

ABOUT US

What do we do? We develop unique team-based events, experiences, programs and solutions for our corporate clients. Whether a simple and fun example of teamwork or working to challenge and improve existing practices to achieve business outcomes, we aim to deliver.

How do we do it? By using approaches that are carefully thought out and tailored to suit the needs of each client using our talents in the visual and performing arts.

What experience do we have? Our talented faculty have been working in the visual and performing arts for over twenty-five years and our program director has written several interpersonal communication seminars utilized by companies such as General Motors.

CORPORATE PARTIES & EVENTS

The Fountain Inn Center for Visual & Performing Arts can host, plan, and/or entertain at your next event. Our facilities are available for rental and we can provide you with instrumental musicians, jazz groups, singers, and more for your next event.

REGISTRATION & FEES

All Corporate events, courses, workshops, and classes are planned and registered through our Fountain Inn Arts Academy. Pricing for each is on a course by course basis and is determined by the number of participants in each. For more information, please contact our office at (864) 409-1050. Corporate sponsors and partners receive reduced rates on all corporate courses.

**For Building High Performance
Teams, People & Culture!**





The Fountain Inn Arts Academy was created in 2009 and since then we have had the privilege to work with successful business, government, educational institutions, and non-profit organizations. We deliver fun and engaging conference and event solutions, right up to structured approaches for learning and development outcomes. We use a myriad of themes and innovative approaches

and also work intensively to generate new and exciting concepts. Using the arts as a vehicle for corporate development and team building, we provide our clients with a balanced results oriented experience. We hope that we can be of service to you and your team. Come spend a morning, afternoon or an entire day with us!

COURSE LISTINGS: These courses are offered in half-day sessions and may be combined to create full-day experiences for our clients.

Death of A Diva (theatre experience) Your team becomes involved in determining “who dunnit” in the sinister murder of a local Cabaret Diva. Her colorful associates and friends are all suspects, and finding out the murderer is only half the battle as teams use real costumes, make-up to create complete characters and act out scenes and find clues to establish the answer. Lots of laughs as teams work to solve the crime. KEY THEMES: Fun and teamwork, creativity balanced with analysis, problem solving, entertainment, cross-functional working, lowering inhibitions, communication. (Three hours; Minimum 10; Maximum 20)

Pilot Crime (theatre & technical theatre experience) Your team becomes involved creating their own corny characters and plot lines for a TV Cop show. They will design, script, and perform their very own which can incorporate some of your own company themes. Teams will have to create the pilot in a crime show genre that deals with important issues. They must use the technology, costumes and equipment provided to create this pilot with all team members as cast and crew. Lots of laughs as teams will end with a preview of their finished pilot. KEY THEMES: Creativity and innovation, teamwork, project management, entertainment, communication, inclusion of key content. (Three hours; Minimum 10; Maximum 20)

Fashion It (theatre & visual art experience) Your team becomes involved pulling together a top model fashion show. From pulling the right clothing, music, models, and accessories to picking the production lighting and sound, creativity and hilarity with some serious project management skills that are needed. Each team will use the wealth of resources at hand to create, fit, and assemble catwalk creations. Teams will script, choreography, and stage a real catwalk fashion show complete with music, commentary and their own hand-picked cat walk models. KEY THEMES: Creativity, teamwork, communication, project management, cross-functional working, diversity, team roles, client focus. (Three hours; Minimum 10; Maximum 20)

Masterpiece (visual art experience) Teams will work together to create a masterpiece from many separate canvasses which will bring to life the idea that “art imitates life.” It’s not just about pretty pictures but rather teams must truly “see the bigger picture” as individuals, sub teams, and the total team unite in collaboration to produce an effective and impressive end result. The final masterpiece is truly impressive, and can proudly be hung at the office as a permanent reminder that we are all part of the big picture. KEY THEMES: Seeing and begin part of the Bigger picture, cross-functional collaboration, communication, networking and fun, common purpose and focus, unity, team roles. (Two hours; Minimum 10; Maximum 20)

Radioheads (theatre & technical theatre experience) Your team will be tasked with bringing an old radio show to life on stage. Teams will be given scripts and some bizarre props and sound effects makers to rehearse and subsequently perform live the dialogue of our old favorite radio shows. Lots of laughs as teams will end with a preview of their work. KEY THEMES: Creativity, innovation, teamwork, diversity, team roles, project management, breaking barriers, communication. (Three hours; Minimum 10; Maximum 20)

