



# The Journey Home™

## AUDIENCE

New and existing team members and team leaders throughout your organization. The Journey Home is particularly appropriate for teams involved in interdepartmental projects or initiatives. It is also appropriate for employees from different functional areas who seek to build more productive and collaborative ways of working together.

## Enhance team collaboration

### Program Benefits

*The Journey Home™*, from experience it inc., is a dynamic way to build effective team behaviors—with a twist! This wildly exciting simulation takes participants on an interactive race through space. As they try to find their way back to Earth, participants must learn how to work effectively with their own team—and with other teams. That's why *The Journey Home* is such a powerful way to boost collaboration among teams throughout your organization. After completing the simulation, participants are able to:

- employ teamwork within their own working groups and across functional lines
- leverage information across teams to enhance productivity
- engage every team member in planning and decision-making
- better understand the behaviors and processes needed for teams to remain focused on a common goal
- overcome non-cooperative team behaviors

### Program Description

During *The Journey Home*, participant teams of four to six people embark on a galactic race against time. Their goal is to save the Earth from a deadly virus and from enemy Raiders. Teams speed through space in Starship Squadrons, each trying to reach Earth first. Excitement builds as teams discover they cannot succeed without the cooperation of other teams. As in real-life business situations, participants must learn how to work effectively with teams that have similar objectives.

*The Journey Home* helps participants understand their personal responsibility for the success of their team and other teams that share the same goal. In their roles as Starship crew members (Captain, Navigation Officer, Communications Officer, etc.), participants develop critical insights into the reasons teams work effectively. These include leveraging individual skills in pursuit of a common goal, overcoming barriers to team cooperation, delegating responsibility, and making and executing plans. Back on the job, participants employ what they have learned to improve performance on an individual, team, and interdepartmental level.

### Implementation/Customization

*The Journey Home* has been used with groups as small as 16 and as large as 1,000. It is typically implemented as a two-hour simulation followed by a one-hour debrief. The debrief and group discussion can be tailored to focus on specific team training needs or issues faced by your organization.