

Introduction

We're all going into teamwork with different levels of comfort and experience. A lot of this will come naturally to some of you. And for others, it will not.

You might not realize it from listening to me talk and from my position, but I'm an introvert by heart. I've had to learn how to talk and work with people the hard way: through years and years of failure after failure, of awkward situation after awkward situation. And I still don't have it down all the way—I struggle with eye contact, and sometimes I just don't speak loudly enough, and whenever I leave a room after having a conversation with someone, I just feel completely exhausted.

That's not to say that being an introvert is a bad thing. In fact, I'm proud of my introversion. It lets me focus better. It lets me be more comfortable in my own skin.

But working well with others just wasn't something I **[snap]** got. And that's a weakness—one that, in today's increasingly interconnected and complicated world, you just can't afford to have.

You've likely heard the saying before: "If you want to go fast, go alone. If you want to go far, go together." You might be rolling your eyes now, but I guarantee you that, once you see for yourself the things that IVCRC does, you'll realize the full meaning of these words.

Pardall Carnival, for example, sees us ordering a 40-foot-wide Ferris wheel. Now, maybe that wouldn't be so bad if that was all there was to it. But having that Ferris wheel means looking for companies, negotiating contracts, negotiating with the AS administration so that we can pay the company back, filling out a long permit application so that we can close down the road to put the Ferris wheel on, and—on the day of the event—managing the crowd who'll line up for the Ferris wheel and getting them to sign waivers. **[pause]** And the Ferris wheel is just one thing in the carnival. I haven't even mentioned working with businesses to give out thousands of dollars in free food, or ordering hundreds of T-shirts and stickers, or contacting dozens of organizations to table at the event.

My point is: No one person has the time, energy, or experience to do anything past a certain point of significance or complexity. It doesn't matter how talented you are. It doesn't matter how disciplined you are. The greatest geniuses and revolutionaries of our past and present were able to realize their genius and revolutions because they

had people of their own. You just don't hear about them, because history romanticizes the single individual while disregarding the contributions of those around them.

Plainly, you are only one person. And soon enough, that's gonna catch up with you, whether or not you're good with moving beyond just one person. **[pause]**

The good news, as I alluded to earlier, is that social interaction and teamwork are very, *very* learnable skills. Now, experience has taught me that experience is the best teacher, so there's no way that a video less than 10 minutes long is gonna transform into an epic team player. But you can, at least, put your best foot forward. And I have 3 tips to get you started.



Tips

Tip 1: Communicate

First tip: Communicate, communicate, communicate. In my opinion, the vast majority of conflict in all of human history comes down to miscommunication, which is usually just a matter of not communicating enough. You see it with Munger Hall, which UCSB seems intent on saying as little as possible about, which just pisses everyone off. You could argue that, if they were to double down even more, they'd just piss everyone off even more. But I think that if they're really genuine about wanting to improve students' lives, people will understand the need for more housing in the area, even if they disagree strongly with the methods. And at least, in this scenario, we could get a dialogue going, one that leads to a better solution. Here, it's just a stalemate, and no one's happy.

So the lesson here is that, with few exceptions, it's better to overcommunicate than to undercommunicate. Resist the urge to gossip about people, and instead, just tell that person directly how you feel so that they can improve.

And yes, all this applies to me and the rest of the chairs too—if you don't like one of us or you don't like how we do something, just tell us directly, or at least tell one of the other chairs.

Don't worry so much about how someone's gonna take what you're gonna say. As long as you try your hardest to be respectful and to tell the truth, how someone

reacts **[pause]** is their problem, and not yours. And my guess is that they'll actually be grateful that you told them.

Because people inherently like solving problems. And by leveling with them, you've laid out all your cards on the table, and the two or more of you can figure out the best way to use and arrange those cards to come up with the best possible solution. Together.

Tip 2: Ask for help

Second tip, and related to communication: Ask for help. **[pause]** At some point, you need to swallow your pride and admit that you can't do it. At least, not alone. But that's exactly what a team is for: It helps. It keeps you going when you think you can't go on anymore. It picks you up when you fall down. It turns a "can't do" into a "can do." But that's only if you open yourself up and accept that you need help.

In my opinion, asking for help gets more difficult the older you get and the more that you do in life. After all, you've gotten this far, and many haven't, so surely you must know a thing or two more than the rest. As the Internal Chair of IVCRC, I feel the same way too sometimes. It's just *so* tempting to think that I could do everything myself, and that it'd be better that way if I did.

But whenever I feel those thoughts creeping in, I try to humble myself by thinking of, again, Pardall Carnival, or of all the times that I tried to hoard all the work and ended up with a... shittier product. It's a constant battle. But another upside of having a great team—and one that's comfortable with speaking its mind—is that they'll constantly humble you themselves with all the things *they* do.

Tip 3: Give yourself permission

And that leads me to my third tip: Give yourself permission to be fabulous. You should ask for help, yes, but what asking for help does is it frees you to excel in individual areas. You don't have to spend time on things you're not interested in or good at anymore. You can pour all of your time and energy into what you actually want to do.

More broadly, just give yourself permission. Don't bother asking for it—just do it. Here's another saying you've probably heard before: "Better to ask for forgiveness than for permission." Heck, even the "forgiveness" part is unnecessary—I'll have nothing to forgive you for and everything to thank you for. If you notice a problem,

just fix it, even if no one asks you to. If you notice a better way we could do things, just start doing it, or pitch it at one of our meetings.

I took this “give yourself permission” tip from a book called *What I Wish I Knew When I Was 20* by Tina Seelig. And wouldn’t you know it, I just turned... 21, though I started reading this when I was 18 and have found it immeasurably useful. The author is a professor at Stanford University, so if you were rejected from Stanford like the rest of us, you can at least take solace in learning from Stanford material.

I have a physical copy of the 10th-anniversary edition **[hold up]** right here, but we’ve also included a digital version with this video that we obtained through **[deep breath]** completely legitimate means. I will not tell you that you can find PDF and ebook versions of this book on websites like Z-Library and Library Genesis, places that, among other things, claim to rescue broke college students from the extortionary cycle of big textbook publishers. Nor will I tell you that the digital versions that they offer are actually pretty nice, with selectable text and bookmarks and everything.

[deep breath] However you choose to procure your copy of this book, we would highly recommend reading the entire thing. We considered making it mandatory, but then we realized that we’d have no way to check if you actually read it, and we didn’t know if it’d be fair to assign required reading, especially over the summer.

But, again, we do highly recommend reading it all. It contains lots of important info on how to, uh, reach your full potential as a human being and how to work effectively in IVCRC (or in any team, for that matter). The main text is fewer than 200 pages, and the spacing between the words and the lines are **[open halfway and show page]** pretty liberal, I’d say.

Closing thoughts


Okay, that should do it for this video. To recap, whether you want to or not, you need to work together with people in order to do big things. And this is something you can learn—mostly through experience. But three tips to get you going are to communicate, ask for help, and give yourself permission. These tips might seem very simple at the outset, but putting them into practice is a whole other beast. We highly recommend reading *What I Wish I Knew When I Was 20* by Tina Seelig as well.

Or, even shorter: Do not come into IVCRC with the expectation that you, alone, are gonna be the star of the show. **[pause]** *Everyone* here is the star.

I think I've beaten this horse into the ground by now. The next video will cover Spanish training in IVCRC. In IV, there are a lot of native Spanish speakers, and it will be very helpful to know how to converse with them, at least on a basic level.

Alright, thank you very much for your time, and we'll see you around. Bye-bye.

Attachments

-  What I Wish I Knew When I Was 20 (Tina Seelig).pdf