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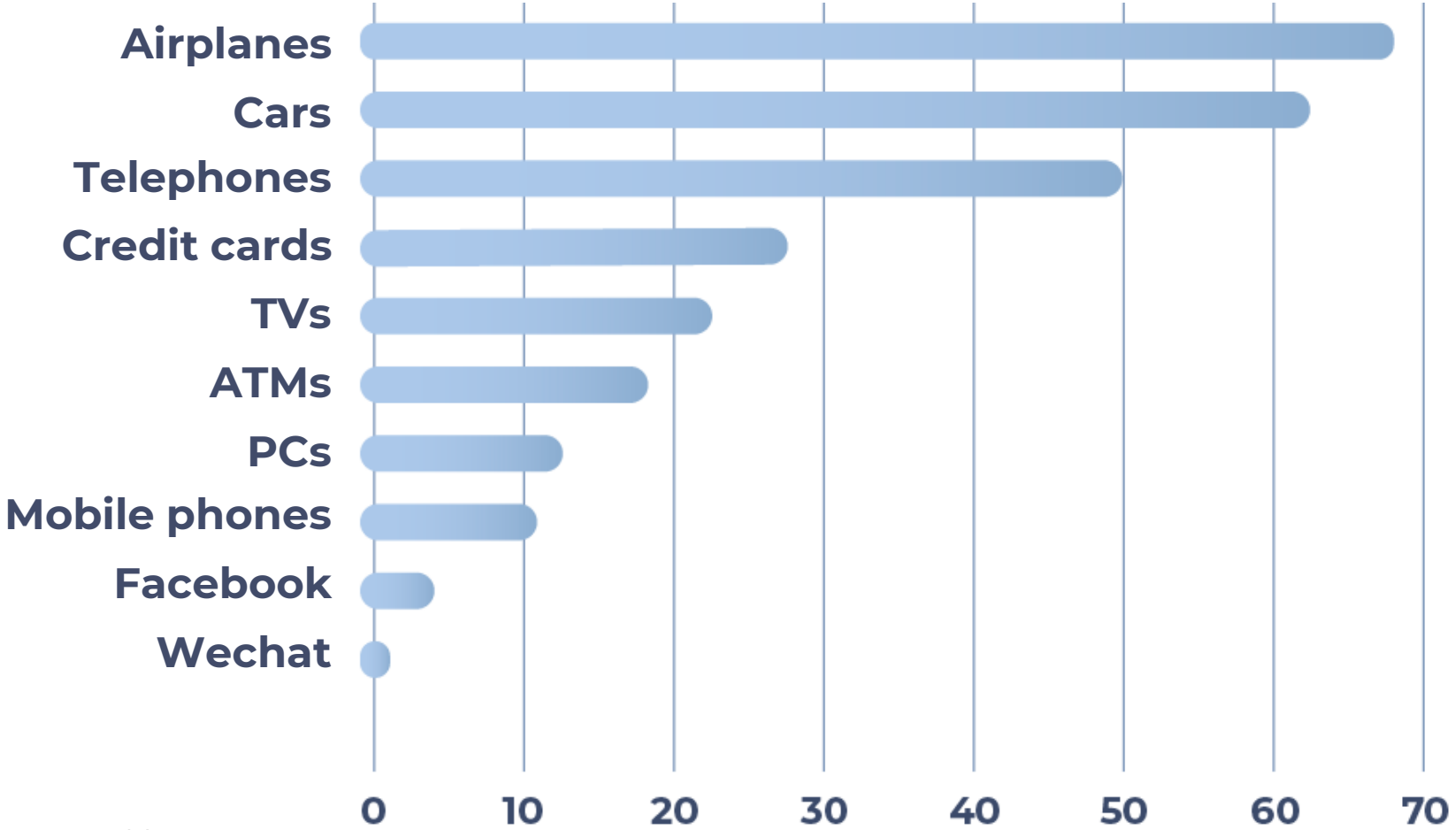
VUCAworld

DECISION MAKING IN VUCA-WORLD

VUCAworld

THE NUMBER OF YEARS NEEDED THE NUMBER OF USERS HAS GROWN TO 50 MILLION.



