



# Elemental Projects

## GAMIFIED SIMULATIONS

*serious fun*



A curated experience that's engaging, energising, and educational - the perfect afternoon lift



Develop hard and soft skills through experiential learning



Better than the pub. Team building that's inclusive, relevant and shapes culture



Build great working relationships founded on memorable shared experiences



Flexible delivery modes - face-to-face, online, or hybrid for 20-200 people

[elementalprojects.com.au](https://elementalprojects.com.au)



# Gamified *what?*

## Simulations.

Gamified simulations create a fun and engaging experience that simulates the workplace to drive learning, team-building, and culture shaping outcomes.

During the simulation, participants work together to manage a simulated project, competing and/or collaborating with other teams to achieve success.

As the simulation progresses, issues and hurdles are introduced at key points to challenge the team - progressively 'upping the ante' and forcing them to collaborate, trust each other, and innovate in response to emerging threats and opportunities and unexpected twists and turns.

All this is set against an unreal backdrop that takes people away from the workplace - away from the comfort of their technical expertise, and away from the constraints and habits of the real world. It also makes it fun - fun to experiment and safe to fail.

In this fun, safe space, participants are free to:

- Step out of their comfort zone and try new ways of working, self-reflect, and learn from failure as they form new habits and mindsets
- Develop technical skills in project management as well as interpersonal skills such as leadership, negotiation, communication, and constructive challenge
- Develop trust, rapport and psychological safety with team mates - the foundations of high-performing teams
- Network and build relationships with other participants, breaking down horizontal and vertical silos

Gold Award Winner -  
"Best Use of Gamification &  
Simulation for Learning"

Brendan Hall Group Excellence  
awards for Learning (2019)

Our multi award winning simulations are at the leading edge of adult education because they bridge the gap between theory-based learning and work-based application.

They enable a layered approach to professional development, giving people the opportunity to practice and reflect on new ways of working in a safe, controlled environment.

They take the sting out of failure, protecting individuals and organisations from the risks of learning "on the job".

Each simulation can be run as a stand-alone event for professional development and team building, or embedded in a larger course, event, or conference.



# The Pitch

## *Project management*

### **Duration**

2-3 hours

[See it in action](#)

This compact simulation is inspired by the TV series *Mad Men* and set against the glamorous backdrop of the 1960s New York advertising sector. In teams, participants progress steadily through the project lifecycle to deliver (on time and on budget) the perfect flipchart for Don Draper to use in his pitch to would-be client, Miss Mencken.

# The Battle

## *Project leadership*

### **Duration**

4-6 hours

[See it in action](#)

Set in a post-apocalyptic world 50 years from now, teams work together using drones and nerf guns to construct a working war machine, on budget, and in time for an epic final battle. Lead by team captains (project managers) and reporting to their general (project sponsor), participants draw on teamwork, communication, resilience, and leadership skills in an adrenaline fuelled race to be battle-ready.

# Le Brouhaha

## *Agile ways of working*

### **Duration**

4-6 hours

[See it in action](#)

Set in the French Revolution, *Le Brouhaha* pits two rival armies – Royalists and Revolutionaries – against each other in this action packed simulation incorporating Agile practices such as sprints, sprint planning sessions and retrospectives, and of course French-speaking generals, drones and Nerf guns.

# Game of Moans

## *Change leadership*

### **Duration**

4-6 hours

[See it in action](#)

Based on the hit TV show, complete with dragons and cut-throat politics, participants work in teams to support the new Dragon Queen as she seeks to unite the five Great Houses. After seven seasons of war and misery under House Lion, will the introduction of fire-breathing dragons ('the change') end in success or mutiny?

# Awards

- ★ **Best Use of Games & Simulations for Learning - Gold Award**  
Brendan Hall Group (2019)
- ★ **Best Use of Gamification & Simulation for Learning - Highly commended**  
Australian Institute of Training & Development (AITD) (2016 & 2018)
- ★ **Best Team Building Project - Platinum Award**  
LearnX Impact Awards (2017)

## As used by...



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The Battle was customised to our business context and project delivery methodology. A lot of the participants were accidental project managers so this was a fun way of educating them about the roles and processes they need to follow. It also gave them a sense of what it means to stop delivering projects alone, but to reach out and engage the wider team. Roles like comms and procurement specialists were replicated in the simulation and it meant the guys really saw the value of that way of working. Plus they had a great time - it was so engaging and we still have catapults on work stations!

MARK SIMISTER - SYDNEY WATER

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