



Do you think you are good at that stuff?



* At extra cost it is possible to increase the number of participants.
** At extra cost it is possible to conduct the game in German.

A fantastic device. The only one closely guarded prototype. Inquisitive observers, analysing its every single detail. Accurate informants, passing on instructions to the safe environment. The best constructors concentrated to reproduce an excellent idea. Concentration and a mutual goal. So why is it so difficult to create a perfect replica? What's wrong? You will be surprised!

The game for:

- managers wishing to increase their awareness about communication barriers
- teams beginning or continuing cooperation, who want to improve communication processes or find out why it is often so difficult to communicate
- all those who have the courage to leave their comfort zone and see how they communicate with others while under emotions or pressure

Challenge:

You will be divided into teams of 4 people. You are supposed to try to construct a replica of a prototype model, reflecting its features as precisely as possible. A clear division of roles and tasks will help you do it. An obstacle will be a range of communication difficulties inscribed in every role. Plus time pressure and great emotions – in this game, your willingness to perform the task is so big that it is difficult to keep a cool head when everything goes wrong at the beginning. But don't worry, the task is not so difficult. The teams can choose any strategy to construct the replica, the language they will use to communicate (more or less technical), cooperation or lack of cooperation between the groups. The objective and rules are clear. The rest is up to you !

Foundation

- Claude Shannon's model of communication
- F. S. von Thun's four levels of communication

Logistics:

The game takes place in a training room. Another separate area nearby is required – e.g. a corridor, a small room, etc. During the game, we use the number of tables and chairs corresponding to the number of teams.

ding to the number of teams.

It would be best if the number of participants were a multiple of 4.

Advantages:

- developing communication skills, material for drawing one's own conclusions concerning the standards of communication
- the opportunity to practise the skills that are required in daily teamwork
- learning to take responsibility, support in undertaking initiatives
- noticing the benefits of cooperation
- unforgettable emotions

Extensions / Variants:

- a workshop during which the standards of communication will be discussed
- individual feedback for each participant regarding his/her behaviour and attitudes in the game
- kick-off for new teams
- recruitment and employee appraisal
- another variant of the same game (you can play once again and you will not be bored)

The game through the eyes of the participants:

"After this game, we felt like talking. And this was the best and the most productive discussion about communication since I began working in this company."

„I nearly cried because I was so angry at myself. It's incredible to see yourself in such an entanglement."

"It is better to examine one's own faults than those of others."

Democritus

