

Game Play



The methods & technologies used in the activity of intelligence gathering 'in the cryptic modes of cyphers, let logic dance with intuition...'





What is Tradecraft and who is it designed for?

This is an interactive training workshop designed to

- develop reasoning and problem-solving
- boost decision-making skills
- To explore high level thinking and language
- Learn to predict risks and hazards
- Solve real-life business challenges...

Designed as a corporate training workshop for professionals from all walks of life

Can be run by a senior manager or facilitated by Graham at Tradecraft

6 – 12 players or teams (2-3 players per team)



360 professionally printed cards. Print-on-demand from the Game Crafter platform USA Order from https://tradecraft.vu



overview

- Designed to work on the mind-mapping philosophy
- There are 4 stages/decks
- 1st stage Mission.
- 2nd stage Flight plan.
- 3rd stage Hazard.
- 4th stage Code Breaker ...
- Each stage/deck has 7 categories
- 1. People& leadership
- 2. Execution & performance
- 3. Vision & strategy
- 4. Innovation & creativity
- 5. Problem solving
- 6. Personal growth
- 7. Decision making

Note: You do not choose the same category twice...





Game play

- 1. The group as a whole or as teams choose a current problem the business is facing.
- 2. The problem(s) are written on a board/flipchart. For example: Staff shortage. Falling Profits. Poor productivity.
- 3. Each individual/team chooses a Mission card and a category.
- They are then given 15-20 minutes to work the problem out using the prompt on the Mission card
- 5. They keep their answers to themselves at the end of each stage...



The prompts in the Mission are designed to be relatively straightforward and include suggestions





Flight plan

- Next choose a card from Flight Plan it
 must be from a different category. The
 prompt is complex, and players are
 allowed to use their mobile phones to find
 answers using Ai. The focus is on the
 problem and to use the prompt to
 investigate options.
- 2. This stage is designed to be extremely challenging.
- It uses language to push knowledge and understanding and extend an ability to practice with Ai
- 4. They have 15-20 minutes to design a solution...



The 2nd stage Flight Plan is far more demanding





Hazard

- 1. They are then given a Hazard card again from a different category.
- 2. These are completely random events outside of the original problem they have to solve.
- 3. They have 15 20 minutes to label the Hazard and find an answer...



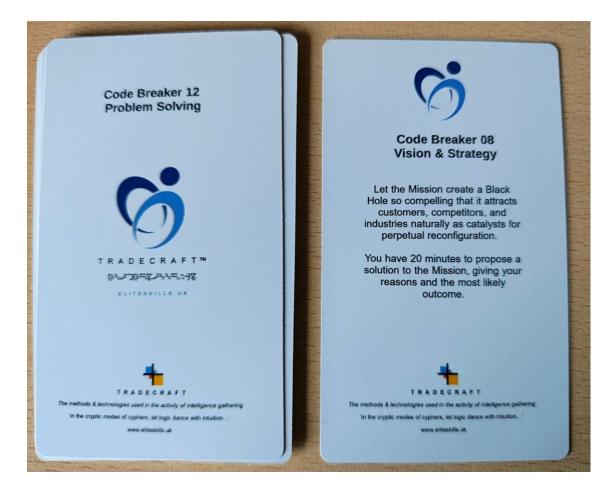
Hazards are completely random. The aim is to match as closely as you can to the Safety





Code Breaker

- Next is the Code Breaker. They select again from an unused category. The prompts are designed to suggest solutions.
- 2. They are given 15-20 minutes to see how the prompt could work in their favour, and to come up with a final solution to the problem, which they present to the group...



Code Breakers are designed to prompt you with creative solutions





Safety

- 1. The last stage is where players explain the Hazard and their solution.
- 2. The Trainer/Game master reviews the bonus Safety cards which are numbered to match to the correct Hazard to see if the individual or team came up with the answer...



Safety 5.01 matches to Hazard 5.01



Summary

- Due to the size of the game, the variations, outcomes and Mission choice would make this workshop a new and original experience virtually every time.
- This workshop is designed for the delegates to drive, the Trainer/Manager merely co-ordinates and hosts.
- The game itself is print-on-demand in USA so is priced accordingly and will include additional postage charges.
- To discover more about the thought process behind it please visit https://tradecraft.vu



 $TRADECRAFT^{\mathsf{M}}$

