

WellBagged

A Remote Team Simulation





Remote Team Simulation

Adults learn from experience plus reflection on that experience.

Experiential activities, such as simulation are a powerful source of learning about leadership and team skills. WellBagged is a simulation of a geographically dispersed leadership team. In one or two 2- hour sessions, up to 10 participants take the role of the senior leadership team members for a company handling airline luggage.

High performing remote teams

The nature of work has changed. In today's global economy, working in different locations, with different nationalities and across different time zones has become the norm for many of us.

Do you work closely together with others who you have never met face-to-face?

Many people nowadays do. Temporarily, in project teams, but also permanently. Many of these global teams are not using their full potential.

Research shows that a majority of global teams are less effective than they would like to be because of the remote and virtual nature of their work, and more fail than succeed because of the following challenges:

1. Coordinating the logistics of teamwork across time and place
2. Establishing effective work relationships without face-to-face contact
3. Leading team members who are geographically dispersed
4. Using virtual communication technology
5. Misunderstandings due to cultural and other differences
6. Lack of trust and inclusion.

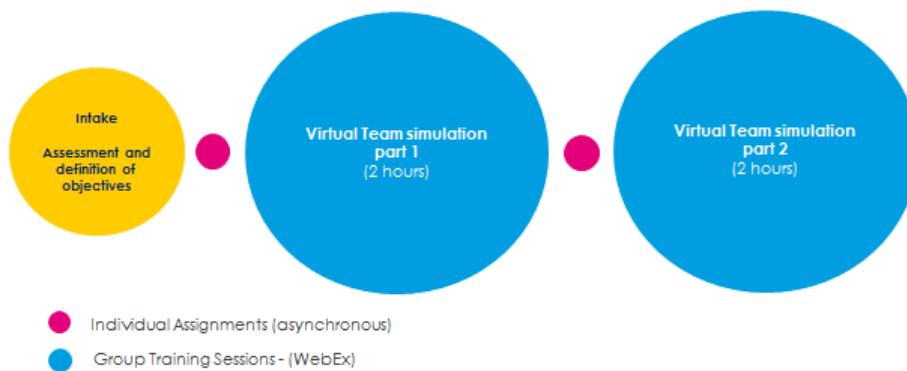
How does it work?



The **WellBagged** remote team simulation is available in two versions:

- A. Stand alone as a remote team building activity
- B. As an integrated module in a leadership or team programme.

WellBagged Remote Team Simulation as stand alone (2 sessions)



WellBagged Remote Team Simulation as stand alone

Team simulation – session outline

Session 1

In the virtual classroom, the team is welcomed and familiarized with the meeting platform and all its features. Before the session, each participant has been assigned a role for the simulation, such as Marketing or Operations Director.



Once the simulation starts, the CEO kicks off through a video message, defining an assignment for the remote leadership team.

The team then has one hour to complete their mission, with all the



meeting tools at their disposal.

The facilitator observes and assesses the team members through a framework of high performing remote teams. The simulation is recorded.

Debrief

After a short break, the debrief starts and consists of the following elements:

- ✓ Team members are invited to reflect on their performance during the simulation
- ✓ The facilitator gives extensive feedback on how they performed as a remote team, relating it to research around high performing remote teams
- ✓ Application work is given to complete before session 2

Session 2

A framework for high performing virtual teamwork is provided

Excerpts from the recording are shown to illustrate key learnings

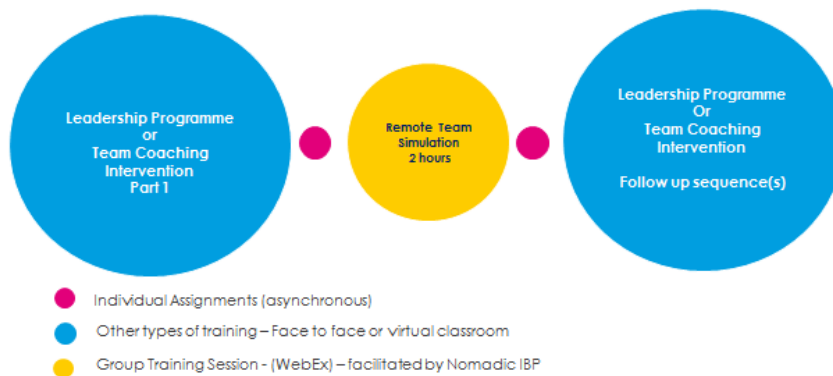
A team exercise is done to implement the learnings from the simulation

Developmental goals are defined.



1. WellBagged Remote Team Simulation as an integrated module in a leadership or team programme.

WellBagged Remote Team Simulation as part of a wider intervention or programme
(single 2 hour session)



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Key learnings and goal setting.

Delivery

The simulation is delivered by a Nomadic IBP team consisting of a senior facilitator and a producer. The team can be complemented by an external facilitator, such as a programme director or lead trainer of a longer programme in which the simulation is inserted.

Outcomes

- Increased performance, more focus on the team's task and result
- Less time wasted on misunderstandings
- Productive instead of destructive conflict
- Improved communication and alignment between team members
- Increased motivation for team members

Special Features

- Interactivity and engagement
- Double-level learning: as the training takes place in a virtual classroom, participants learn not only from what is presented but



also from how things are run in the virtual environment and working together virtually with team members.

- Research-based content: the session content is based on most recent research on effective virtual teamwork.
- The simulation and its effect on virtual team dynamics and efficiency has been validated by a research study
- Accessible from anywhere: since our virtual training programmes take place completely online, it is possible to join this session from any location.

Technical requirements

- A computer or laptop with high speed Internet
- A USB headset
- A quiet place to work (no background noises).



Cost

Simulation as part of a larger intervention

1 session of 2 hours

€ 2995

Includes

- Intake with client to set objectives
- Use of Nomadic's platform (WebEx Training Center)
- Delivery team of 1 senior facilitator + 1 producer for virtual sessions
- Pre programme questionnaire
- Call in costs via VOIP, international phone connections - (telephone costs are charged at local cost)
- Handouts: article on high performing remote teams and 2 checklists for virtual teams
- Level 1 evaluation.

Simulation as stand alone

2 sessions of 2 hours each

€ 3995

Includes

- Intake with client to set objectives
- Use of Nomadic's platform (WebEx Training Center)
- Delivery team of 1 senior facilitator + 1 producer for virtual sessions
- Pre programme questionnaire
- Call in costs via VOIP, international phone connections - (telephone costs are charged at local cost)
- Assignment between sessions 1 and 2
- Handouts: article on high performing remote teams and 2 checklists for virtual teams
- Level 1 evaluation.



Would you like to know more?

Just send us as E-mail at info@nomadicbp.com

[Or call +31 33 462 1932](tel:+31334621932)