

Objectives

Objectives of the simulation game:

- Stress the importance of every team member's contribution to the performance of the whole team
- Improve team self-reflection ability, and their ability to identify and optimize interpersonal as well as team processes.
- Encourage the participants to think out of the box as well as to critically question existing processes.
- Advance the participants creativity and innovation.
- Improve the communication within a team and between different teams.
- Encourage effective resource planning.
- Enforce the fact that change is a daily occurrence, and adapt behaviors to it
- Accountability to one's self, to the team and to the organization.

The game provides an innovative method of experiential learning. The participants are divided into subgroups of at least four people. Each group has the task to run a hospital for one day. This means they have to deal with roles, rules, processes, as well as latitude according to their daily working tasks.

Every group is accompanied by a coach observing every individual as well as the course of action closely. After digging into a hospital's reality, the participants reflect their experiences intensively, receive feedback from their coach, and transfer them to their team's / teams' reality.