

Zombie Workshop Outline July 2024

- I. (10 minutes) Arrival/Complete Questionnaires/Pretest on Team Dimensions/Sign use of video equipment agreement/provide wearable cameras (set up the night before would be helpful).

*Will use one of (preferably) two rooms for this and the final AAR. Need a stage with a podium and microphone. Seats are not needed for arrival tasks and briefing (next step). Will just be here for about 30 minutes at the start then again at the end for about an hour. During the AAR we can bring chairs in from other room so everyone can be comfortable in one room during the discussion. Each room should have three round tables seating up to 10.

- II. (20 minutes) Large group in-briefing/Introduce facilitator team/Describe Team Dimensions
 - a. Provide game rules and parameters as well as repercussions from decisions made last year.
 - b. Answer participant questions.
 - c. Ask ice-breaker questions to help participants get to know one another.
 - d. Indicate that a zombie horde is enroute and that there are different locations they can join:
 - i. Rural
 1. Prepper Farm Community
 2. Hippie Farm Community
 3. Research Facility (Infection Disease Research)
 - ii. Military Base
 1. Headquarters
 2. Hospital
 3. Power Plant

They will only be told about the Rural Area (Room #1) and the Military Base (Room #2) no further information is available for each location at this time. Once they select from those two locations and arrive in that room, they will decide on the sublocation.

- III. (20 minutes) People self-select into locations and receive their location in-briefing from a Table Game Master (TGM) who will explain the location's strengths, its weaknesses and how the players can contribute to its success.

Data Collection Observers will be in each location to track behaviors and actions that occur and to document events for the AAR.

 - a. Each team will have a map which is incomplete of the surrounding area. Players will be expected to expand on it
 - b. Each individual will receive personal goals or information that are private (e.g., explore strategies to communicate with other groups, improve defense, explore, learn a vital and key piece of information that can help or harm their team.
 - c. The group itself will have an area of weakness the individual can mitigate (group goals)

- d. There will be a cross/group or regional goal to cooperate/dominate or collaborate across the groups.
 - e. Another goal will be for players to improve their location to build a sense of ownership.
- IV. (40 mins) Teams and individuals will experience challenges
- a. The first challenge is a training event as everyone learns game play (20 mins).
 - b. From then on, each group will be able to decide how to focus their resources (2 additional 10 minute sessions).
- V. (9:30-9:50) (20 mins) At the midpoint, rooms will conduct an AAR.
- a. Discuss what challenges they've experienced.
 - b. What's working well and not so well on this team.
 - c. What Team Dimensions behaviors have been used:
 - i. Information Exchange
 - ii. Communication Delivery
 - iii. Supporting Behavior
 - iv. Initiative/Leadership
 - d. Data Collection Observers at each location can provide minor input and guidance on their observations (e.g., will avoid helping, but may point out something overlooked)
 - e. How can this information affect your priorities?
- VI. (50 minutes) Teams and individuals will experience additional challenges
- a. 3 additional sessions at 15 minutes each
- VII. (15 minutes) (10:45-11) At roughly the 3hr mark, game play stops and participants complete surveys/Post Test on Team Dimensions
- VIII. (15 mins) Each table will conduct a final group AAR.
- a. Individuals will expose their personal goals and describe their success in achieving them.
 - b. The group goals and their success will be discussed.
 - c. The group will describe what worked well and what did not work and any improvements they might have seen from first half.
- IX. (25 mins) Finally an entire event AAR will take place.
- a. Questions will be focused around the 4 dimensions of Teamwork.
 - b. Did each group explore the area and develop the map?
 - c. Is the information on your map correct?
 - d. How did team skills develop during this workshop?
 - e. Were they able to collaborate/cooperate or dominate? Provide examples of supporting behavior and leadership – within your teams and between teams.
- X. (20 mins) Lastly, a simulation/game AAR will occur.
- a. What did you like about the event?
 - b. What did you dislike?
 - c. What could be done better?
 - d. Recommendations for next year?