial-Organizational Psychology (IO Psy) class last semester exceeded our expectations. With representatives from architecture, electromechanical engineering, and computer science, you may remember that the pre-dominant major in each class was construction management.

"I didn't know what to expect...sounded strange and weird...but it was cool." "I learned a lot about what motivates my behavior, and I think that it helped me understand how I could negotiate better." These comments came to me from the students in the IO Psy classes. Remember that the IO Psy course in an upper-division seminar, designed to cover images of motivation and other applied psychology principles in the context of employer/employee behavior across multiple work settings. Stephen, you were particularly memorable to the class. In fact, at the end of the semester they chose you and your "Long Ago and Far Away Game" when they wrote their 'memorable moment' on their course evaluations. There comments illustrate: "Steve Balzac got me thinking, and I don't always like to do that." "The game was a good way to force you to react and then learn about your motives." "Bring him back."

Your creative presentation along with your relaxed and steady leadership approach as storyteller during the game would be a wonderful contribution to the section on motives during my Introduction to Psychology class this December. Our focus is on development and successful transitions from adolescence to young adulthood. Given the opportunity, I believe that your presentation will be a wonderful addition. We will look forward to your next visit!

Best regards,

Barbara A. Karanian, Ph.D.

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