







Presented by Capitaine d'Aviation Bruno WELTER Belgian CISM Delegate

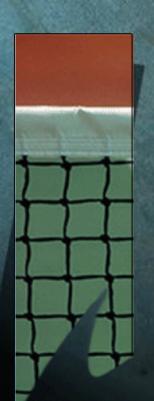
Chief Of CISM Europe Liaison Office

Master in Neurolinguistic Programming









- Scope & introduction
- What is Neuro Linguistic Programming?
- Communication Styles
 - Visual Communicator
 - Auditory Communicator
 - Kinesthetic Communicator
- Rapport
- What affects communication?
- Matching and Mirroring
- Test results
- Conclusion



Scope & Introduction





« You have NO clue about what is going on in some one elses brain... »







finished files are the result of scientific study combined with the experience of many years



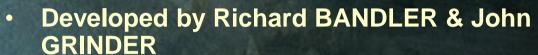




finished files are the result of scientific study combined with the experience of many years







- Analysis of thinking processes of extraordinary people
- Use these processes in a therapeutic way
- A collection of methods with a very strong impact
- Treats a broad scala of problems in a quick & efficient way

The whole of internal information processing is mostly called « thinking »

B & G split up « thinking » in the different sensorial modalities these processes use





Neuro Linguistic Programming



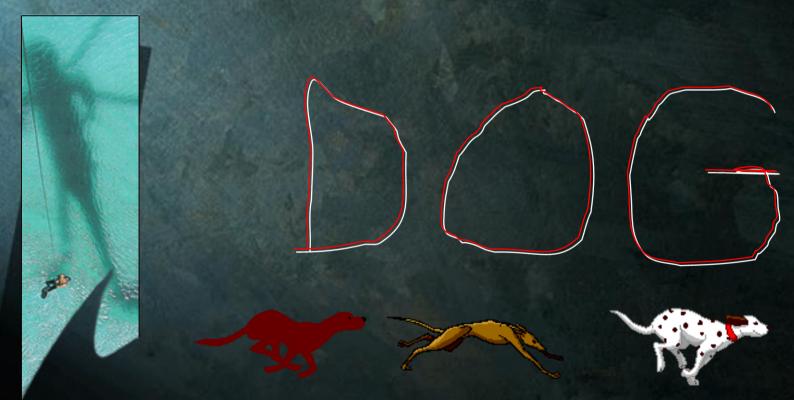






Neuro Linguistic Programming Exercise







Eye Movements

Visual Construction

Auditory

Construction

Kinesthetic

Visual Recall

Auditory

Recall

Auditory Digital

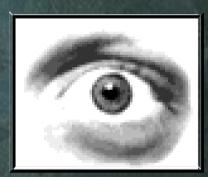
5% Vice Versa



Eye Movements













Visual Communicator





- Uses pictures to process information
- They have a « slide projector » in their brain



Visual Communicator Body Movements



- Move fast
- Walk fast
- Sweeping hand gestures
- Often found nervous & rushing





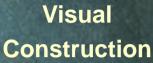


- Talk fast
- Often use wrong words (and don't care)
- Ondulating voice
- Key words:
 - ⇒ See
 - **⇒** Look
 - Imagine



Visual Communicator Eye Patterns

Visual Recall





- Eyes look up
- Straight ahead and de-focus



Auditory Communicator





- Uses words and sounds to process infromation
- They have a « tape recorder » in their brain



Auditory Communicator Body Movements



- Move slower than visual
- Walk at a moderate pace
- More reserved hand movements



Auditory Communicator Speech Patterns



- Take their time when talking so as to not use words incorrectly
- Like big vocabulary words
- More monotone in their inflection
- Key words:
 - Hear
 - Listen, sounds



Auditory Communicator Eye Patterns





Auditory

Recall

Look left to right at ear level



Kinesthetic Communicator





- Uses feelings to process information
- Perhaps the most misunderstood individual in our society



Kinesthetic Communicator Body Movements



- Move much slower
- Often touch people as a show of affection







- Talk much slower
- Often have pauses in their speech
- Deep breathes between thoughts



Kinesthetic Communicator







Kinesthetic

- **Look down**
- Close eyes to think



Rapport ///



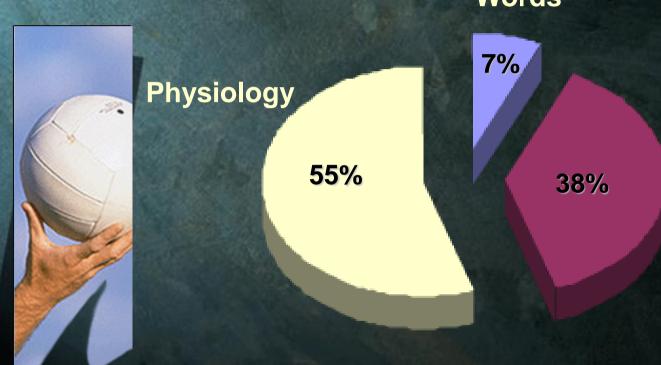
- What is rapport?
- How to establish rapport?



What Affects Communication?







Voice Qualities



Matching & Mirroring





- I rapport is a « feeling of commonality » , what we need to do is give people the sense that we are « like them »
- We do this by matching & mirroring their communication style to make them feel more comfortable



The Process







The Process





Type casting

Rapport

Match & Mirror







Type casting

Rapport

Match & Mirror

Problem solving



Determine Problem





How this affects training









How this affects training





- A trainer must interact with all 3 communication styles
- Trainers who don't understand communication styles are less patient with their athletes
- In order to maintain rapport with the athletes, he must enter their communication 'world'



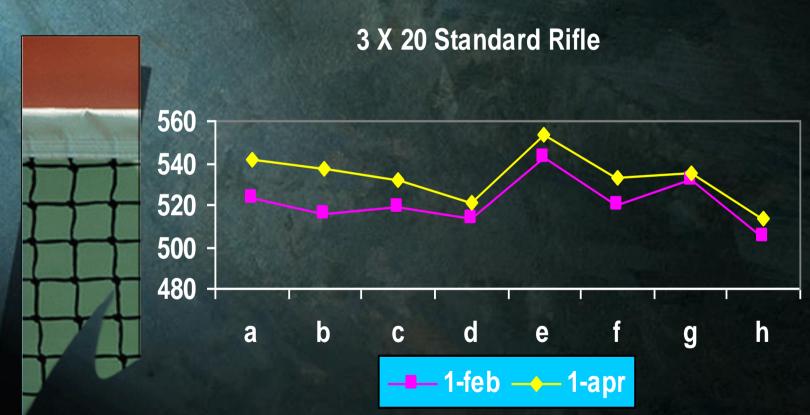
Test results







Test results





Formation PTI Belgian Air Force





Physical Coaching

Mental Coaching

Fitness Counsellor



Conclusion



mental coaching

TOP

SUB

Talent + will + work

TOP

Talent + will

Talent



Conclusion









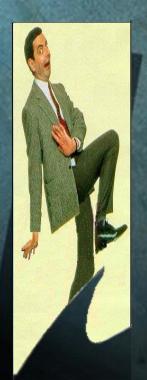
Don't always believe your eyes













Thank You For Your Attention









