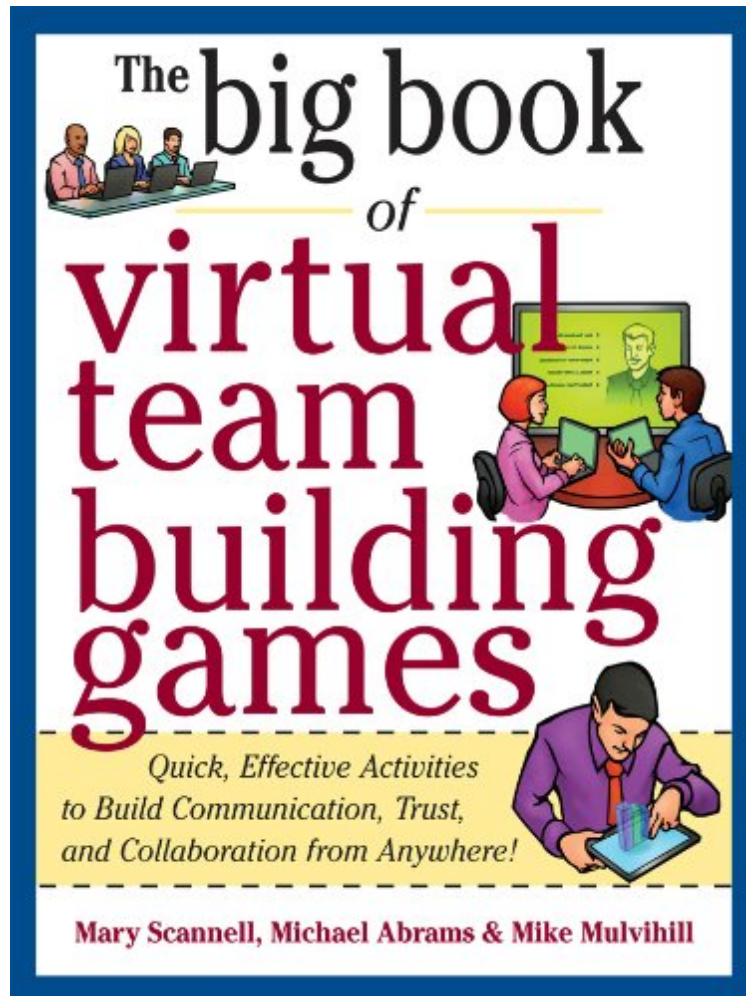


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Big Book of Virtual Teambuilding Games: Quick, Effective Activities to Build Communication, Trust and Collaboration from Anywhere! (Big Book Series)

Mary Scannell, Michael Abrams, Mike Mulvihill
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Mary Scannell, Michael Abrams, Mike Mulvihill : **Big Book of Virtual Teambuilding Games: Quick, Effective Activities to Build Communication, Trust and Collaboration from Anywhere! (Big Book Series)** before purchasing it in order to gauge whether or not it would be worth my time, and all praised Big Book of Virtual Teambuilding Games: Quick, Effective Activities to Build Communication, Trust and Collaboration from Anywhere! (Big Book Series):

1 of 1 people found the following review helpful. Great Ideas! By Erika I manage a team of 5 people who are always in the field across the country. I found we needed to increase our communication skills and be more cohesive as a team.

It's a tricky task when you only get together 1 - 2 times a year. My team has really enjoyed starting our conference calls off with a fun game! It takes me a little prep prior to, but is definitely worth it. The games are tailored to different size teams, so should work well from 3-23! There are also games for different stages of your team (forming, storming, etc). I'd recommend this item. 0 of 0 people found the following review helpful. Easy to get started with Intro 140 on page 63 By Bird Watch Enjoying the book and ideas for virtual games. Our team is split internationally so bringing everyone together with commonalities is difficult. This has helped. Easy to get started with Intro 140 on page 63. Also having the templates easily accessible from the website is a great tool. Thanks for the helpful tips. 0 of 0 people found the following review helpful. Great purchase and great book - I work in Human Resources with many employees across the country. My managers are always seeking ways to "connect" with their remote employees in a format different than their weekly 1:1's. This has the ideas I was looking for!

Get remote team members to interact as if they're in the same room! Whether you're videoconferencing with team members across the world or e-mailing a colleague sitting ten feet away, the truth is evident: technology has permanently altered the way we communicate. The virtual workplace can facilitate quicker decision making and reduced overhead. But the lack of face-to-face interaction can also impede trust, innovation, and creativity among team members. The Big Book of Virtual Team-Building Games is packed with games and activities for developing productive virtual teams across all digital platforms, including e-mail, mobile devices, web-based conferencing tools, and social media sites such as Facebook, Twitter, and Skype. The Big Book of Virtual Team-Building Games helps you: Build a greater sense of community and reduce conflict Increase levels of engagement Get the most out of more-introverted team members Boost team members' productivity Make sure that the only thing separating your people is distance. The Big Book of Virtual Team-Building Games is just the tool you need to develop trusting relationships, foster clear communication, and use technology to enhance the team's connections.

About the Author Mary Scannell has worked as a consultant, speaker, writer, and trainer for the past twenty years. She is coauthor of The Big Book of Team-Motivating Games and author of The Big Book of Conflict-Resolution Games. Michael Abrams is senior director of talent optimization for Banner Healthcare and founder of LearnCamp Phoenix. As an executive, Michael has been leading virtual teams both internationally and across the US for over 12 years. Mike Mulvihill is the founder of PossibiliTEAMS Corporate Team Building Training.