

Developing Team Building Games & On-Line Training Tutorials that Enhance the IPRO Experience

IPRO Problem: The teams in the IPRO program often waste a month or more trying to get to know each other as teammates and understand the problem. Also, there is a lack of truly outstanding IPRO's offered.

IPRO Team Objective: To develop a day full of team-building games to reduce the wasted time by IPRO teams, and to increase faculty support and student proposals in the IPRO program.

Team Structure: The team split into Games and Creation/Selection sub-teams; however, all team members were involved in both tasks.

Games Sub-team – Develop, test and analyze a series of games to enhance team building.

This sub-team, with input and guidance from Michael Terrian and Bruce Fisher, selected a pool of team-building games that helped foster the areas of communication, leadership, conflict resolution, and teamwork. The team then chose six of those games to be tested for an eventual IPRO-wide game day. The team first played the games themselves, to get an understanding of how (and if) the games worked on a basic play level. One game was rejected, and another selected. The team then hosted a 4 team Pilot Day, where they tested how the organization and logistics of the planned game day worked out. The results from the Pilot Day will be analyzed and used to plan a 16 team game day, comprised of IPRO teams.

Creation/Selection Sub-team – Increase faculty awareness of the IPRO program through a series of lunches, and, through benchmarking of other schools' programs, propose IPRO's for the Fall of '06.

This sub-team set up a series of faculty lunches targeting the MMAE, Business, Humanities and CS departments. These lunches, hosted by Tom Jacobius, gave them a run through of the IPRO program, how they could get involved, and a summary of past/present IPRO's that had been accepted from their department. It also analyzed programs from a variety of other schools, and proposed IPRO's that were either being run by those school or ideas that came from the team members themselves. The IPRO 339 team presented all 50 proposals at the IPRO creation and selection meeting. Included in these were 3 proposals by students, 2 of which were selected, one for the Summer '06 and one for the Fall '06.

Next Steps – Our next steps will focus on the running and analysis of an IPRO wide day of team-building games. Another group of games must be chosen, tested and analyzed for the Winter of '07. The team will use surveys and tests to see if the teams that competed in the games get working on their projects faster than teams that did not. Also, the team will continue to host faculty lunches for departments that have not been targeted yet.

Faculty Advisor - Daniel Ferguson, in consultation with Annette Towler, and Michael Terrien, President of Play for Peace

Team Members – Meredith Allen, Brian Clark, Reginald Curtis, Younan Fakhouri, Thomas Glennon, Raj Luxmi, Silvia Mirichev, Nicole Trevor