



Virtual Engagement Programs

2021

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Virtual Team Activities



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Virtual Bollywood Game Show

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

Play in a gameshow-style competition and tackle funny trivia questions on Bollywood covering everything from the 1920s to the 2020 pop culture! The Game Show consist of funny challenges that the players need to perform to win the Game Show like dancing, singing, mimicking and acting.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

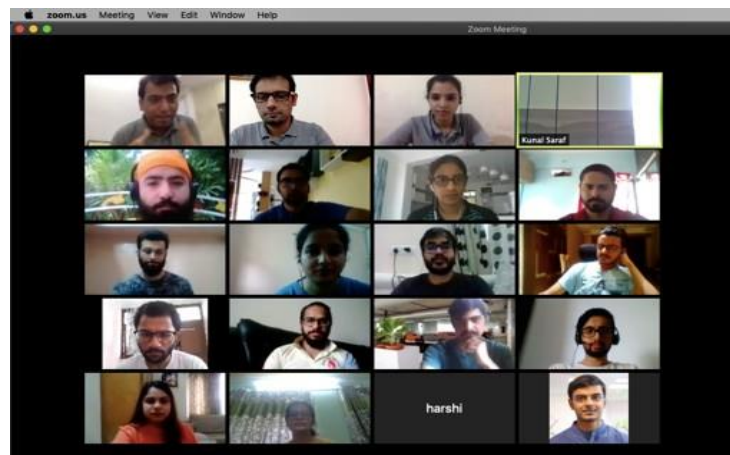
The Trainer run's the game show on her/his screen while the participants will be answering the questions or attempting the challenges.

Outcome

The winning team gets gift Vouchers for showing team spirit and working as one team. Live scoreboard is visible.

Create your Team Song

Number of Participants: 03 – 40
Duration: 30 – 60 min



About the challenge?

Participants are divided in teams and they are assigned a musical note of the “RAP/Song” with a brief on how to create the RAP/Song. The teams work in separate virtual breakout rooms and work on their stanza. In the end teams participate in the virtual RAP/Song. (The facilitator will be with work with the teams to provide hints and clues to make an effective RAP/Song)

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

Each team gets initial 1-2 lines of the song and the team then works in separate virtual breakout rooms to complete the song.

Outcome

Once all stanzas are completed, everyone comes together and sings the song as one team. This drives collaboration.

Fun Trivia Competition

Number of Participants: 03 – 200
Duration: 20 – 60 min

Number 3

How many lines?

Make a Rangoli using vegetables and spices at your home.

Challenge 12

Murder or
Suicide?

A man was found on the floor dead with a cassette recorder in one hand and a gun in the other. When the police arrive at the scene, they pressed play on the recorder. It was the man's voice. He said, "I have nothing else to live for. I can't go on," followed by the sound of a gunshot. After listening, the police knew that this was a murder, not a suicide. How?

Challenge 10

Show the oldest item in your house and share a story about it.

Identify
The Brands



About the challenge?

Compete with different teams, tackle funny puzzles about self and trivia challenges covering everything from pop culture to murder mysteries to brand quizzes! The Game Show will be a combination of puzzles, riddles, and funny challenges etc.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

The Trainer runs the game show on her/his screen while the participants will be answering the questions or attempting the challenges.

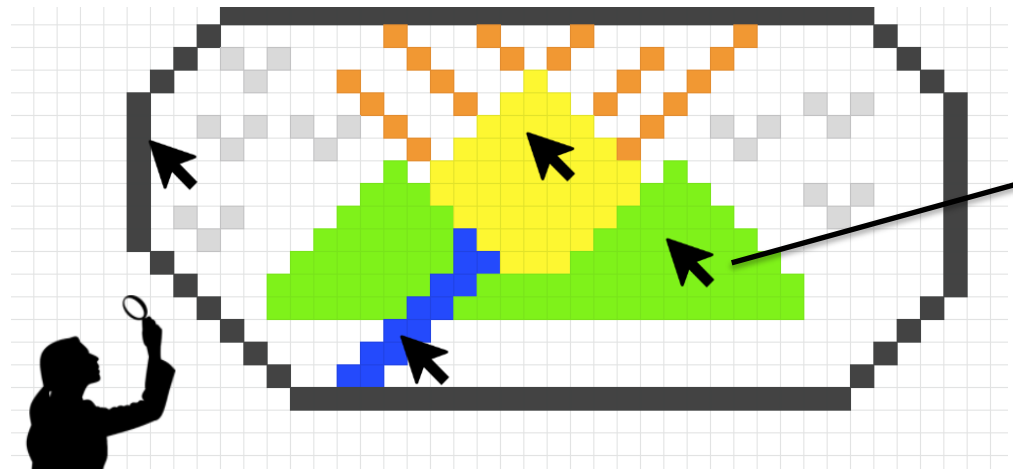
Outcome

The winning team gets gift Vouchers for showing team spirit and working as one team. Live scoreboard is visible.



