

# Think Inside the Box

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

Fun Scale ● ● ○ ○ ○

Ease of Play Online ● ● ● ● ●

Connection to QI ● ● ○ ○ ○

**Type of Game:** A team-based game to test different problem-solving skills

**How Long:** 15-20 minutes

## Learning Objectives

- Encourage team building and strategizing within a group
- Understand the importance of including different perspectives and problem skills
- Learn more about creativity
- Get to know fellow participants better

## Suggested Audiences

Anyone, including clinical or administrative staff, QI team members, managers, people with HIV, etc.

## History and More Information

Information about this game comes 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 all participants
- CQII instructional slides and additional resources ([targethiv.org/virtual-game-guide](https://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
- 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 Think Inside the Box 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:** Participants are divided into 3 to 4 teams. Draw a square, divide it into 4 quadrants, and divide each quadrant into 4 more quadrants; see the provided slide deck

**Step 3:** Ask each team to work together to count the number of squares that result and place them into Zoom breakout rooms for around 10 minutes in order to solve the problem (16 will likely be guessed)

**Step 4:** Once the allotted time has elapsed, redirect all teams back to the Zoom main room and ask the teams for their answers and (answer is 30) present the solution to the rest of the group (answer is 30)

## Debrief and Discussion

- Ask the participants, what did they observe? How did they come to their solution? How about bringing others on the team along?
- How can we look at problems that keep coming up again and again and find different perspectives to solve them?
- What solutions have they tried that are outside the box? Have any of these truly been innovative? How could they develop more creative solutions?
- 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