Tablet based experiential learning game for enhancing leadership skills and team dynamics



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PERFORMANCE

Guide Your Team To The Top

Key Benefits
Build Resilience
Decision Making
Leadership Qualities
Risk Management
Taking Responsibility
Agile Thinking

Teams manage resources and monitor conditions as they instruct their guides up Mount Everest to the summit and return to base camp over an 18 day expedition indoors

- unlimited 1-

3 hours

Activity Overview

- Teams manage resources and monitor conditions, managing their guides (with paying clients) to summit Mount Everest
- Due to the complexity of the game, team members must take on individual specialist roles, share knowledge and successfully complete physical challenges
- They decide on how they will move their guides each day and enter it into the game tablet Team to observe the ever-changing conditions on the mountain they apply an agile strategy and skillfully make swift decisions as a team to maximise opportunities to their advantage The team with the most points is declared the winner