Pix Perspective Virtual Challenge

Number of Participants: 03 – 200
Duration: 20 – 60 min



- Collaborative Art
- Teams complete the image together



About the challenge?

The participants are divided into teams on a virtual platform. They are provided access to Thought Bulb's virtual resources, and a part of the story. The teams collaborate on the digital canvas together and paint the story line as a team. The teams witness collaboration when all the scenes are shown to the group in a sequence.

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

Each team gets access to a web-link where they come together to draw and paint the image simultaneously. It's a time-bound challenge.

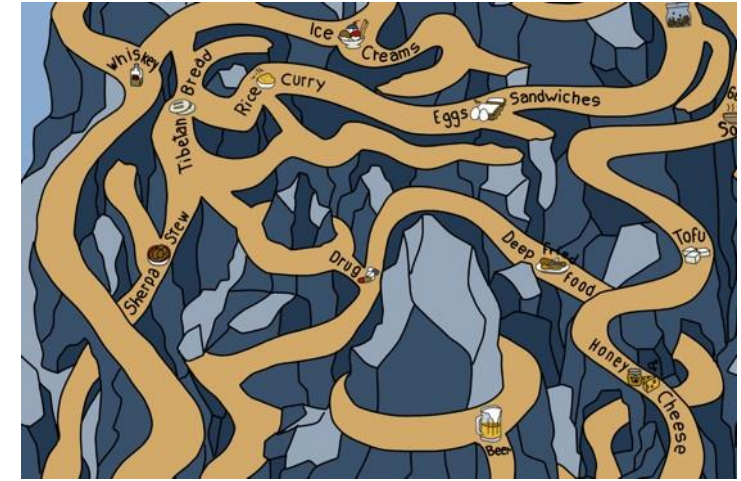
Outcome

Once all the teams are done, Thought Bulb shows all the final images in once screen and awards the best picture award.



Mountain Mission Virtual Challenge

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

The participants are divided into teams and they are provided the Mighty Mountain Mission Challenge. It consists of puzzles to reach the summit - tread your way through deep crevices, learn the ropes, spot the mystery creature, navigate through the map and summit the World's highest mountain - Mt. Everest. The teams must solve and complete the challenges before submitting to the Facilitator.

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

Each team gets access to Power Point deck of the Escape Puzzle. They work in separate virtual breakout rooms to answer all the 13 puzzles.

Outcome

The teams get useful hints on the way. The team must complete all the puzzles in the shortest possible time to win.



Minute to Win it Virtual Challenge

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

Using basic material available at home, the participants/teams get into a highly competitive spirit to win the minute to win it challenge. They go through a series of fun activities that test the intellect, & ability to be creative.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

The Trainer gives out challenges to various teams – rapid fire, buzzer round, fastest finger first etc. Live score board is maintained.

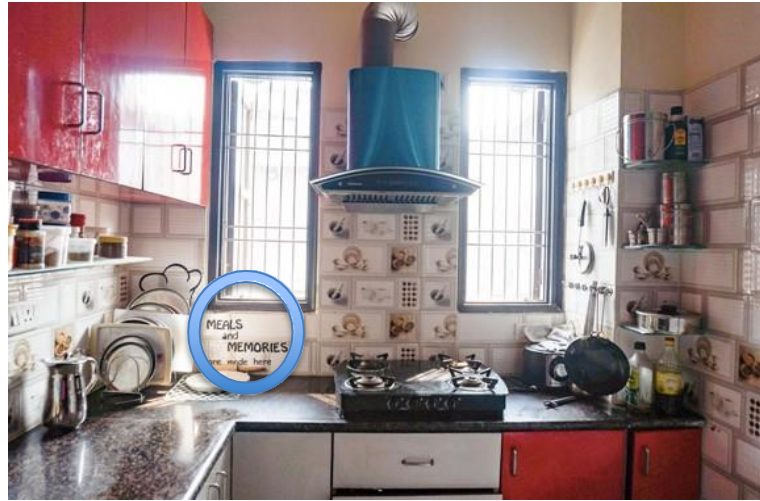
Outcome

The winning team gets gift Vouchers for showing team spirit and working as one team. Live scoreboard is visible.



