



Quick Start Guide Pacific

SERIOUS GAME ON Audit LEADERSHIP AND
TEAM MANAGEMENT



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Audit Leadership & Team Management

01. Why should you take this course?

Pacific is a step-by-step manual for managing an audit high-performance teams. It's designed to adapt to the way of working of any person who wants to develop his or her leadership skills.

With this simulator, you'll be able to practice while you learn about techniques, resources, and leadership skills. The methodological basis of Pacific emphasizes motivation, teamwork, task delegation, and continuous feedback to boost the communication and performance within the team.

For a company-individual Business Games please contact us directly: Info@ARC-Institute.com or see the two business games MARS and ADA on our YouTube portal.

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02. Lead your team to escape the island

In this game, you'll be able to choose a female or male avatar, and put yourself in the shoes of the group leader. Your goal is to lead the team as a whole in building a hot-air balloon in order to get off the island where you're all stranded. Over the course of several virtual days, you'll have to overcome difficulties associated with isolation and natural hazards, an environment conducive to developing your leadership skills and fostering teamwork.

As a people manager, you'll have a range of tools, such as a task tree, group actions, team and character data sheets, a skills map, and a theoretical model where you'll see your learning progress.

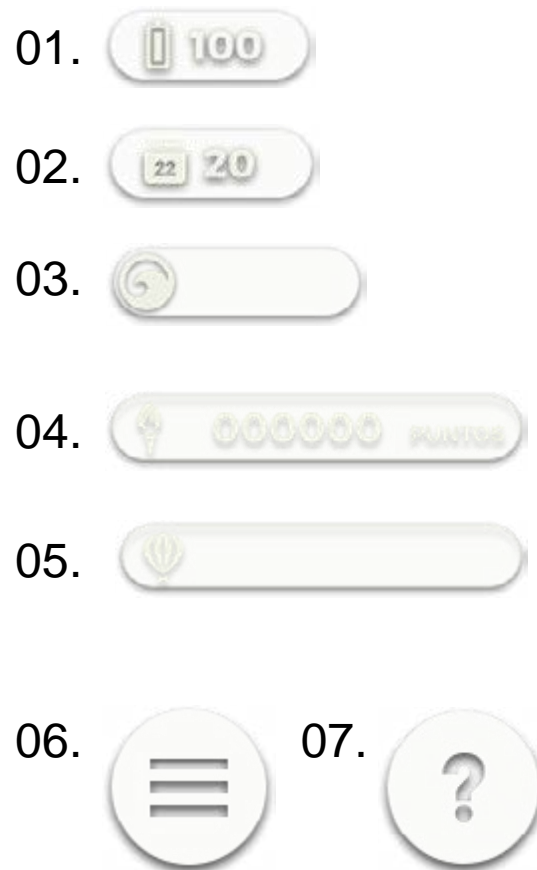
During your stay on the island, you'll have to carry out group actions to keep the team motivated. You'll have to define objectives and rules, do team-building, resolve conflicts, and develop processes. You'll be able to interact with the characters and delegate tasks, give feedback, develop and reward people, and ask questions to keep them motivated.

To unlock all these actions, you'll have to complete the different course readings on the skills map, which you can access using the "mind" button. Don't worry: the first virtual day is a tutorial which will give you a general overview of how the game works. In the following days, you'll also have occasional indications to help you learn all the functionality and how to achieve your final objective. After the first few days on the island, you'll have learned to get around easily, and you'll advance more rapidly.



03. Buttons and indicators

Indicator bar at the top of the screen



1. **Energy:** You consume it when you execute tasks, actions, and by unlocking readings. You get more energy by advancing to the next day.

2. **Virtual Days:** The icon on the calendar which tells you how many days you've been on the island. Your goal is to build the balloon accumulating as many leadership points as possible.

3. **Synergy Level:** You increase this by carrying out team actions (defining objectives and rules, doing team-building, resolving conflicts, and developing processes). More synergy means better performance from your team and tasks executed in less time.

4. **Leadership Points:** The torch icon. You earn leadership points by correctly managing your team and developing your skills through the skills map ("mind" button).

5. **Balloon Progress:** Indicates your progress in balloon construction as a%. Remember that your objective is to construct a balloon to get off the island.

6. **Menu:** The three bars on the right side of the screen. These let you display the main menu.

7. **Help [?]:** On the left side you have a direct link to the general help, FAQs, and for contacting your tutor.

03. Buttons and indicators

08.



Indicator bar at the bottom of the screen

8.Plus Symbol [+]: Displays the secondary menu where you will find the ranking, the Nautilus (methodology model), the “mind” button for accessing the readings, the balloon construction map, and the group actions menu.

09.



9.Team Data Sheet: Overview of the team.

10.Map: The mountain icon shows you a map of the island where you can move around and see where each member of the team is.

10.



11.End of day: On the left you have the setting sun icon for calling it a day and getting personalized feedback.

11.



04. Actions

01. **DELEGATE**

02.



03.



04.



Unlock actions: Open the skills map by displaying the “plus” menu and clicking the “mind” button. Invest energy points to access the readings and unlock actions.

01. **Delegate tasks:** Delegate tasks to each of the characters through the task tree. Pay attention to the compatibility of the tasks with the characters.
02. **Carry out group actions:** On the “plus” menu, click the “hold meeting” button and select one of the available group actions.
03. **Lead your team:** Click on each character to delegate, give feedback, develop the person, reward some action, and ask questions.
04. **Recharge energy:** Use the End of Day button to advance to the next day and recharge your energy.

The Audit Research Center Team wishes you
fun & success during your training.

*„You can't do today's job with
yesterdays methods and be
in business tomorrow.“*



Steve Jobs