



Create a production team and conquer the universe!

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

Space travels, challenges befitting the new century and finally, an inspiring and interesting job – who does not dream of at least one of these things? Now these dreams can come true. We have just opened two factories manufacturing components for space-ships to travel in space. We are looking for employees for both of them!

- The game for:**
 - members of the teams whose jobs require timely delivery of orders, proper resource management and cooperation with other departments
 - managers and coordinators directing the works of the teams, who find it important to increase work effectiveness and cost optimisation as well as to coordinate the activities of all members (departments) of a widely-understood team (company)
 - people wishing to develop their competencies in communication and production process management

- Challenge:**

The corporation your factory belongs to has won a tender for supplying the elements for the construction of interplanetary vehicles. The value of the contract amounts to a large sum of money so it is worth the effort. Each department in your factory will be responsible for another stage of the production process – from planning to execution. Your priority and measure of success is cost minimisation (nobody likes spending too much) and maintaining high quality (this is what the safety of flights depends on). All the more that a competitive factory is just round the corner. You can compete or cooperate with them. It is up to you. The sky is not the limit!

- Foundation:**
 - real processes taking place in production companies
 - dependencies between particular units (departments) and the way they fulfil their duties affect the final result of the production

- Logistics:**

The game takes place in a training room. We use: a projector, a screen, tables and chairs.

- Advantages:**
 - cooperating with different departments, the participants learn about the dependencies between them and advantages of cooperation
 - participation in the game provides conditions to improve communication and cooperation skills within and between the teams
 - simulation allows the participants to develop their competencies in order execution process management (not only production orders), teaches them to take responsibility and undertake initiatives
 - locating the game in the space scenery allows the participants to break away from their everyday thinking schemes and look at their decisions and activities from a different perspective
 - this absorbing game integrates its participants, ensuring a great deal of unforgettable emotions

- Extensions / Variants:**
 - a training part devoted to the assumptions, describing theoretical basics and exchanging good practices in production management
 - a moderation workshop during which the participants solve a real problem, important for their organisation

The game through the eyes of the participants:

“Understanding the construction of these elements was a tough task. It wasn’t easy, but we did it. Fortunately, our team got on the same page and we executed the contract together.”

“Emotions are still alive, but I can write that our process of order execution looks similar. If somebody doesn’t keep the deadline, the entire project falls apart. I’ll send other departments from our company to this training session with pleasure :)”

“There is nothing so useless as doing efficiently that which should not be done at all.”

Peter Drucker



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