

100% Online

COUNT DOWN

EXOPLANET

BY

GOtraining

Experiencias que Transforman

Description

The objective is to deactivate a "bomb" that contains a countdown. If the bomb is not deactivated in time, it will trigger an action that will (safely) affect all participants.

This is a practical, dynamic and adrenaline-charged experience, that will test participants' ingenuity, recursion, decision-making ability and stress management.

All the dynamics raised around the experience test the concentration and reaction capacity of each team member.

Achievements for
the company





Powerful Teams

“If you want to go fast go alone, if you want to go far go accompanied”

This experience applies to:

Teamwork, communication, cooperation, coordination, collaboration, leadership, emotional intelligence, wit, innovation, creativity, lateral thinking, work under pressure, competitiveness, stress management and assessment center for large groups.

**Each experience allows creating bases for design transformation process with teams, from reflections and feedback of concepts.*

An Experience

100%

Practical



An experience that enhances teamworks



Communication



Fellowship



**Cooperation
and
collaboration**



**Solving
Problems**

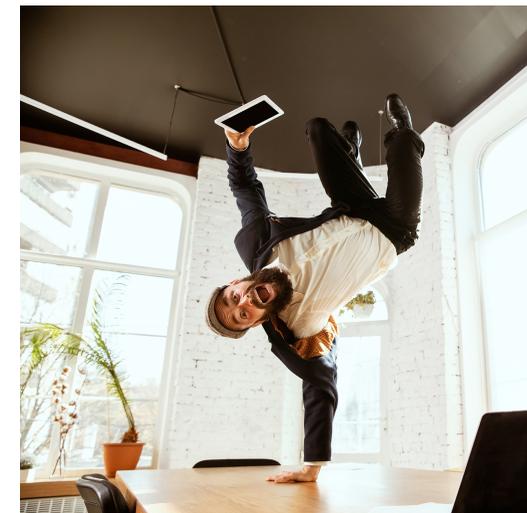
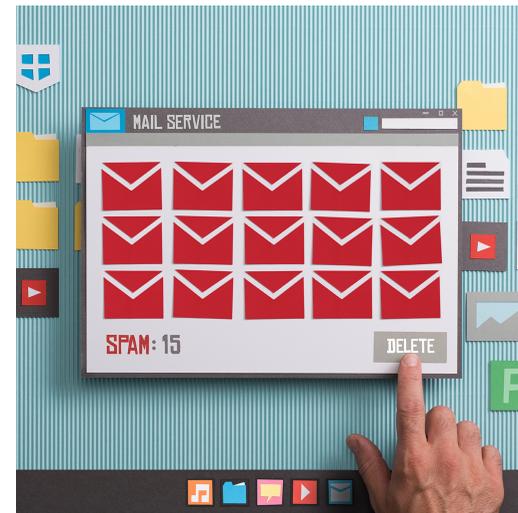


Creativity



OUR VALUES HAVE BEEN TAKEN!

The experience is set according to the context of the participating team, for example:



