



Benefits:

- Innovation
- Communication
- Customer Service
- Time management
- Resource management
- Big-picture thinking
- Seeing how individual contributions contribute to group success



The Game:

Innovation rules as you utilize all materials you can access to design and build the world's most exciting roller coaster. This interactive business simulation encourages participants to work together within their small teams, as well as within the larger 'theme park.' Each small design team of 5 to 10 people works in their 'theme park' area that is located near the working areas of the other teams.

The teams use a mix of provided supplies (PVC, balloons, bamboo stakes, rubber bands, etc.) and anything else they can get their hands on (legally!) to construct a device that will give their marble 'customers' the thrill of their little round lives. Each team has very specific design requirements to work from. Whether it's a corkscrew design, Figure 8, spinning, or twister roller coaster section, there is a specific minimum and maximum amount of time the marble can spend in their area. And not only must each team's section of the roller coaster interface with those before and after it but these sections must meet in 'no-man's land', with each team working collaboratively outside their direct sphere of influence.

Project managers that you elect oversee the project and uncover your theme park customers' needs. Place the right mix of thrills and chills without sending any of your customers off the track. Decide whether you're going to start the ride with kinetic energy or a flywheel launch. And if you'd like, your 'marketing department' can present a fun commercial for your ultimate roller coaster before the final moment of truth. Your roller coaster has a minimum marble time requirement to meet and you will be able to deliver multiple marble rides to examine best practices and process improvement. A diversity of roles means a chance for everyone to be included. Time is limited – can you drive innovation, communicate effectively and meet your goals to become roller coaster tycoons?

Roller Coaster Target Topics:

Charity Roller Coaster

Innovation rules in this performance-based charitable team building event! The better you do, the more local charity 'customers' benefit.





And regardless of how your team does, a curriculum and roller coaster building kit is donated to a local school so your efforts benefit not just one but two different groups! Become true new millennium roller tycoons – by giving back where it's most needed.

Virtual Roller Coaster

Perfect for the team getting together that usually works virtually (any group which must work together to accomplish goals without close physical proximity or whose main means of communication is electronic).

Each small design team of 5 to 10 people works in their 'theme park' area that is located in remote areas in the same building and then brings their section together for the finale. Communication is especially important here, because the different pieces must sync up without anyone having seen any of the other parts!

Training Module or Debrief:

This program includes a debrief by a trained facilitator around team effectiveness, innovation, communication, seeing the big picture, and time and resource management. The debrief can be customized for your group goals.

Minimum/Maximum Group Size:

20-500 people. Groups over 50 build multiple roller coasters.

Program Length:

The program lasts about 2 hours, and includes a debriefing by a trained facilitator. Roller Coaster has also proven to be an extremely popular grand finale when combined with other Icebreakers, Energizers and Team challenges to create a customized half-day team building event called On Target.

Space Requirements:

Twenty square feet per participant, (min. 1000 sq. feet).

