Business games & simulations

We take a business process or hypothetical workplace scenario and simulate it through an event

At Maximillion we are continually designing activity-based learning activities into our interventions. We think of these facilitated business games and experiential simulation models as exciting tools that reflect and replicate workplace issues and bring learning to life in stimulating and non threatening ways.

Choose from:

- TeamWorks for business
- All-a-Board
- Kinetic Connections
- Open Space Technology
- Den of Dragons
- Retrospective

The "All-a-Board" exercise was very close to how the team operated in the workplace, and I think all the participants were surprised at how real it felt.

HR Director - Turner Group

Business Game and Simulation Options

TeamWorks for business

Creating routes for successful behaviour change and transferable learning through inter-related indoor / outdoor experiential activities. Selected to offer insights into every level of business process, from the all day-everyday routine interaction of people at work to the complexity of whole systems in operation. TeamWorks activities derive from real working environments - what makes them work and what makes them work efficiently.

Down to detail

Group	5 - 75
Time	3.5 hrs
Place	UK / Indoor

All-a-Board

Exploring the issues created by the need to use specialist skill and knowledge to achieve management and organisational targets. Working in interdependent sub-teams, the group works to 'keep its ship afloat', meeting financial, quality, compliance-related and customer focused objectives and targets - over a virtual financial year and with a fantastic selection of specially-designed experiential activities.

Down to detail

Group	6 - 15
Time	3.5 hrs
Place	UK / Indoor

Kinetic Connections

Giant interconnected mechanical models that create a kinetic chain reaction - different and dynamic! This is an integrated group activity and a unique development event - ideal for building 'big picture' awareness, exploring people and project management within conflicting priorities, cross-team communication and gaining insights into leadership, cross-team working and team dynamics.

Down to detail

Group	15 - 120
Time	3.5 hrs
Place	UK / Indoor

Open Space Technology

A participative and engaging event incorporating methods for working with large groups on organisational issues, leading to focused idea generation and implementation. At the heart of Open Space is a facilitated process, combined with an interactive 'gameshow' element, where staff and management come together with the objective of releasing their energy and creativity towards a defined series of goals and targets.

Down to detail

Group	30 - 300
Time	Full day
Place	UK / Indoor

Den of Dragons

Dare you enter the Den? Throw your team to the dragons to be challenged on their overall business acumen; the marketability of their chosen products and services, the soundness of their business planning and their creativity. This activity is designed to suit your particular business objectives. Designed and led by a Lead Facilitator supported by 2 - 3 selected business entrepreneurs in the roles of the Dragons.

Down to detail

Group	5 - 50
Time	Half-full day
Place	UK / Indoor

Retrospective

Creative, challenging and entertaining - for any team seeking to achieve future objectives and targets. The team makes a retrospective magazine-style video celebrating its successes, by 'fast forwarding' into the future and identifying what future success would look like. As the picture becomes clear, the team develops realistic examples of the actions, behaviours and attitudes required to achieve their objectives.

Down to detail

Group	10 - 50
Time	Half-full day
Place	UK / Indoor

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