



Ascent (Reality-Based Team Collaboration's Learning Event)

CATEGORY: Team Development

WHO SHOULD PARTICIPATE: All staff

METHODOLOGY: Briefing, Simulation, Debrief, Presentation

LANGUAGE: Chinese, English or bilingual

DURATION: 4 Hours

Program Overview

In each of us there is a capacity for greatness; an extraordinary ability to overcome all odds to succeed. How can we draw upon this hidden strength to overcome our most difficult circumstances? Through an exciting new classroom simulation, *Ascent*, Chris takes you in the footsteps of climbers in the 1996 “*Into Thin Air*” disaster on Mt. Everest. Each team member will face critical decisions on managing resources to ensure team survival.

The teams will face the following challenges:

- Unpredictable weather
- Limited supplies and rescue tools
- Decisions on which direction to take and when to move
- Assigning roles and leading initiatives to find rescue
- Dilemmas on who should be left behind
- Influencing the decisions of team members and team leaders

At the end of the expedition, you will assess your results in terms of:

- Your ability to analyze fast-changing conditions and adapt
- Your commitment to the success of the team, not just individuals
- Your decision-making process
- Your successes and failures
- What you can take back and apply to your organization



Process *Ascent* is an exciting, fast-paced team learning adventure, that teaches team collaboration and decision-making skills. It includes a 30 minute briefing, real-time Camp IV to summit and descent simulation, and a complete debriefing with team presentations.

Payoff **What can people learn this course:**

- Consensus building in teams and decision making under pressure
- Crisis management/ Change management
- Importance of team roles and responsibilities
- Emphasis of timely and accurate communication and listening
- Sharing of information and resources to increase overall organization ROI
- Importance of proper resource planning and risk-taking, when appropriate
- Team collaboration instead of competition among project groups or individuals