 FAMILY

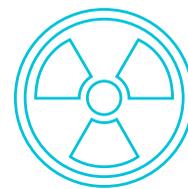
 INNOVATION

 EXCELLENCE

 SERVICE

 PASSION

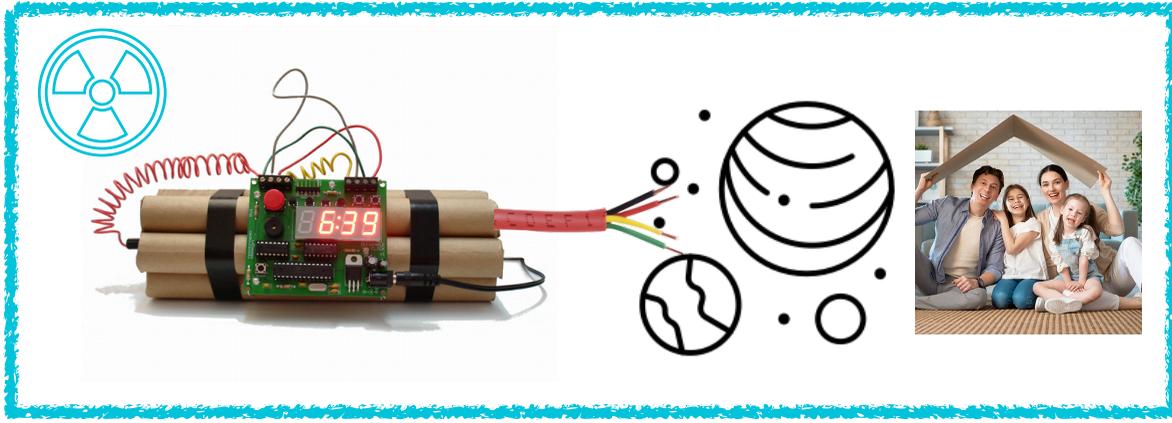
**The experience is adapted to the values of the company, the team or the topic that they wish to develop around the workshop.*



