Simulations provide an opportunity to observe and examine how group members work as a team to solve a common problem.

Based on a group’s performance during a simulation, a human resource trainer, supervisor or team leader can evaluate the group, efficiently analyse the data and isolate any areas which may need improvement. Because of what they can reveal, simulations are a vital part of every organisation’s training programme.

The Process

Each survival simulation presents a hypothetical survival challenge in a remote area. These new and unfamiliar situations enable team members to participate as equals, regardless of their background or position within the organisation. People work individually, and then as a group, to assess the value of a series of items in terms of their importance to survival.

Then, in a process unique to Human Synergistics’ simulations, scores are generated by comparing individual and team answers to answers provided by an actual expert on survival. This use of survival experts lends a high degree of credibility to the exercises and alleviates disagreement over the “right” solution which frees participants to focus on the process of working as a group.

Individuals then compare their scores with the team’s score, gaining deeper insight into their problem-solving ability and impact on group decision-making.

Excitement

Human Synergistics is internationally renowned as the originator of the Desert Survival Situation™ and our simulations are highly respected for their quality, thorough research and lasting effectiveness. The simulations are also:

- fun and non-threatening
- easy to facilitate
- a way to get immediate and measurable results of the team’s performance
- cost-effective and time-saving

Results

Survival simulations teach participants valuable lessons about teamwork, leadership, planning and problem-solving. People in an organisation learn how to handle crises, as well as improve their everyday work.
Survival Simulations™

And all this learning takes place in a low risk environment. In particular, the simulations enable individuals and groups to:

- Increase the quality of decisions
- Develop effective communication skills
- Improve planning and goal-setting
- Encourage participation, trust and commitment
- Enhance team productivity in work teams

Problem-solving becomes a positive and constructive activity. Participants ask key questions, consider diverse ideas, sort out facts from assumptions and foresee potential problems. As a direct result, the team is able to work toward effective solutions. Almost inevitably, previously untapped levels of skills and resourcefulness are uncovered. In the long and short-term there are both financial and human benefits.

Series

Desert Survival Situation™
1½ to 2½ hours
Participants are survivors of a desert plane crash and must act on limited information. The situation described is based on over 2,000 actual cases where people lived or died according to the way in which they shared and made decisions. Participants will learn if they have survived by comparing their decisions with those of the experts. Participants rank order 15 items.

Desert II Survival Situation™
2½ to 3½ hours
Surviving the first crash in the desert doesn't mean that you can master this one! Building on the concepts taught in the original Desert Survival, this exercise demands even more complex problem-solving skills. Participants are given detailed information and guided through a step-by-step decision making process. They must identify key issues and commit to a strategy, then assess the value of 16 items by deciding each one's best use, as well as deciding its priority to their survival.

Bushfire Survival Situation™
1½ to 2 hours
Faced with the intriguing choice of trying to drive out or stay put and survive an Australian bushfire, what will individuals and teams do? If they stay, do they have the creative skills to use such items as flippers and snorkels to help them? Participants must assess the survival value of 12 items.

Cascades Survival Situation™
1 to 1½ hours
Cascades presents a mountain survival problem, researched with experts in mountain rescue and based in real-life situations. The shortest and simplest of our simulations, it is ideal as a warm-up or for inexperienced groups. Participants rank order the 12 items salvaged from the crash in terms of their survival value.

Subarctic Survival Situation™
1½ to 2 hours
Survivors of a plane crash have to stay alive in a subarctic region of Canada. This situation is designed to show the complexity of thinking needed in a crisis situation. Subarctic is designed to allow participants to discover that their own skills and knowledge are viable resources in solving problems. It is ideal for continued problem-solving practice for those who have already experienced the other survival situations. Participants rank order 15 items.

Reef Survival Situation™
1½ to 2 hours
Your yacht is shipwrecked on Middleton reef in the Tasman Sea. Participants must rank 12 items that were salvaged according to their survival importance.

Materials

Participant Booklet - allows each team member to make ‘life or death’ decisions individually at first, and then work with the group to formulate team choices.

Observer’s Guide - following group work, observers use the process contained in the guide to report on what they see happening as group members work to solve the simulation problem. Group members can then assess the impact of their behaviour on the team’s performance by comparing this feedback with the team’s score on the simulation.

Leader’s Guide - provides guidelines for presenting and debriefing the particular simulation, the expert’s answers, the rationale for these answers and background information.

Video Enhancement - five survival situations Desert, Desert II, Subarctic, Bushfire and Cascades come to life through 20-30 minute videos that use narrations and location film footage in realistic ‘you are there’ format. These enhancements effectively draw groups into the simulations, making their involvement in the exercises more intense and enjoyable.

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