



KING KAHUFU™

The Experience:

In this ancient Egypt-themed virtual experiential activity, King Kahufu, participants become agents representing major interest groups assembled to assess a newly discovered pyramid and propose a plan of action for opportunities that have emerged as a result of the discovery.

The goal of the experience is to accomplish personal objectives as well as the team's collective objectives via the virtual learning platform.

The Details:

Teams have **90 mins** within which they have to come up with an optimal investment strategy which will give Maximum Profits to them individually as well as for the other Team members.

Teams start by having a **15 min** discussion on "How they can ensure Success?"

After every **15 mins** the Teams are given **4 mins** to Reflect on How they are doing with respect to 1) Communicating 2) Collaborating 3) Critical Thinking and 4) Creative Thinking

Practical Details:

- Groups of 15 (minimum) to over 100
- Teams of 4 - 5 participants
- 3 - 4 Hours
- Suitable for Cross-functional and intact teams

Key Learning Outcome:

- Practice and apply the 4 C's of Teamwork
- Optimise Team Performance to positively Impact Results
- Create a cohesive, effective team with a singular mindset
- Communicate with clarity and purpose



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Eagle's Flight India | Raju Madhavan - 9052552524

