

WAR SIMULATION TRAININGS TO CORPORATES

04/18 Feb 2012-1000h to 1700h

DELIVERABLES OF THE WAR GAME SIMULATION

(LEADERSHIP; EFFECTIVE COMMUNICATIONS AND STRATEGIC AGILITY)

FACILITATOR'S GUIDE

<u>Ser No.</u>	<u>Item of Work</u>	<u>Time</u>	<u>Time in Minutes</u>	
			<u>R/Time</u>	<u>Clock Time</u>
<u>M MINUS ONE</u>				
1.	Place Availability for facilitators			
<u>D DAY</u>				
2.	Arrival in Location, Tea, Change	0915h	-	-
3.	Arrival in the Ops Room	0955h		-
4.	Small introduction of the Facilitators	5	05	1005h
5.	Introduction of Members	10	15	1015h
6.	Issue/Change in to Dungarees and wear Arm Bands	15	30	1030h
7.	Earmark Two Spies	10	40	1040h
7.	Divide the Group in to three Groups of 15 (Blue), 15 (Red) and 10 (Green)	10	50	1050h
8.	Issue of Opening Narrative and Narrative ONE	10	60	1100h
9.	Exercise ONE	30	90	1130h
	<u>SHORT BREAK</u>		105	1145h
10.	Module: Self Awareness	30	135	1215h
11.	Module: Brain Processing-Why?	40	175	1255h
12.	Module: Human Drivers	35	210	1330h
	<u>LUNCH BREAK</u>		255	1415h
13.	Module: Leadership including DVD	45	300	1500h

BREAK TO RE-ORGANISE

310 1510h

14.	Plan A: Identify the Spy -Communication Skills	15	325	1525h
15.	Plan B: Sabotage of Factory Premises	30	355	1555h
16.	Plan C:	45	440	1640h
17.	CONCLUSION including LESSONS LEARNT TEA-BREAK and PHOTOGRAPHS	20	460	1700h 1730h
18.	Dispersal			1730h
19.	Winding up Facilitators			1900h

Guide Lines for the Facilitators

1. The place needs to be apt to the setting of the games for the outdoors and also for the briefings in respective rooms of the two TEAMS.
2. The dress code for the day has to be shoes with Pants/Salwar Kameez.
3. Composition of the group agewise and gender wise is to be taken.
4. Composition of the group with respect to job profile also to be taken; junior, middle or the senior level executives?
5. The facilitators, in order to bring out the effectiveness of the Lessons to be taken away may change the setting of the Leader/the Deputy Leader.
6. The games can be to include:
 - (a) Outdoor competition in the TWO TEAMS with three different groups; the Planners, the Executioners, the Blockers, and the Supporters.
 - (b) The roles can be switched between the intra-groups as akin in the roles to be adopted in the Departments of the Corporates.
 - (c) The targets for demolitions/sabotage can be the Testing Laboratory or the R&D Wing of the Company.
 - (d) the plans prepared by the Leaders/the Deputy Leaders will be specific in nature; time, route, delegation of work, the execution and any follow-ups, if any.
7. The take aways need to be co-opted with the games or any requirement that is being attempted by the participants. The point will be kept in mind for all the actions being taken by the participants.
8. The planned Games would be:
 - (a) Reaching the Objective across the Obstacle ridden Ground.
 - (b) Identifying the “Spy Within”.
 - (c) Sabotage of Key Installation Areas of the Adversary.
 - (d) Denial and Support in Executions.

