



* At extra cost it is possible to increase the number of participants.
** At extra cost it is possible to conduct the game in English and German.

Set off on a journey to discover unknown aspects of yourself!

Increasing tension is visible on the people's faces. Just the third sound of the gong, a microphone check (as it is very important that a master of ceremony be heard in every corner of the room) and the auction begins. However, this is not an ordinary auction – instead of works of art, you can buy the “rights” to undertake original challenges – different tasks. You get valuable points for completing them. The more difficult the task, the more points you can earn. Of course, if you succeed...

The game for:

- project teams
- groups beginning their cooperation
- big teams that want to get to know one another and integrate
- all those who like challenges and surprises that teach them something about themselves

Challenge:

Auction House is a challenge in which you participate in a simulated auction resembling the ones during which art connoisseurs compete for the found works of Monet or Picasso. This time, however, it is not about works of art – teams top the purchase offers to have the right to perform tasks. It is worth purchasing them because points in this game can be scored only after having completed the tasks. But there is one problem: there are severe penalties in the form of negative points for failure to complete the auctioned task. Therefore, the auction requires a thought-out strategy and good planning skills: the information that is available to you concerns the (maximum) time needed to complete a given task, where it will be performed, how many points you can score for its completion and its starting price during the auction. And the most important thing: the skills the team is required to have. In the second part of the game, you shall have time to complete all the auctioned tasks. The team that executes their plan in the best possible manner and gets the most points, shall be declared the winner of the Auction House.

Foundation:

- Howard Gardner's theory of multiple intelligences
- resource management
- the core competence model for a given organisation

Logistics:

A game is divided into two parts – the auction is held in a training room or another suitable area. The tasks are performed outdoors – the best solution is a diversified area, allowing different possibilities (e.g. a forest, lake, pitch, etc.)

Advantages:

- getting to know your strong and weak points, noticing opportunities in the team diversity
- a highly integrating experience, showing the power of cooperation and goal orientation
- an attempt to evaluate necessary resources, strategic planning and time management
- different challenges, breath-taking activities and a series of tasks with a pinch of salt

Extensions/Variants:

- a short workshop preceding the game during which teams can get to know their strong and weak points, learn something about one another and determine which features prevail and which are their weak points
- a trainer comment or a motivational speech emphasising the meaning of optimal use of resources
- the game can be modified by adding tasks requiring key competencies for a given organisation – many points can be scored for completing such tasks

The game through the eyes of the participants:

“We bet we were a team that could think very quickly and logically. Unexpectedly, it turned out we were also creative.”

*Whatever you do, or dream you can, begin it.
Boldness has genius and power and magic in it.*

Johann Wolfgang von Goethe

