

# SafetyGame

## dealing with safety

### assignment

- designing a building together
- then:
  - build the design off another team
  - preserve de 'safety rules'
  - and take care your design is built correctly
- competition and cooperation:
  - building phase 1 with competition and speed
  - building phase 2 with cooperation and quality



a design is devised and build



to build another group's design is complex an difficult



discussing the designs with the architects

### teambuilding & safety

The Safetygame "Veilig Bouwen" is a unique combination of experiencing how 'hard' handling safety is and a teambuilding game.

Both elements are important in this game.

If one chooses to emphasize one of them, it will become visible in the evaluations:

- accent on teambuilding:
  - competition versus quality
  - mean aspect evaluation: how do you experience the differences
  - where lies your strength?
- accent on safety:
  - maintain the rules and being corrected on them
  - mean aspect evaluation: handling the rules
  - what was it like to maintain the rules, how was it to be corrected

### teambuilding

working together on several fronts:

- in a team
  - designing together (= building) a complex structure
- in subgroups
  - as exact and fast as possible building after a design
  - competition between enforcers and builders
  - preserving the safety of another team
  - maintaining the rules
  - preserving the quality of the rebuilding of your design
- between 2 subgroups (from different teams)
  - be creative together
  - watch over safety together

### **safety**

- *experience how 'hard' it is to handle safety rules*
- *appeal to each other on violations*

### **tricky, dealing with safety issues**

For a lot of companies safety comes first. And rightly so.

A lot of energy is put into making employees aware of it indefinitely.

Often, however, it is only part of the workplace that have to work with safety rules in their daily work. Safety rules that make their work more difficult, slow them down, are tricky.

Without always experiencing the importance of those rules.

Wearing a helmet is important, but not now ...

Maybe employees who invent or maintain safety rules, are realizing this but find it surely difficult empathizing.

They do not have to: they determine what is safe, others are bound to those rules.

Maintaining these rules is difficult. No one likes being trapped on the knuckles. And there are also few people who'd like to do that to others. Soon there will be an atmosphere of "oh well, it is not so bad", "look the other way" and "never mind". And if an offence takes place that really cannot be ignored, a 'rap' quickly becomes a 'blow'.

Not in this game though. Correcting is - for a moment - exiting and fun. Even if you are the 'victim'.

### **experience it yourself**

What this Game intends is to let all participants experience how difficult it is to handle safety rules, and to notice and correct violations of others.

Therefore non existing safety rules are introduced for the duration of the game.

Safety rules of which the usefulness is not really clear.

Safety rules that hinder you in building quickly and effectively.

Safety rules which are new and unknown to everybody.

### **safety culture**

Experience shows that this game exposes the prevailing safety culture. How you're used to deal with security in "real life", translates itself the fastest if you are forced to work with rules that no one has made his own. Rules on which no agreement exists, and are not shared.

The hectic pace of the game strengthens that process in an exciting way:

The more one is used to deal with existing rules, the more one will see dealing with new rules as a fun sport.

Reversed: the less one works in a good safety culture, the more difficult it will be to abide to and watch over safety rules.

In any case: that is what experience thought us up until now.

## **Safety Game: Veilig Bouwen**

The game counts 6 phases:

design	build a prototype that other teams have to rebuild
safety rules	safety rules make building difficult

building & competition	Builders build in accordance with safety rules Enforcers control/slow down Competition: the first building team to be ready wins
in between evaluation	short evaluation Builders become Enforcers and vice versa
building & cooperation	Builders build in accordance with safety rules Enforcers control Cooperation: embellish the building with an extra floor
evaluation	evaluation in groups and plenary

### **construction phase**

The group will be divided in teams of 6-10 participants.

All the teams create a construction of bars and boxes = designing a building.

Every building will be judged on three aspects: Beauty, originality and complexity.

If it is ready it will be photographed from four sides: those are the building plans.

All buildings will be admired in a short tour.

### **safety rules**

The safety rules will be briefly explained and demonstrated.

All teams will be split up in two subgroups: The Builders en the Enforcers.

The Builders go clockwise to the next team.

The Enforcers stay and take care the visiting Builders build there construction according to the building plans.

### **building phase 1: building in competition focussed on rapidity**

The Builders must as soon and as closely as possible build a structure according to the design of the Enforcers.

The Enforcers make sure that their design is meticulously rebuilt. And of course they verify the Builders work in compliance with the safety rules.

Five violations for a builder means time out of a minute.

### **in between evaluation**

The teams evaluate their findings and reverse roles of Builders and Enforcers.

### **building phase 2: building in cooperation focussed on quality**

The new Builders go anticlockwise to the next team.

Builders and Enforcers get the assignment to embellish the building with an extra floor.

Together while building, they are responsible for abiding the safety rules.

If the safety rules are not observed, the supervisor will ensure that both Builders and Enforcers get a timeout: now at 3 violations

### **final evaluation**

First in the teams and after that plenary experiences are shared.

The different styles of appealing/correcting are being discussed, how the participants experienced them, and the difference between the first and second building phase as well.

### **training: appeal to each other**

What the game does not offer is teaching the participants how to appeal to one's behaviour in a good way. We developed a separate training that takes 1 or 2 hours. Because we put it in the form of 'Verbetertraining', it is even possible for groups up to 30 participants.  
see: [verbetertraining](#)

#### **data**

- for 12 - 100 participants
- to be divided over groups of 6 to 10 persons
- recommended group size 6 - 8
- duration ± 3 hours
- linkage to a short conversation training is possible (1 or 2 hours)

#### **location**

The game can be played in one large space, or in multiple rooms. It must however be possible to:

- create per group a space with minimum dimensions of 5 x 6 meters (without furniture; provided they are not too thick pillars are no objection)
- In addition, it is fine if there is a possibility to sit down during evaluations

We also require a (dressing) room that is available from 2 hours before the start:

- close to the location
- lit and not overlooked, with table and chairs
- used by anyone else during our presence
- where the stuff of the actors can be safely left

#### **Quote**

To get an idea of the costs, you can download a quote via our online quotation system:

<https://www.livingtale.nl/offerte-safetygame.html>

Then feel free to request a quote for the location of your choice.