



Overview

Working in small teams outfitted with a backpack of supplies and a series of assignments to complete, you'll explore a zoo environment in order to better understand the business initiatives most critical to your organization. Your success depends on your team's ability to gather and synthesize a variety of data, work to a deadline and collaborate.

Explore the relationship between R&D and ROI while improving your team's presentation skills. Your team is being tasked with an exciting development opportunity. A local company is interested in sponsoring a new exhibit at the Zoo. However, before they donate the \$35 million dollars, they want to see a comprehensive quality review and development plan during a presentation about how their money will be spent, and what the public will get for that investment.

ZOOLUTIONS CUSTOMIZED FOR OUR CLIENTS

- A global biopharmaceutical company used Zoolutions to explore quality processes and plan development.
- A healthcare rating firm used Zoolutions to better understand the creative and collaborative processes.
- The HR Department from a national insurance company practiced planning and project management.
- Sales and marketing from a pet food company honed their presentation skills.

BENEFITS

- Energizes groups as it is a fun, on-the-go, interactive team building program.
- Replicates the process of collaborating, gathering and synthesizing information, working to a deadline and interpreting data.
- Requires teams to organize and prioritize their efforts, allocate time and resources and think "outside the box".
- Aligns with company values and interests around customer-orientation, quality orientation, improved efficiencies, cross-functional thinking, and adaptability.



BLEND WITH CORPORATE TRAINING

We particularly recommend this event for those wanting a quality or customer-service focus and for teams that want to practice collecting data and presenting analysis in a fun way. Consider a full day workshop combining [Problem-solving for Teams](#) with Zoolutions as the methods learned in the workshop apply to this zoo challenge.

NUTS & BOLTS

- Indoor and Outdoor
- 3.5 hours
- Team size of 4-5; group size of up to 75
- All fitness levels
- Site specific: local medium to large zoo





INTRODUCTION AND OVERVIEW

The teams receive their mission. The theme of the event or focus of the training initiative is carefully integrated into this stage.

Equipped with a backpack containing camera, map, mission challenges, spending money and other supplies, participants work in teams of 4–6 to gain insights into questions like:

- “How are we communicating the value of our products and services to customers? Investors? Employees?”
- “How do we develop convincing rationale for funding new products and development?”
- “How can we improve or streamline our quality review process?” (approximately 10 minutes)

ROLES AND GOALS

Your group divides into teams to help formulate assignments, establish processes and set team goals. (approximately 10 minutes)

RESEARCH CHALLENGES

The early challenges encourage your teams to explore and collect information from the entire zoo. A wide variety of challenges ensure that there’s something for everyone. Some of the challenges include:

- Interactions with zookeepers and the public
- Comparing and contrasting quality
- Evaluating success of educational opportunities
- Understanding symbiotic relationships



DEVELOPMENT CHALLENGES

Teams now apply what they’ve discovered to a development plan, ultimately sharing and communicating a vision. There’s a lot to complete in a short amount of time, so teams must delegate effectively, strategize and keep moving. (approximately 2.5 hours)

PRESENTATION DEVELOPMENT

The teams return to their staging area to prepare their presentation materials, compile the data collected and practice delivering a presentation about the exhibit development plans. These 2–3-minute presentations can be tailored to complement the theme of the event or training initiative. (approximately 30 minutes)

NEW EXHIBIT PRESENTATIONS

Each of the teams has the opportunity to share their exhibit development plans, and be “rated” by the other teams. Innovation, analysis and creativity shine during these energetic presentations.

DEBRIEF

We then discuss group processes and the specific knowledge that was gathered (industry and consumer insights, trends in merchandising, etc.) and applications back to work. (approximately 20 minutes)

PROGRAM COMPLETE

(approximately 3.5 hours)