



EDTC 814 Advanced Effective Models of ELearning

Summer II 2016 Project #1

Dr. Laura Zieger

Harvard Business - Publishing For Educators

Leadership and Team Simulation: Everest V2

Description

Winner of the 16th Annual MITX Interactive Award in eLearning, the largest awards competition in the country for interactive and web innovations.

The simulation uses the dramatic context of a Mount Everest expedition to reinforce student learning in group dynamics and leadership. Students play one of 5 roles on a team of hikers attempting to summit the mountain. During each round of play they must collectively discuss whether to attempt the next camp en route to the summit. Ultimately, teams must climb through 5 camps in 6 simulated days totaling approximately 1.5 actual hours of seat time. Team members analyze information on weather, health conditions, supplies, goals, or hiking speed, and determine how much of that information to communicate to their teammates. Along the journey, the team must also decide how to effectively distribute supplies and oxygen bottles needed for the ascent—decisions which affect hiking speed, health, and ultimately the team's success in summiting the mountain. Failure to accurately communicate and analyze information as a team has negative consequences on team performance. This second release of the web-based Leadership and Team Simulation: Everest combines the proven learning objectives and storyline of the original with an updated user experience and enhanced administrative features. The simulation is designed to be used with teams of students. A Teaching Note contains an overview of theory, simulation screens, and reference materials.

Now also available in Spanish (#7000-HTM-SPA).

Learning objective:

To learn how to build, participate in, and lead teams more effectively; how teams can improve the way that they make collective decisions; how cognitive biases impair decision-making; how teams can solve problems and make decisions more effectively in situations when members have different information and opposing interests; how different leadership approaches can affect team performance in situations with time and competitive pressures; and how teams and their leaders deal with tradeoffs between short-term task completion and longer-term team effectiveness

Subjects Covered:

Decision making; Group dynamics; Leadership; Leading teams; Simulations; Strategy

Simulation URL: <https://forio.com/simulate/harvard/everest/>