

Enabling
people and
organisations
to achieve
extraordinary
things

Business Games Guide 2024-2025

Agile | Scrum | ITSM ITIL® | Lean
Project & Programme Management
People Development & Leadership

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:

Strengthens the feedback loop via emotional connections with experiences

Relaxes people to talk and reflect without the feeling of being attacked or judged

Compresses time for fast learning

Increases retention of knowledge

magnifies and explores actual working behaviour

Identifies and deals with hidden issues and conflict



Watch Business Simulation Video Case Study



Apollo 13: An IT Service Management Business Game

1 Day

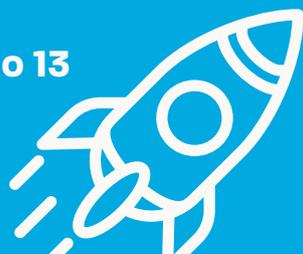
87 hours from home. Your spacecraft is slowly dying. You have a serious problem, unless you and the ground support staff start working as a team to solve it, the crew won't make it back to earth! But remember, time is running out. And fast. Welcome to the Apollo 13 – an IT Service Management (ITSM) case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

The Trainer played his part perfectly! Each course I've undertaken with Quanta has been well organised, thought provoking with a unique delivery style that totally compliments my learning style!

Apollo 13 - Delegate

View full Apollo 13
overview



**New
Release!**

Mars Lander: An Agile IT Service Management Business Simulation

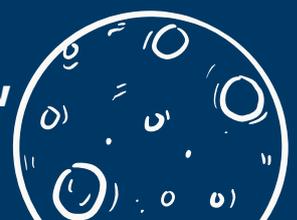
1 Day

Can you deliver IT services that meet your organisation's needs while successfully completing your Mars mission? To manage Service Delivery effectively, you'll need to be Agile, Lean, and work cohesively as a team. Synchronising software and hardware development with service operations and responding rapidly to changes will be crucial. Additionally, in today's environment, reliance on an ecosystem of partners and suppliers requires them to be equally aligned and flexible.

You will need to Apply ITIL® principles and embrace Agile Service Management. But what does that truly entail? In this intensive one-day simulation, you'll learn, experience, and understand the value and importance of these practices within the context of your organisation.

Any organisation aiming to integrate Lean, Agile, or DevOps principles into their Service Management approach—and unlock more value from their IT investments—can benefit from spending a day delivering the MarsLander mission!

View full Mars
Lander overview



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 life cycle: 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.

View full Project Phoenix overview



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 practiced 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.

An excellently ran course that I won't hesitate to recommend to friends and colleagues. The Trainer was very knowledgeable, engaging and professional. I thoroughly enjoyed the pressure applied to myself and teams, it highlighted the pitfalls we all easily fall into and the benefits that communication plays in resolving this.

Raise The Terror - Delegate

View Raise the Terror overview



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.

[View CarWorks
overview](#)



Heist! The Ultimate Team Collaboration Challenge

0.5 Day

New
Release!

Heist! is an immersive experiential learning activity that challenges participants to solve a daring bank robbery by working together in teams.

Through a series of interconnected puzzles and collaborative tasks, teams must gather clues, share information, and strategise to identify the criminals and recover the stolen loot.

This engaging game is designed to develop essential skills such as collaboration, communication, and leadership, making it an ideal exercise for building stronger, more cohesive teams.

Perfect for use as a stand-alone activity or as part of a broader learning experience, Heist! turns teamwork into an exciting and memorable adventure.

View Heist!
overview



Approved Supplier

Quanta Training is an approved supplier to Government Campus. For more information please see Prospectus Online or for how to book Prospectus Online - How to Book .



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Get in touch!

What are your goals? What are your challenges? We'd love to know and we're sure that we can help! Get in touch using the contact details below.

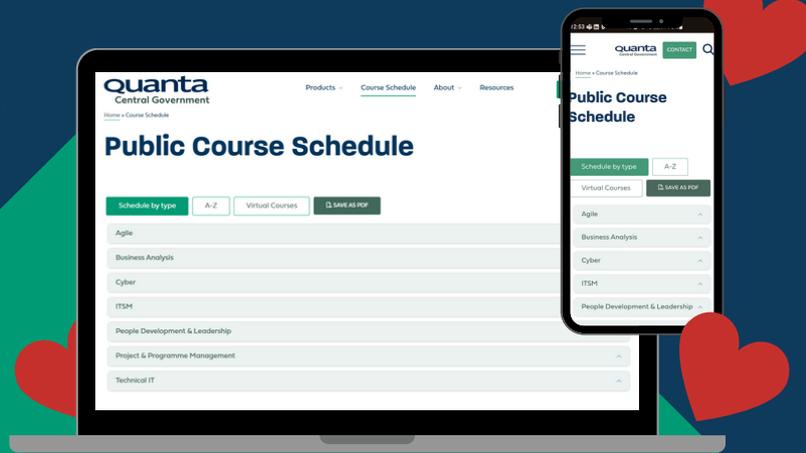


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Fancy a date?...



Click here for Public Course Schedule!

Acknowledgements

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