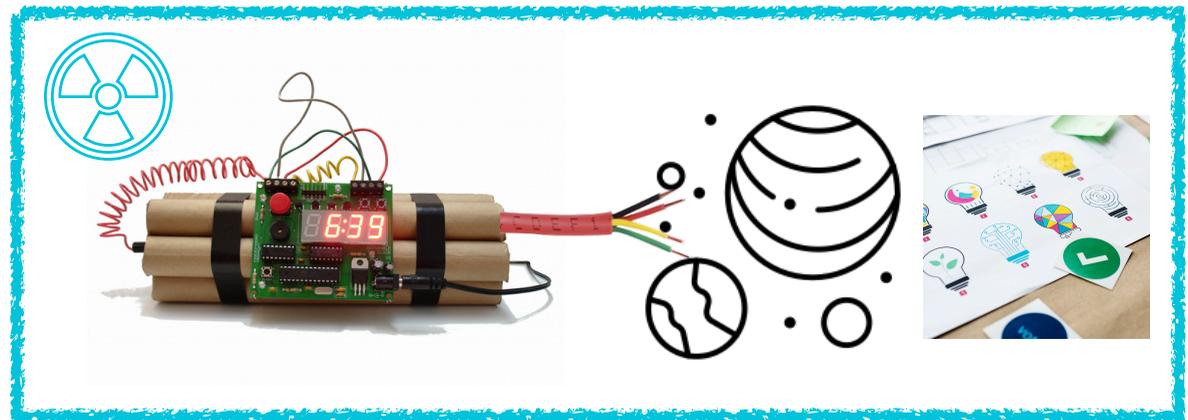
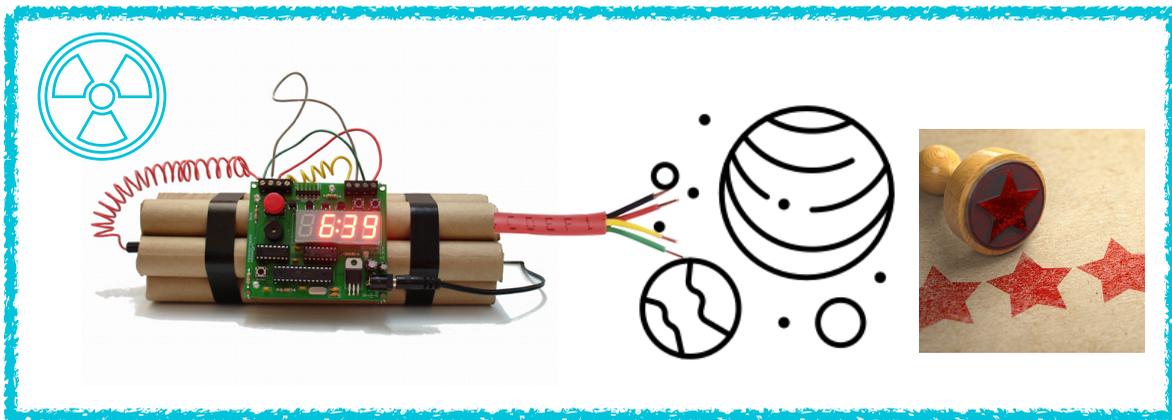
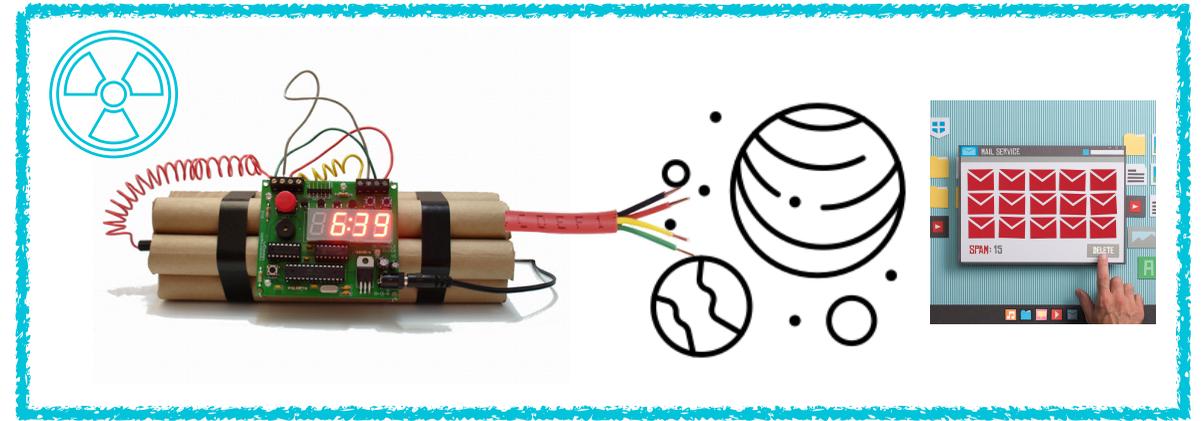
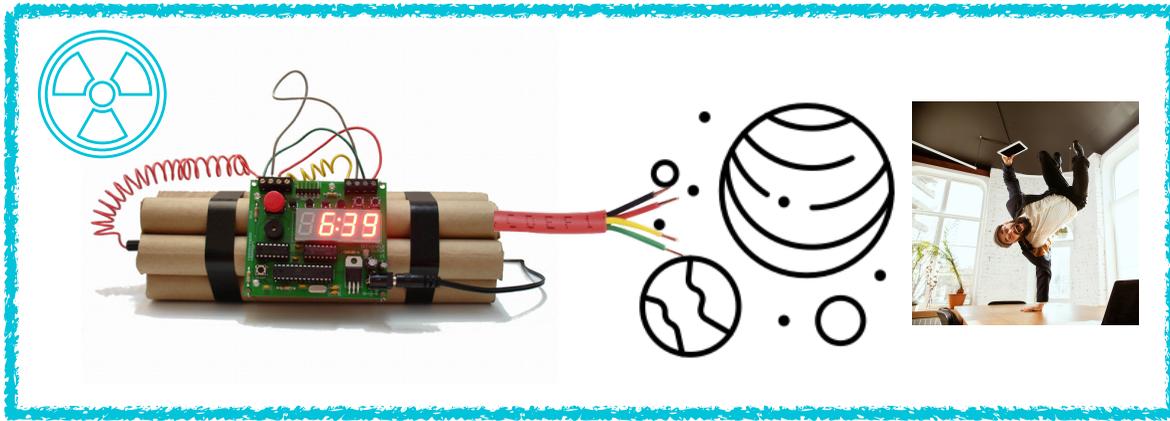
... and we will not be able to rescue them unless ...

