



A business process mirror simulation comprising three interrelated exercises that together focus upon wider organisational issues, such as 'silo busting', inter-dependent team working and knowledge transfer within teams.

Key themes include: the importance of resource and manpower administration and strategic project planning.

This training activity exercises covers the following organisational issues:

- Stimulates 'silo busting' via interdependent team working
- Underlines importance of knowledge transfer within teams
- Emphasizes strategic project planning and manpower administration
- Focus on the 'bigger picture'

Main Concept

Quality Jam is a composite exercise that, through three different games, enables users to efficiently assess and prioritize tasks within a team environment.

Each individual contributes specific components which are required to complete the tasks which are the responsibility of other teams. These components are the specific 'property' of the person who is issued with them and cannot be transferred to, or handled by, anyone else at any stage in the exercise. Therefore, no task can be completed in isolation overall project planning is required alongside a willingness to operate flexibly and respond quickly to the needs of others.

Key points

- Exercise meets huge variety of learning outcomes
- Applicable to most team environments
- Easy to use and versatile
- Constituent parts can be played as games in own right

Quality Jam

- Promotes assessment and prioritization of tasks
- Enables users to achieve multiple, inter-related tasks
- Develops knowledge, information & skill transfer in a team
- Illustrates the importance of flexible manpower and resource management

Quality Jam reflects situations in which particular knowledge, skill or access to resources and information lies with a limited number of people within a system.

Built-in reviews of the exercises make participants aware of 'the bigger picture' and promote recognition of greater or more urgent need, and ways in which they allocate and re-allocate resources according to changing circumstances.

Quality Jam' also highlights issues which are involved in integrating different parts of a complex system and coping with the effects of problems or delays in one part of a system which have a knock-on effect further down the line.

Quality Jam comprises the following activities:

Cubism

Combines two applications into one package. Focuses upon interdependence, specifically participant's ability to share and cross reference information. Development of support networks, conflict management and leadership in a group is also undertaken. Cubism in both its forms provides a fast route to powerful and transferable learning.

Shelving

A group problem-solving exercise which requires an initial strategy to be developed, a period of trial and error testing and a refinement of a detailed implementation plan. It highlights the importance of individual contributions to group task achievement.

3-D Polygons - Shapes and Plans

A group exercise for construction/problem solving projects. Focus is on team building and the development of strategy planning and implementation.

Timing: This business game runs for 90 minutes + debrief.

Numbers: 6 to 21 participants (for each business game).

Who: Staff at any level.

PC required: One computer (or laptop) and printer required.

Licence Free: When you buy this training material, there are no restrictions on the number of times you can use it.

Cost to buy: You can buy this business game (which includes a trainer's manual) and use it yourself for £1,057 + delivery and VAT (if applicable).

We will also run this game for you, please contact us for details.

For further information please contact:

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