Claymagic (visual art experience) Participants are introduced to pottery and it’s qualities physically and mentally. Hands-on exercises include closed-eyes hand building and more. Each participant will end up making something beautiful. Participants are divided up into two teams. Each teams is given a specific assignment to complete. Students will also be given an introduction to the potter’s wheel. This workshop is a two hour-two session experience. All hand-built items made by participants will be dried, participants will return to paint and glaze and then items will be fired. Completed work will be ready within two weeks of workshop completion. KEY THEMES: Creativity and innovation, teamwork, working with hands, decision making. (Two - Two hours sessions; Minimum 10; Maximum 20)

Shake, Rattle & Roll (music experience) Your team becomes involved STOMP! They will learn basic rhythm and begin creating a sequence utilizing household materials. Adding choreography and movement in creating their own performance piece. They will be given additional materials to create sounds which can be added to enhance their performance. Teams will have to create the entire piece and present it to each other. KEY THEMES: Creativity and innovation, teamwork, project management, entertainment, communication, inclusion of key content. (Three hours; Minimum 10; Maximum 20)

Improv Olympics (theatre experience) Key comedy techniques help business people think on their feet, create new ideas effortlessly, actively listen to others, and work productively as leaders and team players. Our improv workshops will help you learn to read any audience; help you develop professional flexibility, making it easier for you to accommodate clients, customers, satisfy management, support peers, and manage conflicts in the workplace. Lots of laughs as teams work through their final presentation. KEY THEMES: Creative Problem Solving, Developing Trust in Professional Relationships, Verbal and Nonverbal Communication, Using Humor for Sales Training and Execution. (Three hours; Minimum 10; Maximum 20)

Bardering! (Public speaking & theatre experience) Shakespeare offers us keen psychological and political insight into the hearts and minds of people who lead. In Julius Caesar, Antony & Cleopatra, Coriolanus, Henry IV & V, Richard II & III, King Lear, The Tempest, and other plays, Shakespeare presents profoundly relevant lessons about power - - how to gain it and use it, or, if you are not careful and conscientious, how to lose it. He wrote virtual case studies on the threats and opportunities facing today’s leaders, whether that leadership role takes the form of project team leader, manager or executive. Teams will work together to bring the Bard’s themes into today’s society and present works in a modern approach. KEY THEMES: Public speaking, Creativity and innovation, teamwork, entertainment, communication, inclusion of key content. (Three hours; Minimum 10; Maximum 20)

Commercialism (theatre & technical theatre experience) Eclipse those “World’s Funniest TV Commercial” shows with a suite of your very own gems, hand crafted by and starring your own people. With the technology, props and skills training for the art of TV ads, teams will make some clever ads that address the nominated business themes or issues. Lots of laughs and great memories. KEY THEMES: Creativity and innovation, teamwork, entertainment, diversity and team roles, project management, breaking down barriers, communication, inclusion of key business and meeting. (Three hours; Minimum 10; Maximum 20)

BENEFITS The phrase “Team Building” certainly gets used with frequency, but is rarely fully understood. In fact, it gets used to describe many different approaches. We take great pride in going beyond mere “words” as we deliver genuine and lasting value for each client. Experiential learning delivers best results when a provider can truly tailor their approaches to mirror the real world behavioral and process issues that impact the team. Working in partnership we can creatively address real world issues such as . . .

- Team Diversity & Team Roles (understanding and learning ways of working together)
- Culture & People (engaging in collective sense of unity to live corporate vision)
- Task Overload (effective communication so people can achieve more with less)
- Cross Functional Collaboration (linking abilities to solve real world challenges)
- Big Picture Thinking (looking beyond oneself to achieve team success)
- Improve Execution (planning is the key to every day success)
- Fun & Motivation (making learning memorable)
- Creativity & Innovation (tapping into our creative brain)
- Change (learning to handle injected change daily)
- Communication (emphasis on the power and challenge of effective communication)
- Customer Focus (customer satisfaction is profitable sustain ability)
- Getting the Message Across (death by powerpoint? Experienced learning is more effective)
- Overcoming Challenging Times (learning how to be the best survivor on the island)

www.ftinnarts.org
(864) 409-1050