

## Team Building Adventure Simulations To Improve Business Survival By Don Doman

Possibly due to reality shows like the ever popular *Survivor*, team building simulations are in demand for companies that offer their employees an entertaining training session that provides thoughtful lessons in leadership and management.



The most well-received team building simulations are in the *Team Adventure Series* that includes: *Marooned*, *Outback*, *Whiteout*, *Vacation in the Keys*, *Black Bear*, *Cave Without Name*, *Swamped*, and *Beyond the Valley of the Kings*.



These simulations not only furnish a great learning experience, but they are fun and they give an almost vacation feel to the training. My favorite is *Marooned*, which is the easiest adventure to facilitate and run. I have shipped training packets on Thursday for arrival on Friday, so the successful training could take place on Saturday.

Simulations always start with a basic premise. With *Marooned* a cruise ship in the South Pacific stops at an uninhabited island with a beautiful beach. Vacationers wander off and get left behind.

For sure the crew will realize passengers are missing and will return to pick them up. Won't they? When? In the mean time, those left marooned will need to survive.

What I like is the ease with which an even boring conference room can be changed giving it a tropical feel. To start off with I recommend taking a vacation picture of the company's CEO wearing a Hawaiian shirt, sipping a pineapple or coconut drink and using that photograph as a post card or poster to put employees in the right mood for the training. The more outrageous the better. A visit to a dollar store can provide bottles of suntan lotion and leis, while a stop at a local thrift store may provide wild vacation shirts for only a buck or two. Borrow some South Sea Island posters from a local travel agency, serve some sliced fruit and BBQ pork, provide non-alcoholic fruity punch, play a ukulele CD for background music and you're ready to go.



You can even create your own take-away passport for your participants to remember the event and the lessons.

The hoped for results by participants is the realization that there are times when everyone must lead and there are times when people must follow. Everyone has certain expertise. No one has all the qualities needed for all situations. Each person needs to step forward and step back at the right time. Individual strengths and weaknesses should be recognized and utilized. Isn't that what a business should do to survive in any economic situation?

If a business doesn't understand the qualities of their own workforce, how can they compete in today's world? And if they don't compete well, they will be marooned and no one will rescue them.

Author Don Doman is a published author of books for small business as well as owner of Ideas and Training ([www.ideasandtraining.com](http://www.ideasandtraining.com)), which supplies training games and programs for organizations world-wide.