## Harmonizer

« Aim to Please »

- Highlights
  - o Caring, empathetic, relationship-oriented
- Team Behavior
  - o Inclusivity, cooperative, conflict-avoidant
- Outward Appearance
  - o Approachable, simple elegance, friendly body language,
- Perception
  - o Emotions, feelings, intuition
- Environment
  - o Welcoming, emotionally supportive, comfortable
- Needs
  - Sense of belonging, affirmations from peers
- Stress
  - o Over-accommodating, being a people pleaser, sensitive
- Job
  - o Public relations, healthcare, teacher, customer service

#### **MOTIVATE:**

- Show appreciation and acknowledgment
- Warm, polite, and inclusive interactions
- Provide support and work towards a team-oriented environment
- Use a gentle and encouraging approach during conflicts

- Be overly critical or too harsh
- Ignoring their efforts
- Creating an impersonal or overly competitive work environment
- Pressuring them into conflict or confrontation

## **Thinker**

« Logic Leads »

- Highlights
  - o Responsible, logical, organized
- Team Behavior
  - o Structured roles, clear expectations, efficiency
- Outward Appearance
  - o Polished, classic, professional, "put-together"
- Perception
  - o Facts vs. Opinions, rational thinking, categorizing
- Environment
  - o Functional, orderly, goal-oriented
- Needs
  - o Intellectual stimulation, gratitude for their work, sense of control
- Stress
  - o Overly critical, perfectionist, workaholic
- Job
  - o Project management, scheduling, finance, engineering

#### **MOTIVATE:**

- Communicate clearly and provide logical reasoning
- Be punctual and efficient
- Respect their need for organization and well-defined processes
- Provide detailed plans and data to support ideas

- Being vague and inconsistent
- Making irrational or last-minute decisions
- Ignoring logic & the facts
- "Just going with the flow

## **Persister**

« Driven by Principles »

- Highlights
  - o Observant, conscientious, adventurous, faithful
- Team behavior
  - o Committed, aligned, natural leader
- Outward Appearance
  - o Classic, serious, reserved
- Perception
  - o Opinionated, looks for inconsistencies, right vs. wrong
- Environment
  - o Clear values, structured, traditional, functional
- Needs
  - o Respect, recognition of work, aligned standards
- Stress
  - o Overly critical, high alert, scrutinizes
- Job
  - o Leadership roles, lawyer, politics, military

#### **MOTIVATE:**

- Respect their commitments and morals
- Engage in meaningful, insightful discussions
- Provide clear goals and expectations
- Recognize a strong sense of responsibility

- Lack of integrity
- Disregard values and ethics
- Dismissing their opinions or beliefs
- Being unclear or vague

# **Imaginer**

« Master of Thought »

- Highlights
  - o Imaginative, introspective, thoughtful
- Team Behavior
  - o Autonomous, thinks before speaks, insightfulness
- Outward Appearance
  - o natural, practical, and comfortable, looks to always be lost in thought
- Perception
  - o Abstract, creative lenses
- Environment
  - o Low-pressure, calm, simple
- Needs
  - o Solitude, introspection, time for self
- Stress
  - o Withdrawn, avoids making decisions
- Job
  - o Author/Writer, Researcher, philosopher

#### **MOTIVATE:**

- Give them time to process information
- Provide clear, independent tasks with little oversight
- Work in focused environments
- Support their unique, abstract ideas

- Interrupting their thoughts
- Micromanaging
- Expecting them to thrive in overstimulating environments
- Places the responsibility to be the sole decision maker

## Rebel

### « Challenge Traditions »

- Highlights
  - o Spontaneous, creative, playful, excitement
- Team Behavior
  - o Humor, energy, changes ideas, fun
- Outward Appearance
  - o Expressive, unconventional, dynamic
- Perception
  - o Likes vs. Dislikes, reactive, entertaining
- Environment
  - o Interactive, fast-paced, flexibility
- Needs
  - o Stimulation, freedom, variety
- Stress
  - o Avoids responsibilities & commitments, sarcastic
- Job
  - o Marketing, entertainment, designer, event planning

#### **MOTIVATE:**

- Use humor and playfulness undertones in conversations
- Encourage creativity and allow for unconventional ideas
- Foster a fun, flexible, and engaging work environment
- Recognize their ability to offer more dynamic perspectives

- Being too rigid or dull with interactions
- Enforcing rules and restrictions
- Criticizing their creative approach
- Assigning repetitive or mundane tasks

## **Promoter**

« Inspiring Opportunity »

- Highlights
  - o Persuasive, adaptable, charismatic, charming
- Team Behavior
  - o Firm, direct, likes to take charge
- Outward Appearance
  - o Confident, polished, energetic presence
- Perception
  - o Opportunity & action, quick results
- Environment
  - o Competitive, tangible rewards, high-risk
- Needs
  - o Immediate feedback, adrenaline, sense of control
- Stress
  - o Manipulative, impatient, reckless
- Job
  - o Business, athlete, emergency response, sales

#### **MOTIVATE:**

- Being direct and results-driven
- Given opportunities to lead projects
- Allow flexibility and impulsive decision-making
- Recognize their ability to handle high-pressure situations

- Unnecessary and dragged-out discussion
- Overcomplicating processes and excessive planning
- Restricting their ability to take action and make quick decisions
- Undermining their progress