



PERSUASION AND NEGOTIATION

Creative Thinking and Business Presentation

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PERSUASION & NEGOTIATION

The Art of Influence

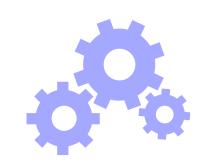


Persuasion:

The Process of changing someone's beliefs, attitudes, or behaviors (The "Why")

Negotiation:

A Formal discussion intended to reach an afreement or compromise (The "What")



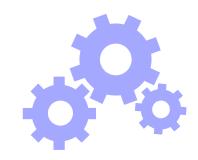
Persuasion is the tool you use to make your negotiation successful.

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The Art of Influence



Persuasion to build trust and frame the argument so the other person wants to say yes, and agree with you. Negotiation use to hammer out the technical details once the other person is already open to the idea.



Negotiation without persuasion feels like a cold transaction; persuasion without negotiation often leads to "yes" without a clear plan of action.

PERSUASION VS MANIPULATION



Ethical Influence

Deceptive Influence

Win-Win Outcome Self-Serving Deceptive

Open and Honest

Hidden or Deceptive

Builds Credibility and Trust

Damages Reputation and Relationships



Trust and integrity are the key principles of effective persuasion. In a business setting, building credibility is essential because persuasion is not a one-time event; it is a tool used to resolve conflicts, reach lasting agreements, and strengthen teamwork.

If a professional uses manipulation, they may get a "yes" in the short term, but they lose the credibility required for future influence.

THE PSYCHOLOGY OF PERSUASION

Cialdinis's 7 Principles of Influence

Authority (The Expert)

1 "Follow the expert." We listen to people who have fancy titles, uniforms, or lots of experience.

Reciprocity (The Give and Take)

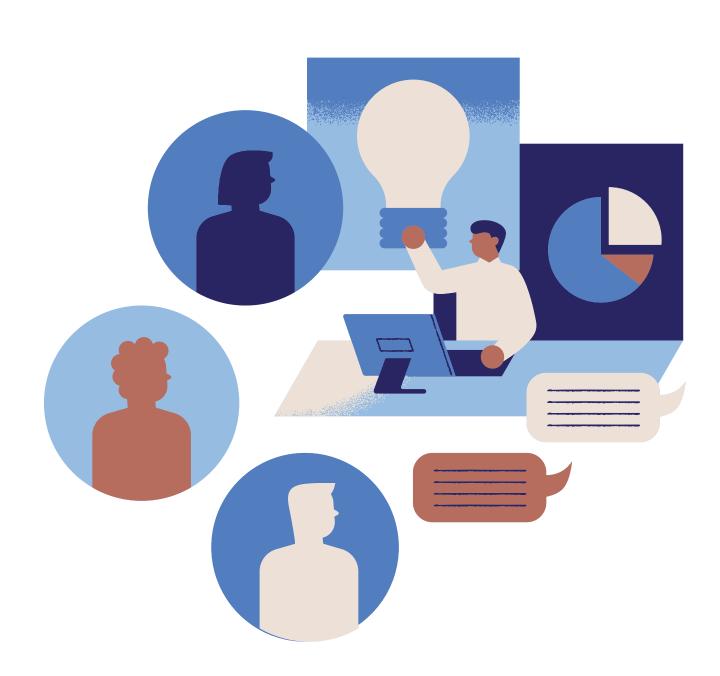
If someone gives you something, you feel like you have to give something back.

Commitment/Consistency (The Small Start)

Once we agree to a small request, we are much more likely to agree to a bigger one later

Consensus/Social Proof

If everyone else is doing it, we assume it's the right thing to do.



THE PSYCHOLOGY OF PERSUASION

Cialdinis's 7 Principles of Influence

Likeability (The Friend Factor)

We say "yes" to people we like, people who are similar to us, or people who give us compliments.