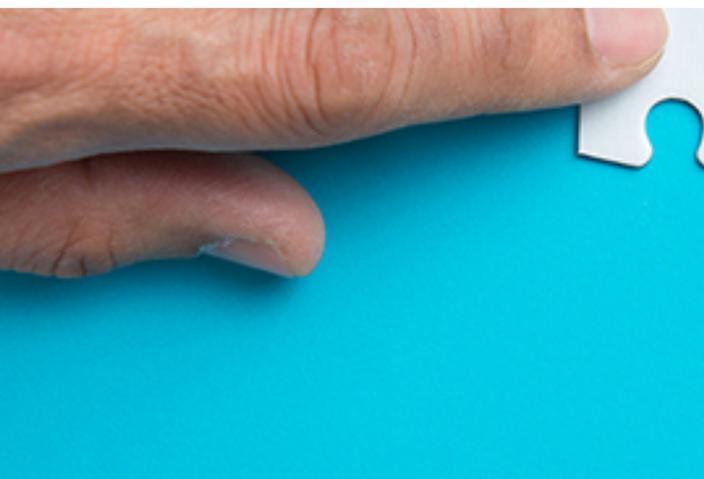


The experience is set according to the context of the participating team, for example:



... The bombs that are connected to them are deactivated in time!





Metodología



Each teamwork (defined at the beginning of the experience) will have to pass different tests of cooperation and leadership to obtain passwords and keys that will allow the bomb to be taken apart.

In this activity different components are combined:

- **Team building challenges:** *Experiential dynamics that enhance values and skills within teams and towards the organization. (communication, cooperation, coordination, collaboration, Leadership, Emotional Intelligence, ingenuity, innovation, creativity, lateral thinking, work under pressure, competitiveness, stress management).*
- **Technology:** *We use different augmented reality technologies, virtual reality **, online tools, among others, to create a futuristic experience.*
- **Brain Challenges:** *puzzles and thought tests that each team will solve together. The funniest puzzles, so your team can solve them together.*

***Only presencial mode.*



Participants will observe real-time bombs (physical, not virtual), one for each company value (in the example case *).

Each of the bombs must be deactivated with 4-digit codes, which they will find as they successfully complete all challenges.

The challenges will be digital and physical to be worked between teams remotely.

The teams will be accompanied in real time by different facilitators.

*The number of bombs and facilitators depends on the number of participants.

*The experience applies to teams from 6 to 100 participants at a time.



