

Serious Game on remote team management



General description:

In this serious game, students play as Yulia, a renown aerospace project manager hired by NASA to lead the “ARM Project” to repair one of the International Space Station’s robotic arms, damaged in a recent accident.

The game is divided into four different sprints, or workweeks, in which players will put their skills and knowledge as remote project managers to the test, assigning tasks and addressing the needs of individual team members. Will the team have everything ready in time for spaceship GL-2020 to dock into the ISS? The answer hinges on the skills and abilities of their manager.

Characteristics:

A learning program built on game-based learning methodologies:

- Applicable and practical
- Revolutionary and powerful
- Addictive and innovative
- Experiential learning
- Flexible, fast, and easy to play
- Entertaining and enjoyable
- Unique

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Methodology:

The game-based learning methodology developed by Gamelearn combines these 3 elements:

1. **Quality content**, equivalent to a two-day classroom course, with a strong practical focus that is useful and directly applicable to work.
2. **Gamification techniques** such as storytelling, rankings, levels, and badges so that learning becomes a refreshing and fun experience that generates student engagement.
3. **Practical exercises** for students to practice in a safe and stress-free environment and receive detailed feedback along the way.

Objectives:

- Learn how to set your team up for success while working from home.
- Gain the tools you need to more effectively manage your team's tasks.
- Improve team communication by using the appropriate channels and approaches.
- Learn how to lead remotely: resolve conflicts, increase motivation, build a sense of belonging amongst your team, and more.



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Program:

The course teaches managers how to better prepare and manage their teams remotely, focusing on key guidelines that must be followed to keep team productivity, efficiency, and spirits up:

- Set ground rules.
- Establish clear goals and tasks.
- Stay on top of information.
- Manage team communication.
- Give regular feedback and follow up on it.
- Monitor motivation levels.
- Keep an eye on possible conflicts.
- Foster a sense of team.

Knowledge and skills:

With the help of Countdown's realistic simulators, the game stimulates effective learning by allowing users to practice the main skills necessary for leading a team remotely:

- Leadership, coaching, effective communication, coordination, professional and work-life balance, organization, results orientation, planning, problem-solving, decision making, teamwork.

Other integrated skills:

- Continuous learning, self-confidence, self-control, self-awareness, research, empathy, focus, flexibility, change management, impact and influence, initiative, integrity, analytical thinking.

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Target audience:

Countdown is geared toward all professionals responsible for managing teams and people, especially those that are telecommuting:

- Company higher-ups
- Directors
- Managers
- Business owners
- Entrepreneurs
- Team leaders
- Sales managers
- Area managers

Logistics:

1. Players only need an internet connection to play.
2. You can access the game from the Gamelearn platform or include it as an additional solution in your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).
3. Admin has access to student and group performance in real-time.

