



## SCARECROW CONSULTANTS

### TeamStorming

A two-day workshop covering the TeamStorming technique which is a user-friendly way of capturing key ideas, needs and concepts with any group of people, regardless of their technical background. This course will train Facilitators how to run a full TeamStorming session.

TeamStorming combines the creativity of brainstorming and team-building exercises with the rigour of a systems thinking approach. Its target audience is senior management, programme managers, CTOs and company directors.

A TeamStorming workshop consists of a number of well-proven brainstorming exercises (referred to in TeamStorming as Games). These Games require no formal training nor knowledge of any specific notations, modelling languages nor complex tools.

The output of a TeamStorming session may then be used as a direct basis for an MBSE model that may be used as part of a strategy or as a direct into requirements.

### Duration: 2 days

### Overview of the TeamStorming

- What is TeamStorming?
- The Question
- The Games
- From TeamStorming to a Model

This module provides a high-level introduction to the application and use of TeamStorming in a practical way that can be for groups of 8 to 40 people work in small teams to answer a specific key Question that relates to their business.

### The Question

This module looks at how the Question, that states the main purpose of the TeamStorming exercises in the form of a simple question that needs to be answered. This sets the theme for the whole TeamStorming session and provides a focus for all the games that will be played during the session.

This module considers what makes a good question, how it should be worded and how to then use this to focus the subsequent Games.

### The Games

- The Games
- How to run the Games successfully



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This module takes the facilitators through the main Games that comprise the TeamStorming session, which are:

**Game 1: X Factors** - To identify a number of factors that relate to the chosen question, and that is carried out as individual Participants.

**Game 2: To Affinity and Beyond** - To group the Factors together as Affinities, to identify relationships and dependencies between Affinities and to identify the key Affinities. This Game is carried out as a Group exercise.

**Game 3: Empathy, Empathy** - Identify key roles and to define their expectations in the form of an Empathy Map, and that is carried out as a Team exercise.

**Game 4: Morning Glory** - Take an Empathy Map and an Affinity and then to ask 'what's the story?' in the form of a Story Board. This Game is carried out as a Team exercise.

**Game 5: Animal Magic** - Identify key enabling Actions, in the form of Solution Actions and also key corrupting Actions - Monkey Wrenches. This Game is played as a Team exercises with Participants being divided into Beavers and Monkeys.

**Game 6: Showdown** - Replay each Story Board with Beaver and Monkey Teams playing their cards, in order to identify Solution Actions and Outstanding Actions to ensure success Replay Story Board. This Game is played as Team exercises.

**Game 7: The Big Picture** - Define the overall Landscape paying particular attention to required Actions, both Solution Actions and Outstanding Actions. This Game is played by the Group as a whole.

Each Game is discussed in turn and also how to run each Game, in terms of the resources required, the structure of each Game and tips and pointers on how to ensure that it is run successfully.

## From TeamStorming to the Model

- Pulling it all together – the TeamStorming artefacts
- Needs
- Contexts
- Scenarios

This final module discusses how to bring all the information gathered on the three considerations of Reason, Capability and Evolution can be brought together to form the Evolutionary Path – plan for how to deploy MBSE in your organisation. This is done in the final part of the workshop.

## Target Audience

This course is aimed at Systems Engineers and Systems Managers who need a set of user-friendly tools that will give them the capability to capture thoughts and ideas from a generic audience, with no technical skills required..



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### Benefits

The benefits of this course are as follows:

- Structured brainstorming focused on answering a specific question
- Enhanced team working and communication
- Encouragement of all participants to contribute, regardless of their role or background
- No need for complex notations, modelling languages or tools
- A structured output that is driven by a system model and that can be used by systems engineers

### Prerequisites

None

### Material

Delegates receive electronic copies of the course notes, summary sheets and physical copies of the book 'TeamStorming: Guide for Practitioners' and 'TeamStorming: Guide for Participants', written by the course tutors and published by INCOSE UK.

### More Information

For more information on this course, or any of our other offerings, please contact Scarecrow Consultants Limited using the details above.