General Methodology

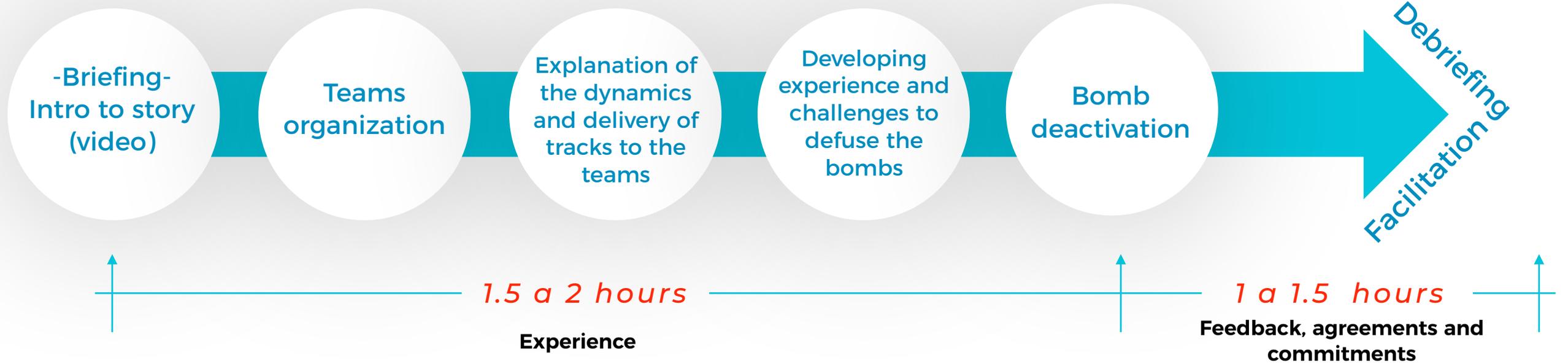
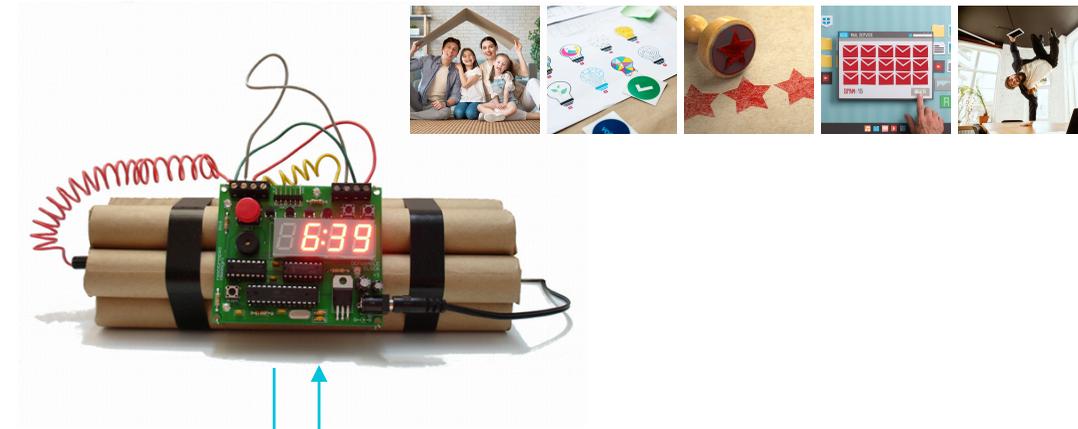
Virtual - Session 1

Design Experience: 1 to 3 weeks.

Prior to the experience, online tests for each participant:

Test No. 1: Player Style

Test No. 2: Teamwork



Total time session 1: 3 a 3.5 hours

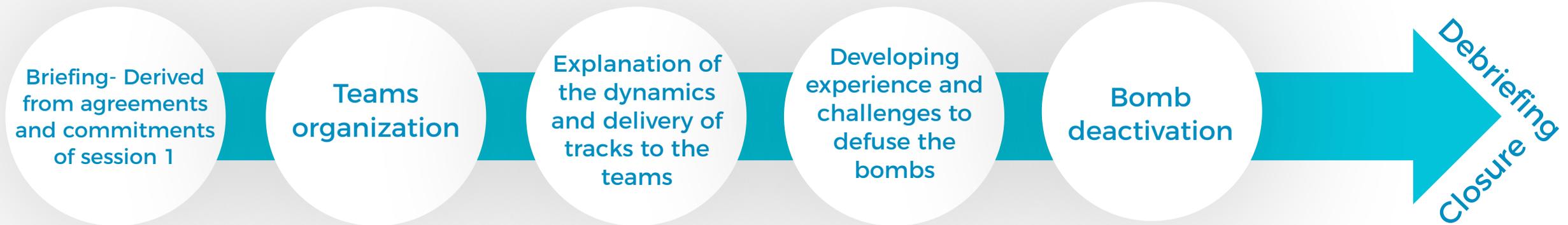
Session 1 by itself can be applied in corporate events, specific teamwork sessions or assessment center.



