



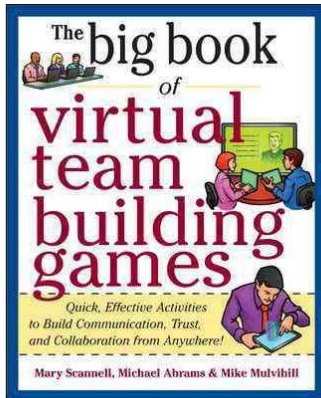
Topics: Human Resources

Our Rating: 3/5

## *The Big Book of Virtual Team Building Games*

Quick, effective activities to build communication and collaboration from anywhere!

– Mary Scannell, Michael Abrams, Mike Mulvihill



### Accretive Overview

Sometimes you don't have the benefit of having your entire team in the same place at the same time – yet you know you need to invest in this group in order to get them working properly together.

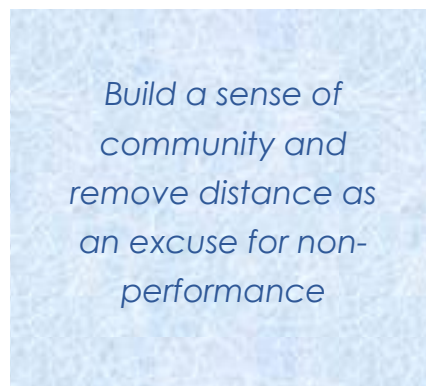
That's where a book like this comes in. Team building is one of those activities which are relatively simple to construct when you are in the same room. This book provides a series of exercises that you can do either over the phone, by email or online meeting software.

### Accretive's Key Takeout's:

The book's objective is to eliminate distance as a factor in

poor team performance. Each activity is designed to increase levels of engagement, get the most out of introverted team members (there is usually a quiet one in every team), build a sense of community, reduce conflict and improve work life balance.

Apart from the book, there are on-line resources which enable



the facilitator to download the necessary tools to run each 10-20 minute session effectively.

The exercises do rely on some creativity, so it's best to ensure that the facilitator has some energy and ability to energise the team to activity.

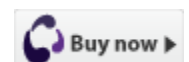
Each activity has a series of objectives, ranging from enhancing team communication, developing problem-solving skills,

fostering communication, providing feedback, or simply building some team values. Exercises are grouped according to the forming, storming, norming, performing, transforming framework to enable the right style of exercise to be selected depending on the maturity of your team.

An example of an exercise would be "escape from Wolf Island" where a team in the storming stage is trying to develop problem solving skills and to enhance team communication. Each team member is given some resources (like a beer bottle) and told to figure out how to "rescue" team members from an island in the middle of a lake.

The great thing is each activity has been modified to work in a virtual environment. If you have a team which works remotely, this might be a useful resource.

Want to read it all? Click to purchase the book with free worldwide delivery.



Start by marking "The Big Book of Virtual Team-Building Games: Quick, Effective Activities to Build Communication, Trust, and Collaboration from Anywhere!" as Want to Read: Want to Read saving... Want to Read. Build a greater sense of community and reduce conflict Increase levels of engagement Get the most out of more-introverted team members Boost team members' productivity Make sure that the only thing separating your people is distance. The Big Book of Virtual Team-Building Games is just the tool you need to develop trusting relationships, foster clear communication, and use technology to enhance the team's connections. ...more. Get A Copy. Kindle Store.