

	Decrease	Increase	Caveats
C	reduce competition elements; act as one group	quizzes, first-to-achieve, counting achievements	avoid much competition; conformity w/ agenda
N	follow linear event schedule	add activities, extra tasks; add story	conformity with agenda and schedule
I	only necessary communication	gather group; small-talk; discuss	personality and personal preferences
P	choose easier alternative	extra activities	health, safety
U	more control, less choices	freedom to choose activities	conformity with agenda and schedule
S	reduce social activities	increase social activities	personality and personal preferences
A	avoid tokens & trophies, don't mention achievements.	tokens, counting achievements	avoid visibility of achievements; avoid bragging
E	reduce extra activities	extra activities in spare time; add breaks to let pax explore	safety, conformity with schedule