Passionate about enabling people and organisations to achieve extraordinary things.

# Business Simulation Guide

# About Quanta Business Simulations

Quanta Business Simulations steer away from traditional training methods and instead put delegates into a situational based learning environment with real life scenarios, pressures and challenges. Business Simulations:

- Compresses time for fast learning
- Magnifies and explores actual working behaviour
- Increases retention of knowledge
- Identifies and deals with hidden issues without conflict
- Strengthens the feedback loop via emotional connections with experiences
- Relaxes people to talk and reflect upon themselves without the feeling of being attacked or judged

## Click on the icons to learn more!



## Apollo 13: An IT Service Management Business Game (1day)

*87 hours from home. Your spacecraft is slowly dying. You have a serious problem, unless you and the ground support staff start working as a team to solve it,* **the crew won't make it back to earth!** *But remember, time is running out. And fast. Welcome to the Apollo 13 – an IT Service Management (ITSM) case experience.*

You will gain first-hand knowledge of ITSM theory and learn how ITSM processes are used to assure IT services deliver real outcomes. Understand how best practice informs and supports the very best use of available resource to achieve organisational goals. Learn how good design can improve the performance of the services throughout their life. Understand the benefits of designing, implementing and operating services as a team rather than working in siloes.

## Project Phoenix: A Project Management Business Game (1 or 2 days)

*The crowds are waiting competitors are watching expectantly. Can Project Phoenix resurrect your theme park's dwindling trade or is the ride of your life likely to derail before it even begins? You need to bring all your Project Management excellence to ensure success. Can you live up to those high expectations?*

You will Take on the roles of a project management team tasked with selecting and implementing an initiative to reverse the dwindling trade of the theme park business 'Tolerant Sow' Delegates will experience the following parts of the project lifecycle: Requirements Management, Resource Scheduling, Project Implementation and Post Project Review. You also have the option of being exposed to one additional module from Developing a Business Case, Stakeholder Analysis, or Risk Management.

## Operation Aftermath: An IT Service Management Business Game (1 day)

*Can you manage a disaster relief effort after Ocean City's worst storms and flooding? Work with others to provide food, water, and prevent deadly diseases. Impress the Powers-That-Be with your management skills and make OPERATION AFTERMATH a beacon for future /humanitarian efforts. Welcome to Ocean City!*

Through a series of live-action rounds participants of Operation Aftermath will experience the trials and tribulations of managing the vital services that make up a refugee camp. You will be involved in activities of a service's life from inception through design and development, deploy and release, operation and improvement. By experiencing the whole end-to-end service delivery process, it will become clear how decisions made in one activity can have a large impact on subsequent operations.

## Raise the Terror: A Scrum Business Game (1 day)

*Your gear is packed, the hatches are battened, now it is down to your team to find the HMS Terror, Franklin's ill-fated last command. You will have to use all your Scrum skills to balance the salvage operation with your secondary commission to carry out important scientific research in the area and return to port before the ice sets in.*

Individuals returning from the business simulation will be able to dive into Scrum at the deep end having practised their skills in a controlled environment. They will understand what value means to the business, and particularly how rapidly releasing features to customers ensures that this is maximised. Vitally, being a simulation, Raise the Terror business game will help to bridge the gap between knowing Scrum and living Scrum.

## CarWorks: A Lean Business Game (1 day)

*By managing a simulated car factory over a series of rounds, you will identify areas for improvement, and using the tools and techniques you have learnt, apply these to later rounds and see the impact that they have on production, customer satisfaction and profitability.*

The simulation offers the opportunity to put into practise Lean theory and to see the impact of these principles. It does this in a highly practical way using experiential learning theory as its basis. This game will provide you with the framework and tools required to ensure that your team or department never stand still.

## Drone Derby: An Agile Business Game (0.5 days)

*The Mini Reconnaissance Drone X1 (MRD-X1) has been hotly anticipated, but is it really fit for purpose? Your team of expert engineers and pilots will leverage your ingenuity and Agile mindset to create a simulative environment to put the MRD-X1 through its paces.*

Individuals will practice Agile roles, events and artefacts in an engaging, hands-on way. Importantly, due to the hands-on nature of these sessions, you will be able to explore the behaviours and mindset needed to allow Agile to flourish in your context. By the end of the simulation individuals will have increased confidence to take part in or support Agile teams.
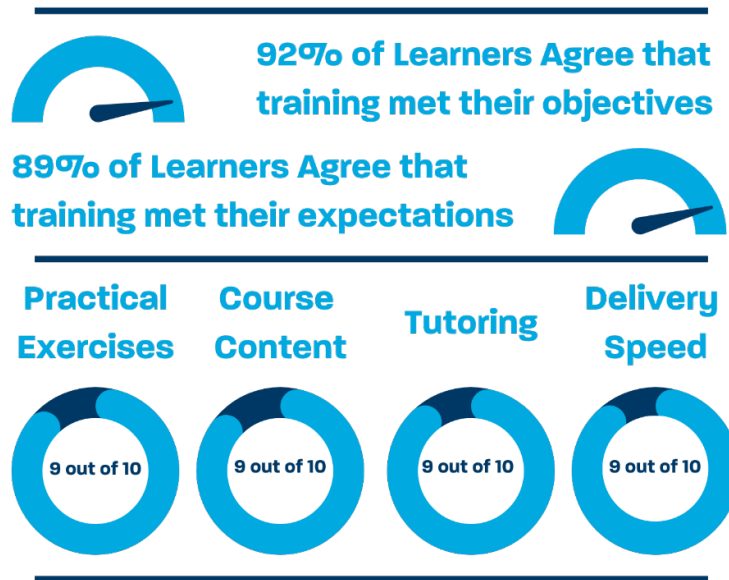
## Collaboration and Teamwork: Business Game (0.5 Day)

*'If you want to go fast, go alone. If you want to go far, go together', so goes a wise African proverb. This module explores what being an effective team member entails; how teams must work together to be truly effective and what gets in the way of collaboration, both from a personal and an organisational perspective.*

Participants will develop effective approaches to managing conflict. All participants will complete a Belbin Team roles profile and recognise what strengths they bring to a team along with the importance of building a diverse and inclusive team.

## Feedback Scores

Based on post course learner feedback from 203 Delegates who attended a Quanta Business Game between 2021-2023.

**92% of Learners Agree that training met their objectives**

**89% of Learners Agree that training met their expectations**

| Practical Exercises | Course Content | Tutoring | Delivery Speed |
|---|---|---|---|
| 9 out of 10 | 9 out of 10 | 9 out of 10 | 9 out of 10 |

## Video Case Study

Quanta have recently delivered a series of tailored Project Phoenix Simulations for London Based Housing Association, Notting Hill Genesis. Watch the Project Phoenix Video Case Study here.

## Get in touch

Want to know about Quanta Business Simulations and how they could suit your business? Call the team Monday to Friday 8am-5pm on **0800 018 5597** or fill out the contact us form.

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