Virtual Home Treasurehunt

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

Find basic household items at home to win the Virtual Home Treasure hunt. Your job is also to figure out Hindi/English names of common household items and win the challenge as a team. The challenge will make you search your closet, never opened drawer, shelves, almirahs, fridge, kitchen cabinets to find out things you never imagined even exist in your home.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

The Trainer gives out challenges to various teams – challenging them to find basic household items in the shortest possible time.

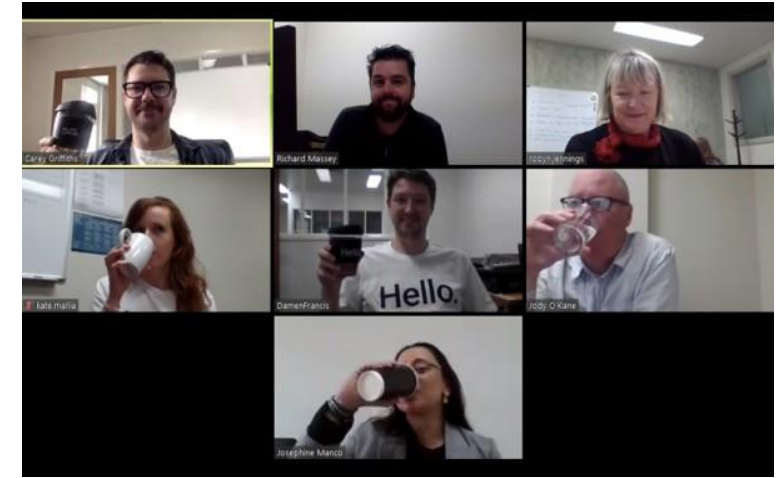
Outcome

The winning team gets gift Vouchers for showing team spirit and working as one team. Live scoreboard is visible.



Virtual Movie Making

Number of Participants: 03 – 50
Duration: 30 – 60 min



About the challenge?

Participants work in smaller teams to craft a fun 2-minute movie just by recording funny clips along a storyline. The participants learn how to join the clips and craft a movie. They also experience a highly engaging awards ceremony and win exciting awards.

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

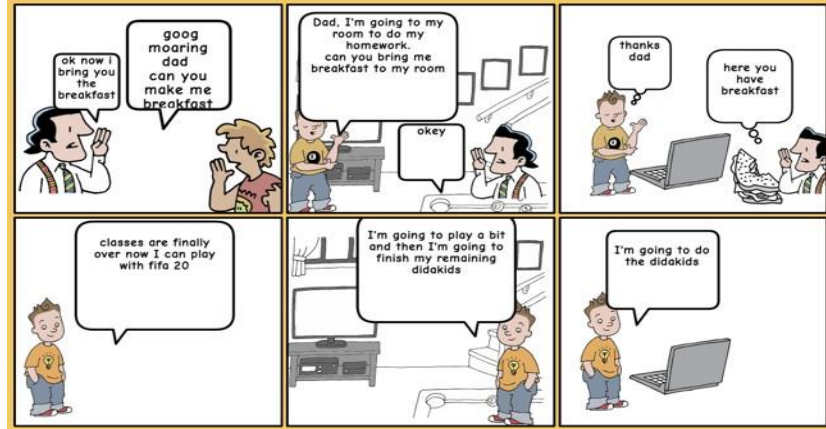
Each team is provided a theme & they record 5-6 scenes using their phone/laptop. They learn how to join the clips and craft a movie.

Outcome

Once all movies are done, Thought Bulb screens the movie one by one and awards are presented – Best Actress/Actor etc.

Comic Strip Challenge

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

Participants work in teams to create a comic strip on a given theme (values, key behaviors, festivals or a theme). The Thought Bulb team would provide the format of the comic strip on a PowerPoint file along with various assets like characters, background, color themes etc.

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

Each team is provided a theme & a PowerPoint deck containing the Comic Strip material. Teams work together to create a funny comic strip.

Outcome

Once all comic strips are done, Thought Bulb shows all the strips & awards are presented – Best Humor/Design etc.



Home Makeover & the Art of Tidying Up

Number of Participants: 03 – 100
Duration: 30 – 60 min



About the challenge?

