



## The Endurance (A team Decision-Making Reality Role-Play®)

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**CATEGORY:** Decision Making

**WHO SHOULD PARTICIPATE:** All staff

**METHODOLOGY:** Lecture, discussion, in-class activities, group-work

**LANGUAGE:** Chinese, English or bilingual

**DURATION:** 4 Hours

### Purpose

#### Shackleton's Incredible Antarctic Voyage

Retrace Ernest Shackleton's 1915 route across the forbidding Antarctic ice and seas, making critical decisions with your team that will determine your survival.

This is an all-new team decision making Reality Role-Play™ from ALTEC based closely on the true survival story of the crew of the HMS Endurance.

Participants work in teams to survive in the Antarctic as their ship is crushed in the ice. Assigning roles, making decisions, and creating a plan for rescue are the key activities of the event.

### Process

Team members will face:

- Unpredictable weather and ice-floe movement
- Decisions on which direction to take and when to move
- Strategic decisions about allocation of resources
- Dilemmas on who should be left behind when there is opportunity to send out an advance rescue party
- Critical choices on roles of members
- 24-hours of darkness in winter, and 24 hours of sun in Summer
- Attacks by dangerous sea animals

### Payoff

#### What can people learn this course:

- At the conclusion of the game, team members will watch the award-winning DVD video documentary on the fate of the crew of the Endurance, and compare their decisions to those of Shackleton and his crew. They will then discuss their rationale, and their effectiveness, both in small groups and as a combined team.
- This learning event will inspire team members to assess new ways of transforming their decision-making skills.