



# Corporate Training using Experiential Learning

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We do outdoor mysteries, with crime scenes, that give participants a hands-on experience of playing detective

They...  
Interrogate suspects  
Match fingerprints  
Do fun teamwork challenges  
Put together a case

# Teambuilding program 1: Murder Mystery Trail

Our facilitators and 1 trainer would run this activity

## Program structure and content

### Introductory session: 45 min

- Setting of expectations
- Rules of the game
- Division into teams
- Introduction to the case to be solved

### Team disperses to solve mystery: 90 min

- During this time, participants
- Perform fun tasks like solve puzzles and sing karaoke
- Track down clues like real detectives
- Interrogate “suspects” and build case information
- Pick up finger prints and footprints, track down “forensic” evidence

### Team reassembles to build their cases: 30 min

- They also use many problem solving skills.
- Try to go beyond the usual paradigms and look at the big picture

Teams present solutions. Trainer wraps up the case and leads participants into a discussion that relates their experience to the desired outcomes: 45 min



## Murder Mystery Teambuilding program 2: Murder in the Family: An immersive program run in a single space, either indoors or outdoors

*Pick this activity if you want complete immersion, code cracking exercises, analysis and logical thinking and pure investigation of a complex case*

<b>Cry Murder</b>	<b>15 mins</b>
Participants are divided into teams and introduced to the mystery case	
<b>The First Interview</b>	<b>45 Mins</b>
Participants complete a puzzle in their groups to allow them to speak to the first suspect. The group get to select the suspect they want to interview in the order they complete the puzzle.	
<b>Retrieving the message</b>	<b>20 mins</b>
Ajigsaw letter activity where teams reconstruct a key piece of evidence from its parts. Groups must negotiate and work together to complete this task	
<b>The Second Interview</b>	<b>45 mins</b>
Participants complete a puzzle in their groups to allow them to speak to the second suspect.	
<b>Crimewatch Reconstruction</b>	<b>30 mins</b>
Teams design and perform a reconstruction of the crime as they think it took place.	
<b>Debriefing the Mystery</b>	<b>30 mins</b>



# Program 3: Cold War Strategy, Negotiation and War Game



- This activity is based around the Cold War conflict and gets participants to practice negotiation and persuasion techniques to achieve strategic goals
- Participants fulfill roles in the Diplomatic Corps of India, the US, the USSR or China.
- Each country has its own strategic goals that it will be rewarded for achieving.
- The groups work towards achieving their goals in any way they can through negotiation and through war
- The winning team is the team who has the highest strategic score.

# Program Structure

- **Structure and Timeline:**
- Team division, briefing and goal setting : 30 minutes
- Round 1: 60 minutes
  - Strategy planning: 15 minutes
  - Negotiation between teams: 15 minutes
  - Wars between countries: 15 minutes
  - Internal reviews in each team of goals achieved, success of strategies used: 15 minutes
- Round 2: 60 minutes
  - Strategy planning: 15 minutes
  - Negotiation between teams: 15 minutes
  - Wars between countries: 15 minutes
  - Internal reviews in each team of goals achieved, success of strategies used: 15 minutes
  - Calculation of scores, declaration of winning teams and ranking, discussion of what strategies worked and how they can be used in real life corporate strategy sessions : 15-30 minutes





# Total War Strategy Game

- How does it work? Participants split into teams. Each team split into sub groups, like infantry, cavalry, artillery, air force etc. Each category has certain powers only
- **The Strategy:**
- How do you leverage the differing powers of your army to win the war?
  
- **How can you score points?**
- By stealing flags
- By taking prisoners
- By guarding your own army and flags and territory
  
- **What is the trick in this?**
- Its all about what strategy you choose
- Whether you change it or not from round to round
- What approach do you choose to win the war
- How do you use your resources
- Do you alter your strategy in response to those of other teams or not...



# Program 4: Roaming Rangers

Pick this activity if you are going on a team outing to a jungle resort

- Allow the members of your team to bond in a fun natural environment
- Solve puzzles and complete activities with a conservation theme
- Build universal skills like communication and problem solving
- Allow you team to build appreciation of the natural world





# Program 5: The Da Vinci Code Trail



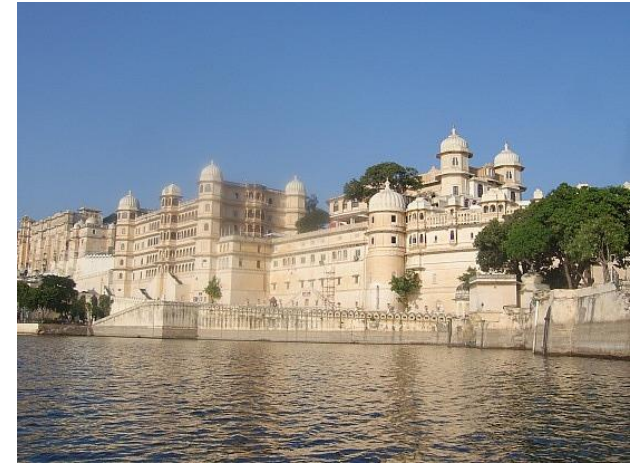
A historical city tour based teambuilding program and can be adapted to any city

# Why Our Da Vinci Code team builder?

- Allow the members of your team to bond through a unique, pulse-pounding trail in Udaipur or Panaji, Goa
- Solve puzzles and complete activities with a historical theme
- Build universal skills like communication and problem solving
- Allow you team to gain knowledge and build appreciation of the place they are visiting
- It can be debriefed to deliver whatever outcomes you desire

# What Will We Do?

- **Your team has fallen into possession of an ancient *cryptex*; a clever code-locked device that will only open to those worthy enough of seeking and discovering the secret that lies within.**
- **Your quest to solve this mystery will require you to travel around the city, learn about its history, visit some of its key tourist sites, solve location specific puzzles and finally find either hidden treasure... we're not telling you what the end of your journey will be.....**





THANK YOU....