



Survival Games

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

Fun Scale ● ● ● ● ●

Ease of Play Online ● ● ● ● ○

Connection to QI ● ● ● ● ○

Type of Game: A team problem-solving game that emphasizes prioritization and collaboration

How Long: 20-30 minutes

Learning Objectives

- Learn about how groups outperform individuals when solving complex challenges
- Engage participants in a creative way to demonstrate the importance of team problem-solving
- Demonstrate the importance of collaboration
- Learn how to prioritize and find consensus among team members of a group

Suggested Audiences

Staff, QI team members, people with HIV, and anyone else who are part of an improvement team

History and More Information

Survive on the Moon: This game was cited in NightTimes (July 1999 issue). **Survive at Sea:** Tom Warwick. Survive at Sea: Tom Warwick presented at the 1994 International Conference of the Society of American Value Engineers (SAVE) in New Orleans, LA. **Survive a Plane Crash:** Scoring by Mark Wanvig, a former instructor in survival training for the Reconnaissance School of the 101st

Division of the U.S. Army. CQII has incorporated the ‘Survive on the Moon’ game in its advanced QI training program: Training of Quality Leaders (TQL).

Materials

For this game, you will need:

- Game scenario and list of items for ranking (targethiv.org/virtual-game-guide)
- Access to individual worksheets for participants (targethiv.org/virtual-game-guide)
- Answer key for ranking of items (targethiv.org/virtual-game-guide)
- 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:

- Select one of the three available survival games and Familiarize yourself with the game’s structure

- Create worksheets to play; can be sent out to participants through email or Zoom chat room; an example is provided
- Prepare the game:
 - Read through the game instructions and key teaching points in its entirety
 - Practice the game itself
 - Practice presenting the key teaching points

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. Setting the stage for the interactive exercise
2. Playing the Survival Games game
3. Debrief and discussion on what lessons are learned and how they apply to HIV care
4. Feedback and close

The Game

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

Step 2: Present the scenario and ask participants to rank the importance of a variety of remaining items for survival in their setting (on the moon, at sea, after a plane crash) from most important to least important

Step 3: Distribute the worksheets to each participant, via email or Zoom chat room, and ask each person to individually rank the items by completing the form within 3-5 minutes

Step 4: Set up teams of 4-6 individuals and place them into Zoom breakout rooms; each team is asked to reach a

consensus on the importance of the remaining items in terms of survival, from most important to least important and record the answers on the worksheets

Step 5: Give each team 10 minutes and bring them back to the Zoom main room once the allotted time has elapsed

Step 6: Share the correct answers using the provided slides and ask each individual to record the correct answer on their worksheet. Ask each participant to calculate their survival score (the difference between their individual ranking and the correct answer versus the difference between the group ranking and the correct answer).

Step 7: Share the survival scores across individuals and groups

Debrief and Discussion

- Did you do better individually or as a team? What were the reasons that the individuals or the teams performed better?
- How did your team reach its decisions? Was everyone's input considered?
- How well did the group function as a team? What could be improved?
- 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