



Headliner

More Game Resources: [CQII.org](https://www.cqii.org)

Fun Scale ● ● ○ ○ ○

Ease of Play Online ● ● ● ○ ○

Connection to QI ● ● ● ○ ○

Type of Game: An exercise to outline key successes and accomplishments of a team

How Long: 15-30 minutes

Learning Objectives

- Celebrate the accomplishments of a team or teams
- Communicate to others the key milestones and/or successes of a team
- Acknowledge the hard work of the quality improvement team

Suggested Audiences

Teams who have worked on QI projects. Senior leaders can be on-hand when the teams present their results.

History and More Information

This game comes from the Institute for Healthcare Improvement’s Breakthrough Series College and also from Qualis Health, the QIO for Washington State, and its Performance Improvement Support Center. This game was previously described in the NQC Game Guide (Interactive Exercises for Trainers to Teach Quality Improvement in HIV Care) developed by the New York Department of Health in August 2006 ([CQII.org](https://www.cqii.org)).

Materials

For this game, you will need:

- Paper and writing utensils for teams to write down their “headlines”
- Recognition certificates for all teams
- CQII instructional slides and additional resources (targethiv.org/virtual-game-guide)
- Zoom account (or other video conferencing platform) with breakout room access
- Access to a computer and/or handheld mobile device, and internet connection

Preparation

To prepare for this session:

- Familiarize yourself with the game’s structure:
 - Read through the game instructions and key teaching points in its entirety
 - Put yourself in a festive frame of mind
 - Practice presenting the key teaching points

Your QI projects aim to make changes that will improve the quality of care and services provided by your organization. But each project has a secondary goal: to teach everyone in your organization that change can happen and that teams can be successful in their improvement work. You can only achieve this second goal if you broadcast and ‘brag’ about what QI teams do. The teams work hard and sometimes try risky things. They need a chance to show pride in their work and get recognition from their organization for what they have accomplished.

Playing the Game

Welcome and Introductions

To begin the game, welcome participants and thank them for their participation. If necessary, ask individuals to introduce themselves to the group.

Agenda

Provide a brief description of the game’s primary components:

1. Introduction to the session and the Headliners exercise
2. The game itself, with presentation of results
3. Formal recognition of each team’s work

The Game

Step 1: Provide a brief introduction of the game to participants, including instructions and assigning teams

Step 2: Ask them, as a first step, to work in their teams to create a newspaper headline. The headline should capture the work that the team has done or completed:

- What have you accomplished?
- What were the major successes of your team’s efforts?
- How has working on the project inspired the team?

Step 3: Place teams into breakout rooms and give them 10 minutes to write the headline; encourage the teams to be creative!

Step 4: Bring teams back to the Zoom main room and have each team post and present their headlines (creativity in this presentation is also encouraged)

Step 5: Formally recognize each team’s work; distribute certificates

Debrief and Discussion

- Ask the participants, what did they observe? Any trends? Thoughtful comments?
- Ask for their conclusions about this process/game
- How does this game apply to HIV care and/or your HIV program?

Feedback and Close

- Ask your audience for feedback on whether this session met its objectives; take note of their responses and keep it for your use in the future
- Schedule an informal follow-up session with any audience member who wants clarification or more information on the game or the concepts you discussed
- Thank your audience and congratulate them on their hard work and success