## **PERCEPTION MATRIX** - The Rules of Magical Innovation

	COMMUNICATION & ENGAGEMENT	BRAIN PROCESSES	ATTENTION	BELIEFS & CONVICTION
PRIMARY	Any communication will be memorable if the audience is <b>emotionally engaged</b> at the moment of delivery	The five senses are the only ways into anyone's brain	Attention continually seeks a fresh object and is diminished by familiarity, which can lead to invisibility	To be convincing you must first be convinced
SECONDARY	To be effective, communication must build on what the audience already knows	The brain filters out most of the information it receives, leaving only what it considers to be important	Attention is strongest when there is a single point of focus	Doubts are reduced by openness, but may be increased by over-stressing
TERTIARY	Everything experienced at the moment of communication either adds to the intended message or detracts from it	The brain constantly searches for familiar patterns and associations to create expectations and perceptions	Attention is attracted by curiosity and sustained by interest and variation, which shorten mental time	People put more reliance on something that they have worked out for themselves
QUATERNARY	Interest will slump if it is not rising. An audience is engaged only when interest is rising	The brain cannot process negatives quickly	Attention tracks from left to right, then settles at the left	People's reactions are influenced by those of their peers

## **ABOUT MAGICAL INNOVATION**

## Magical Innovation is the psychology of magic for business success.

It is built on the most valuable secrets of magic, the psychological techniques that magicians use to affect perceptions and beliefs.

The 16 rules of Magical Innovation divide into four categories:



Together these form the Perception Matrix, a unique tool that business people can use to control and manage perceptions.

Explaining *why* tricks work, rather than how they work, Magical Innovation will allow you to communicate more effectively by focusing on what your audience is thinking.

