



ONLINE TEAM REVIVAL





The Program

Remote working has significantly increased in the work place due to technology changes, life style changes and more. But remote working comes with some hindrances.

This program has been specially developed as an online team development workshop to allow companies to continue developing their staff for better performance. In a unique collaboration between Team.as.One and tabtourasia, leaders in the team building and team development industry.

Over the course of 4 months team members gain points via our exclusive app by completing tasks while learning about effective team work in a game style format. Based on various proven team building concepts we create an environment where the team learns to become a high-performance team, even when they are working from different locations.

Through game play, team members discover the concept of Team Psychological Safety (TPS), born out of extensive research by professor Amy Edmondson who demonstrated that TPS is the key to high-performance teams. TPS will be used as the main learning and improvement measurement tool. Peter Couwelier, PhD from Team.as.One has worked with TPS to develop high-performance teams for more than five years.

The workshop requires 20-40 minutes per week of each members time and will run over 4 months in 3 phases. The now, the near future, and distant future. Each phase will go through various steps of theory on personal, team, and corporate level in a fun, interactive, and engaging way. Besides TPS, the program will use key elements of Tuckman's stages of group development, Belbin Team Roles, Lencioni's 5 Dysfunctions of a team as well as various personal and team development tools.



The Objectives

Creating high performance teams through unique digital toolsets in a fun, interactive and engaging team development setting. Revive working teams that require remote working conditions.

For who

This program is designed for any team that wishes to improve their efficiency and output. The program is designed to run on 3 levels, personal development, team development and corporate development. Ideally for upper management and middle management.

Teams can be from 3 to 12 people.

This program works for teams that work face to face regularly but also for teams that are geographically spread and work virtually

Duration

This program is designed to run over 4 months, input is 20-40 minutes per week per team member.

Success measurement tool:

- TPS is as the main measurement tool for success.
- Pre-determined KPIs can also be inserted on request.

Game Phases:

1. The Now - 1st month

How to engage your team now!

- What are their current experiences?
- Are they sharing,
- learning, and being pro-active?

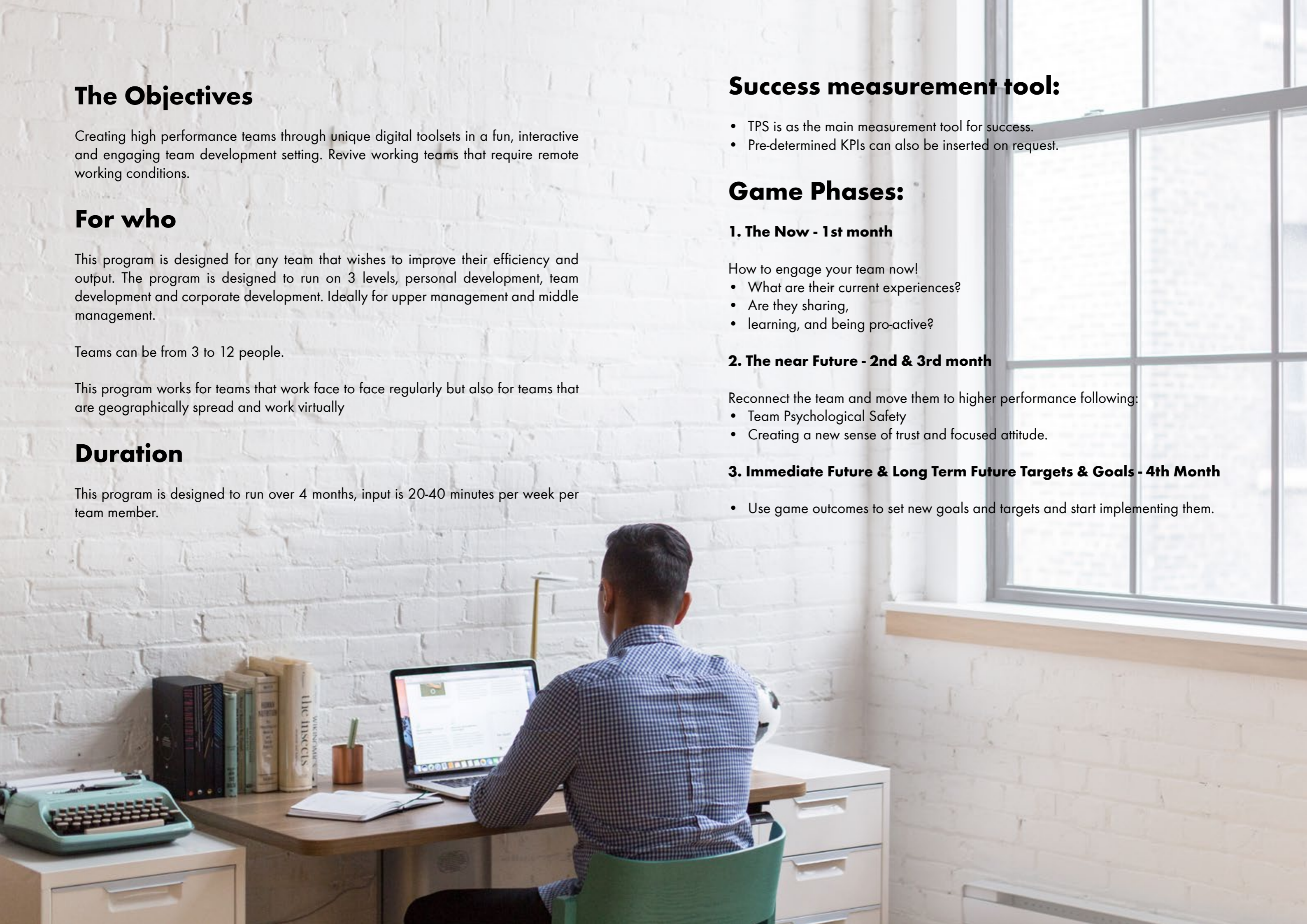
2. The near Future - 2nd & 3rd month

Reconnect the team and move them to higher performance following:

- Team Psychological Safety
- Creating a new sense of trust and focused attitude.

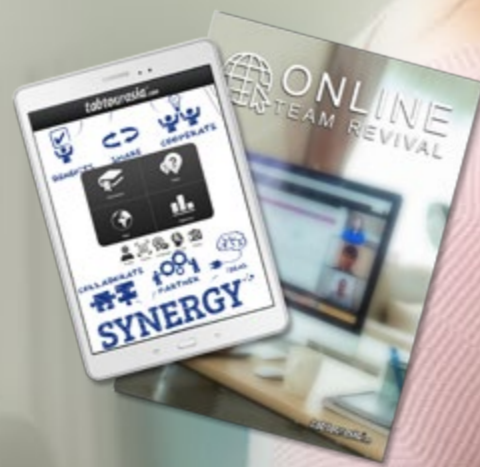
3. Immediate Future & Long Term Future Targets & Goals - 4th Month

- Use game outcomes to set new goals and targets and start implementing them.



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