General Methodology

Virtual - Session 2

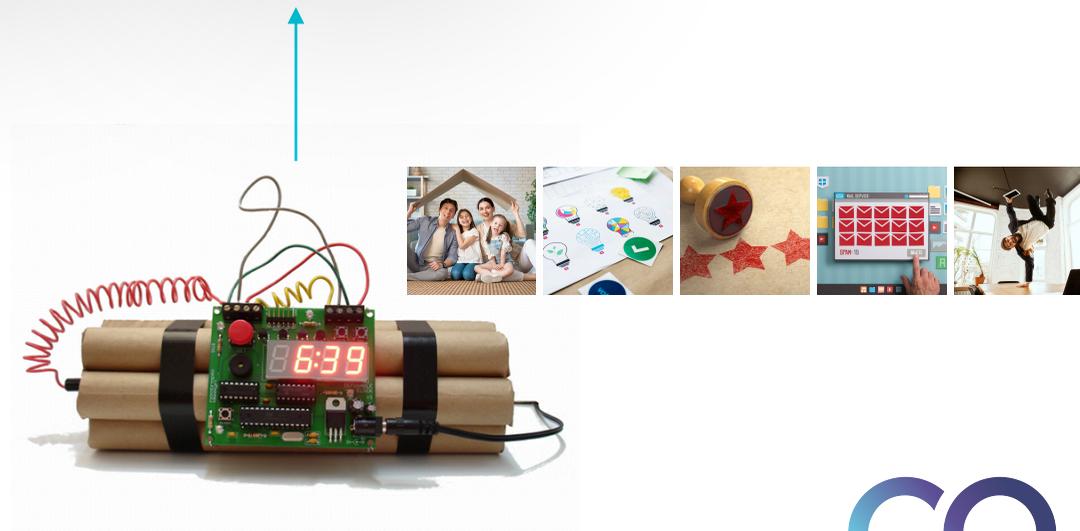
It takes place one week after session 1.



In the second session, the same dynamics of bomb deactivation is performed with different challenges than in session 1. The result will be different when taking into account the implementation of the agreements and commitments from the previous session, which will show an improvement in the skills and behavior of the team members.

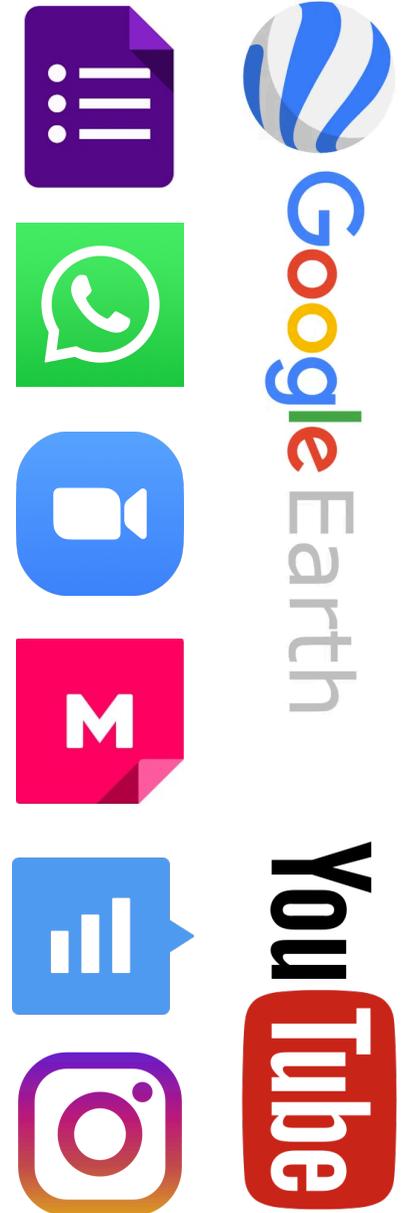
Total time session 1: 3 to 3 hours

Session 2 identifies changes and improvements that the team obtained in relation to the agreements and commitments of session 1. Promote change in the team.



