

AGAME AG

# MINEFIELD

Business-simulation **MINEFIELD** is aimed at creation of an efficient and well-coordinated team-work structure.

Currently, companies are constantly looking for new business development opportunities. But external resources are becoming fewer and opportunities are being reduced. In this case, it is inevitable to appeal to the internal resources of the company.

One of these resources is the interaction in the team and the cooperation of all its members. Search for small parts and those elements that will make the work of the team most effective is the most best solution.

## GAME TASK:

To reduce the time spent by the team on the preparation and adoption of a team decision.

## PROBLEMS

*What problems does any team face?*

- 🚫 New conditions or tasks from business;
- 🚫 Inconsistency within the team;
- 🚫 Lack of the ability to set a clear goals;
- 🚫 The need to adapt and revise tasks and plans in a short time;
- 🚫 Lack of effective feedback between team members.

## KEY FEATURES:

- ❖ Ability to change behavior patterns during the game itself;
- ❖ Forming a team structure for efficient, coordinated work;
- ❖ Determining areas of responsibility;
- ❖ Conditions analysis and decision making process in a situation of pressure and stress;
- ❖ Creating effective ways of communication between team members.

## EXPECTED RESULTS:

Enhanced positive motivation to achieve maximum results;

Understanding personal development priorities;

Awareness of the independence of the successful work competences (planning, team organization, control) from the current conditions;

Improving feedback and communication skills;

Understanding the strengths of the team, building the ability to see, mark and use them.



Business simulation **Minfield** is designed to:

1. Grind all the communication skills of team members.
2. Identify development zones and weaknesses in the team's work. Understand where participants are less effective as a team.
3. Reduce the time "to charge" the team before solving the problem.



The simulation itself consists of a large number of tasks. Both verbal and non-verbal. During the game there are two main time measures: a time to collect a team - define goals, tasks, roles, work format, timeline and a time to complete a task.



## CASES

For each task, the leaders who manage the decision are changed, which makes it possible to get additional practice of leadership skills and problem solving and request feedback on the quality of work performance.

During the whole training, the trainer acts as both a facilitator and a coach at the same time. On the one hand, he facilitates the process of the whole simulation, and on the other, he constantly gives feedback to the participants. Both to leaders and to the whole team.

It is possible to work off cases based on real situations of the company.

## SKILLS:

- \* Problems analysis and decision making;
- \* Comunication;
- \* Roles distribution;
- \* Planning;
- \* Organization of a teamwork.



Creation of an effective team  
8 — 15 participants | 1 day | staff, managers