

“I have gone through many simulations and this was the best that I have seen. I learned a great amount about my work that will help, but more importantly I learned a great deal about myself that I can apply immediately.”

The Journey Home



The Journey Home is an interactive, team-based simulation that provides participants with an intensive, powerful, fun and relevant learning experience.

It is Star Date 3000 AD and a squadron of Starships is engaged in a race against time. Each Starship is a team, comprised of four to six players. Every team member has a unique and valuable role to play, bringing his or her own information and experience to the mission. The ultimate goal is to save Earth from enemy raiders and to find the technology to stop the spread of a deadly virus.

The Journey Home is never described as a competition between Starships, yet the entire room erupts into a chaotic and frenetic race to be the first to reach Earth. Challenges escalate when data isn't shared, resources are wasted, customer needs are ignored, opportunities are missed, time is lost, trust is tested and energies are misplaced. Only at midpoint of the experience do some Starships develop an understanding that they must work together by combining their efforts and sharing information. The simulation concludes with a startling end, in which the real enemy is defined and the overall mission is accomplished.

LEARNING OUTCOMES

By the end of the Journey Home experience participants are connected emotionally and intellectually to the following learning outcomes:

- The true power of teamwork and collaboration
- Alignment to mission
- The importance of communication
- Empowerment
- Customer focus
- Role Clarity