

VIRTUES & VICES

INTERACTING

EVENT INFO

TIME: 1½-2 HRS

NUMBERS: 20-300

LOCATION: INDOORS

APPROACH: COLLABORATIVE



Fast paced futuristic business game, exploring customer/supplier relationships.

Language is what we use to communicate between individuals. It is also the major obstacle to communicating between individuals.

Virtues & Vices highlights the interdependency between your needs and those of your customer. Are your lines of communication, as currently defined, a virtue which you are able to exploit to your benefit, or are they a vice, preventing you from fulfilling your true potential?

A business game that allows you to realise the all too often ignored potential a third party may hold in unlocking your customer's real needs. At the same time it demonstrates beyond doubt

the benefits of a long term approach over a short term gain, emphasising the importance of trust, commitment to service, and meeting the needs of others.

Each team has a very different brief within the game, but all form a crucial part of the supply chain. Whether overloaded with power and wealth or desperate to achieve, each team is restricted by a carefully constructed matrix of communication lines. This ultimately highlights the importance of the entire unit, with the middle man having a vital role to play in the redistribution of information and wealth.

In this way information and wealth can both be seen as either a virtue or vice, according to the perspective from which they are viewed. The customer service chain extends in an upward direction to the supplier and on down to the customer – a sudden realisation for many people.

Many more issues are thrown up by this fascinating and powerful game and consequently it is a devastatingly effective in its ability to illuminate and explore a wide range of critically important issues.

BUSINESS BENEFITS

RISK MANAGEMENT

STRATEGIC PLANNING

NETWORKING SKILLS

PROBLEM SOLVING

CHANGING ATTITUDE