Scarcity (The FOMO)

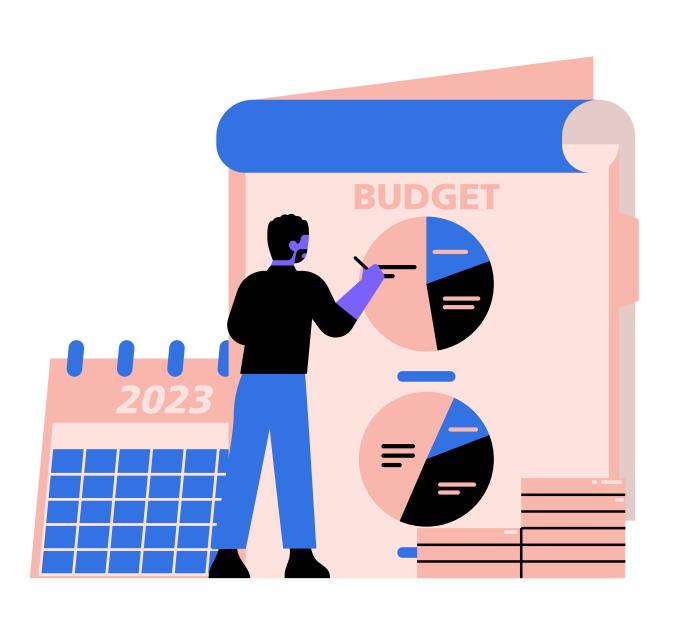
We want things more when we think they are about to run out.

Unity

We trust people more if we feel they are "one of us" (like family or a teammate).



THE PILLARS OF PERSUASIVE PRESENTATIONS



Ethos - Credibility

Before an audience accepts
your message, they must first
accept you. "Why shoud I
believe you?"

Pathos - Emotion

People change their minds, because they **feel something.**Make an emotional connection.

Logos - Logic

Prove that your idea is **smart** and realistic. Give facts.

STRUCTURING PERSUASIVE ARGUMENTS

Monroe's Motivated Sequence

Attention

Get their focus immediately

1

Need

Create a 'problem' they need to solve.

2

Satisfaction

Introduce the solution, explain how it works.

3

Visualization

Describe how 'great' it is.

4

Action

Give a specific step to take.

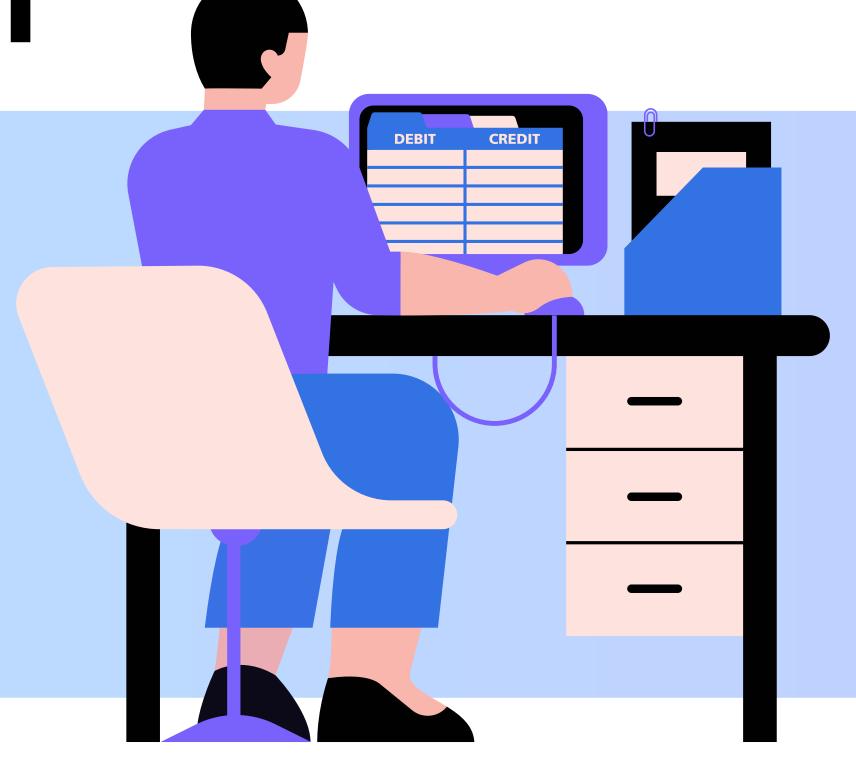
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BATNA - BEST ALTERNATIVE TO A NEGOTIATED AGREEMENT

It's a Plan B

Prepare the best thing you can do/give if your negotiations fails, and they reject you.

If they don't agree with your offer, give more a "mutual gain" to keep them with you.



 $X \times X \times X$

PREPARATION CHECKLIST

Define specific goals

Understand the other's perspective (research)

Identify potential priorities

Plan the strategy



