Team Building Game

TRAMP Project
29 October 2001

Agenda

- **Purpose of the meeting**
- **Desired outcome**
- **Information sharing (20 minutes)**
- **Information processing (60 minutes)**
- **Meeting critique (10 minutes)**

Agenda

- **Purpose of the meeting:**
  - Warm up exercise to experience team-based problem solving.

- **Desired Outcome:**
  - Understand that in many problem solving situations, a team produces a better solution than a individuum.

Agenda

- **Information Sharing (20 minutes)**
  - Present the idea of the NASA game
  - Rules of the Game
  - Heuristics for collaboritive problem solving
  - Resources to play the game

Information Sharing:
Presentation of the NASA Game

- **Problem Description (Handout #1):**
  - Your *lunar space craft* has crashed on the moon
  - The crash occurred on the sunny side of the moon
  - Only the your *lunar escape module* can transport you safely back to earth
  - Your lunar space craft contains 15 objects
  - Your escape module is 200 miles away (also on the side)

- **Objective:**
  - You have 30 minutes time to prioritize the objects in your space craft with respect to how they can help you in getting to the lunar escape module

Information Sharing: Rules of the Game

- **You get a list with 15 objects (see Handout #2)**

- **Rank the 15 objects in the order in which they can contribute to get you to the lunar escape module**

  - 1 highest priority – 15 lowest priority

- **First Task (10 minutes):**

  - Every team member tries to solution alone

- **Second Task (20 minutes):**

  - The group finds a collaborative solution

Information Sharing:
Heuristics for collaborative problem solving

- **Apply all the rules of how to run a meeting (From first team meeting and Allen's Tutorial). Specifically:**

- **Listen actively**

- **No side talks**

- **Respect the opinion of other group members**

- **Distinguish between subjective opinions and proposals**

- **Quickly establish a conflict resolution strategy**

- **Use syntactic phrases:**

    – "let me support this proposal"

    – "let me be the prime facilitator"

    – "let's pop up a level"

Information Sharing:
Resources to play the game

- **Each team gets the following resources**
  - This problem statement and rules
  - 5 hard copies of the 15 objects list
  - ULD (Uniform Location Descriptor)
  - 1 marker and 1 overhead slide for the presentation of the team solution

Information Processing (50 Minutes)

- **Project Setup Phase (Each team, 1 minute):** Become a member of team (team building phase), find a location and get there (*project setup*).
  - **Per team: Pickup handouts**
- **Development Phase I (Each person, 10 minutes):** Solve the problem individually
- **Development Phase II (Each team, 20 minutes):** Solve the problem as a group
- **Delivery (Each team, 1 minute):** Come back to S-3175
- **Project Review (Each team, 2 minutes):** Present your team and group solutions and compare with optimal solution
- **Project management (Joerg Traub, 3 minutes):** Presents the optimal solution **(Handout #3)**
- **All (no time estimate:-)**
  - Compare your individual solutions and your team solution with the optimal solution

Client Acceptance Test

- **Team # 1, Presenter:**
- **Team # 2, Presenter:**
- **Team # 3, Presenter:**
- **Team # 4, Presenter:**
- **Team # 5, Presenter:**
- **Team # 6, Presenter:**
- **Team # 7, Presenter:**
- **Team # 8, Presenter:**
- **Team # 9, Presenter:**
- **Team # 10, Presenter:**

Meeting critique (10 minutes)

- **How did we do?**

- **Did we achieve the desired outcome?**

- **What went wrong?**

- **What went right?**

- **How can we improve the game for the next generation of praktikum students?**

- **To be continued asynchronously on the TRAMP discuss bboard...**