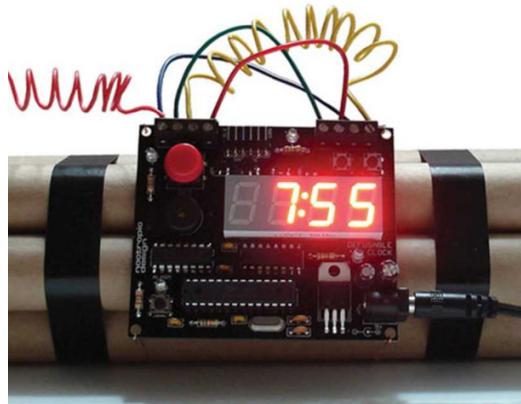
How will we do it?

★ Online Tools



Others

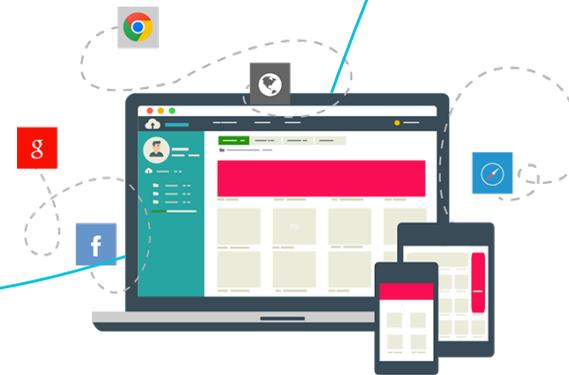
★ Virtual experience in real time



Connected and activated digital bombs with real-time transmission for all participants through Zoom *, who will observe the downward counter that is only deactivated when a 4-digit code is entered.



Support facilitators and bots.



Plataforma Online Timer Bomb.

The use of zoom is suggested, however it can be done by Google Hangouts or another online communication channel. The important thing is that participants can hear and see each other all the time, in groups and subgroups.

Requirements:

Per person:

1. Post-its or paper, Pencil.
2. Computer and Cell phone with optimal internet connection.
3. Access to Zoom or Google Meets and google.

Per team:

Establish a virtual communication channel. (Zoom, Hangouts, Skype, WhatsApp etc.).

For the company:

Optional: Points plan or prizes for participants.

Generals:

Punctuality and a defined number of participants. The experience is designed based on the exact number of participants.



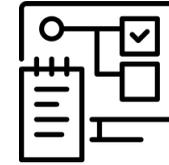
Includes



Experience Design



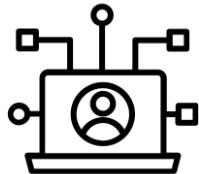
- Design and adaptation of the experience according to the needs of the company.
- Preparation of manuals.
- Changes in the introductory video (if necessary).
- Knowledge of the equipment, function, purpose, way of doing things, etc.
- Bombs assembly.



Online Test.



- Player Style
- Teamwork (Analysis before experience)



Experience Implementation



- Certified facilitators with experience in each subject (according to the amount of teams)
- Time for facilitation, reflection and team coaching (guide to agreements and commitments)
- Digital and/or physical tools
- Technological support and platform.



Mini - Report



FAQ'S



Who can take part?

-EXOPLANET is an experience for people over 15 years old. It is ideal for work teams of companies or organizations

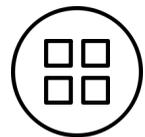


Requirements to take part?

-A computer or tablet with internet access (it is not possible to connect from smartphones)

-Pencil and paper

-Access to Whatsapp



Is it necessary to download and install an application on the computer?

-It is necessary to have an internet browser: (Explores, Chrome, Safari, Mozilla etc) which comes with each computer

-Participants must agree to use the same video conferencing app: (Google meets, Zoom, Webex etc) according to the policies of each company



Do participants need prior knowledge?

-It is necessary to have basic knowledge of internet management and video call apps. EXOPLANET was designed to guide the participant step by step.

-At the beginning of the experience, facilitators will deliver all the necessary instructions

Can participants enter once the experience has started?



-EXOPLANET is design according to the number of confirmed participants. If someone cannot attend, they should find a replacement so as not to affect the entire process..

-We suggest that all participants connect at least 15 minutes before the agreed time. This to verify the technical aspects of the connection.



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