

# EXPEDITION ANTARCTICA

## Unite your Team

Give your people the chance to be selfless confidants who discover the true value in cultivating a sense of compassion and responsibility for others in pursuit of a shared goal. Expedition Antarctica is a team development simulation that transports your team to the unexplored regions of the Southern Hemisphere, on an unforgettable trek across Antarctica.



## Trusted By



The group really enjoyed Expedition Antarctica because it was hands-on and out-of-the-box. The energy was high and the participants enjoyed putting leadership skills to the test. One said, "This activity made me look inside myself...about how I reacted and interacted throughout the game...and what that means about my leadership style."

Grace E. Harris Leadership Institute

## Outcomes

### Leadership

We identify the lessons of leadership from renowned explored of an iconic period in history known as the "Heroic Age of Antarctic Exploration". Earnest Shackleton, Roald Amundsen and Robert Falcon Scott, with their teams and dogs, faced the most unforgiving odds and unfavorable climate conditions. Explore the many facets of leadership and what it takes to successfully lead a team.

### Collaboration

When teams work in "siloed" environments due to geography, areas of responsibility, or the advent of virtual teams, they often forget they are part of a larger "one". The results of this can be competition for resources and creating win/lose work environments. We explore the idea that collaboration is a "proactive" process rather than a "reactive" process.

### Strategic Thinking

Teams that are strategic and nimble are poised to succeed in today's work environment. Teams that are able to focus on the goal and develop a strategic foresight capacity will have the greatest degree of success. However, teams must also be agile, creative, and open to alternate outcomes to evaluate and anticipate unforeseen future outcomes.

## Logistics

15 to 300 participants



3-4 hours depending on debrief



Indoors, usually in a conference room



Tables, chairs, LCD projector & screen



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## Program Requirements

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Top surface area of round tables must be a minimum of 5 ft in diameter.



Six chairs per round table. Two chairs per rectangular table.



A working projector and screen is needed.



Allow about 1 hour to set up. 45 minutes to clean up.

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## Sample Room Layout

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Room layout can be scaled for higher number of teams