Participants show different areas of their home and challenge each other to makeover the specified area. The criteria of the makeover is shared by Thought Bulb team along with a guide on Tidying Up. The program ends with a 30 - 45 min session on the “Art of Tidying Up.”

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

In a team of 5, the participants must turnaround 5 different areas, so each team member works on one area and take before and after pictures.




Outcome

The winning team gets gift Vouchers for showing the best before and after pictures. Following a session on Art of tidying up for everyone.



Remote BINGO Challenge

Number of Participants: 03 – 200
Duration: 20 – 60 min

B i N G O				
30sec Dance			Act like a Hippo	
		Tower of books		
Wear a hat				Find 5 coins



About the challenge?

Participants are divided in teams and they are assigned Bingo E-Tickets. The facilitator calls the Cue one at a time and team members must respond as quickly as possible to strike off the challenge. Bingo can be customised by adding questions and situations relevant to the client's need. For example – Name 5 Values, Foundation Day of the Organisation etc.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

Each team gets the E-tickets, the team that is able to strike off the maximum number of situations wins the game. Live Scoreboard is also available.

Outcome

It's a fun way to interact and work as a team in an activity that involves lots of unpredictability and fun.



Team DNA Challenge

Number of Participants: 03 – 50
Duration: 60 min



About the challenge?

Before the workshop, participants are provided with Thought Bulb’s TeamDNA Weblink. The participants take time to key in their responses as per the details. Thought Bulb team extracts the details and shares the profile of each member in the Virtual Training Session. The team experiences an “aha” moment when they go through each other’s profiles and understand the preferred way of working, communicating and relating for their team members.

Digital Platform

Participants access the preferred virtual meeting platform and are divided into teams.

How it is played?

Each team gets the web link to key in their responses on 10-15 questions. The facilitator downloads the reports and shares the profile with everyone.

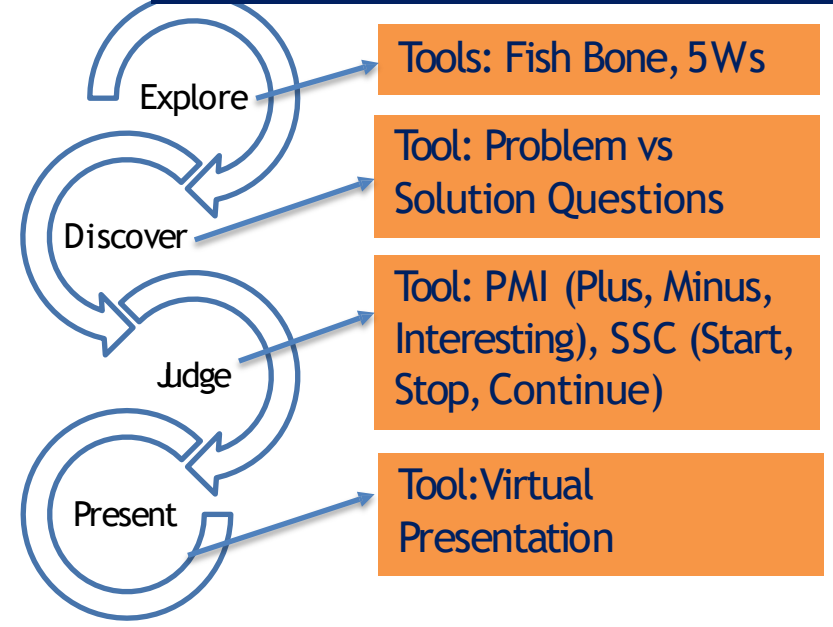
Outcome

In the online session, everyone gets to know each other’s style of working and preferred way to communicate, motivate and work.



Virtual Hackathon (have fun solving problems)

Number of Participants: 03 – 200
Duration: 20 – 60 min



About the challenge?

It's an event where participants come together to solve business problems. It sparks creativity in the team and helps everyone orient themselves to solving problems quickly. Participants use Thought Bulb's hackathon framework to crack multiple challenges within a given timeframe and come out with innovative workable solutions.

Digital Platform

Participants access the preferred virtual meeting platform & are divided into teams using virtual breakout rooms.

How it is played?

Each team is provided the Hackathon framework (in form of a PPT) & a problem to solve (it can be a problem an organization is facing).

Outcome

Teams work together on the tools and present their creative solutions to the judges. The winning team gets the hackathon award.



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