



## Game Play



*The methods & technologies used in the activity of intelligence gathering*

*‘in the cryptic modes of cyphers, let logic dance with intuition...’*

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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
- 1<sup>st</sup> stage Mission.
- 2<sup>nd</sup> stage Flight plan.
- 3<sup>rd</sup> stage Hazard.
- 4<sup>th</sup> 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.
4. 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

1. 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.
3. 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 2<sup>nd</sup> stage  
Flight Plan is far  
more demanding













## 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>



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