UBS

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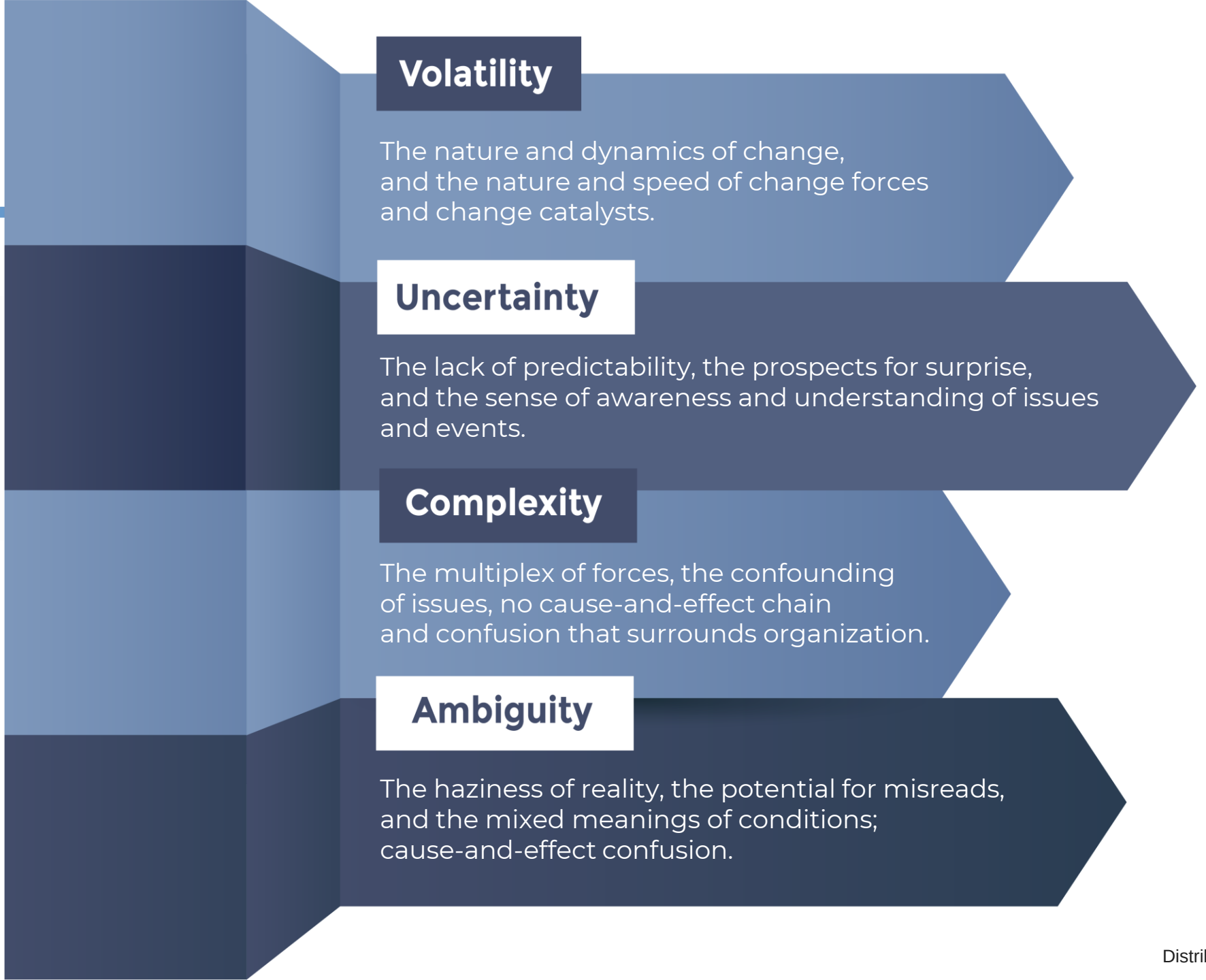

VUCAworld

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Vision:
- Take Actions
- Probe Changes

V **VOLATILITY**

UNCERTAINTY U

Understanding:
- Wider Understanding
- Different Perspectives

Clarity:
- Key Focus
- Flexible
- Creative

C **COMPLEXITY**

AMBIGUITY A

Agility:
- Decision making
- Innovation

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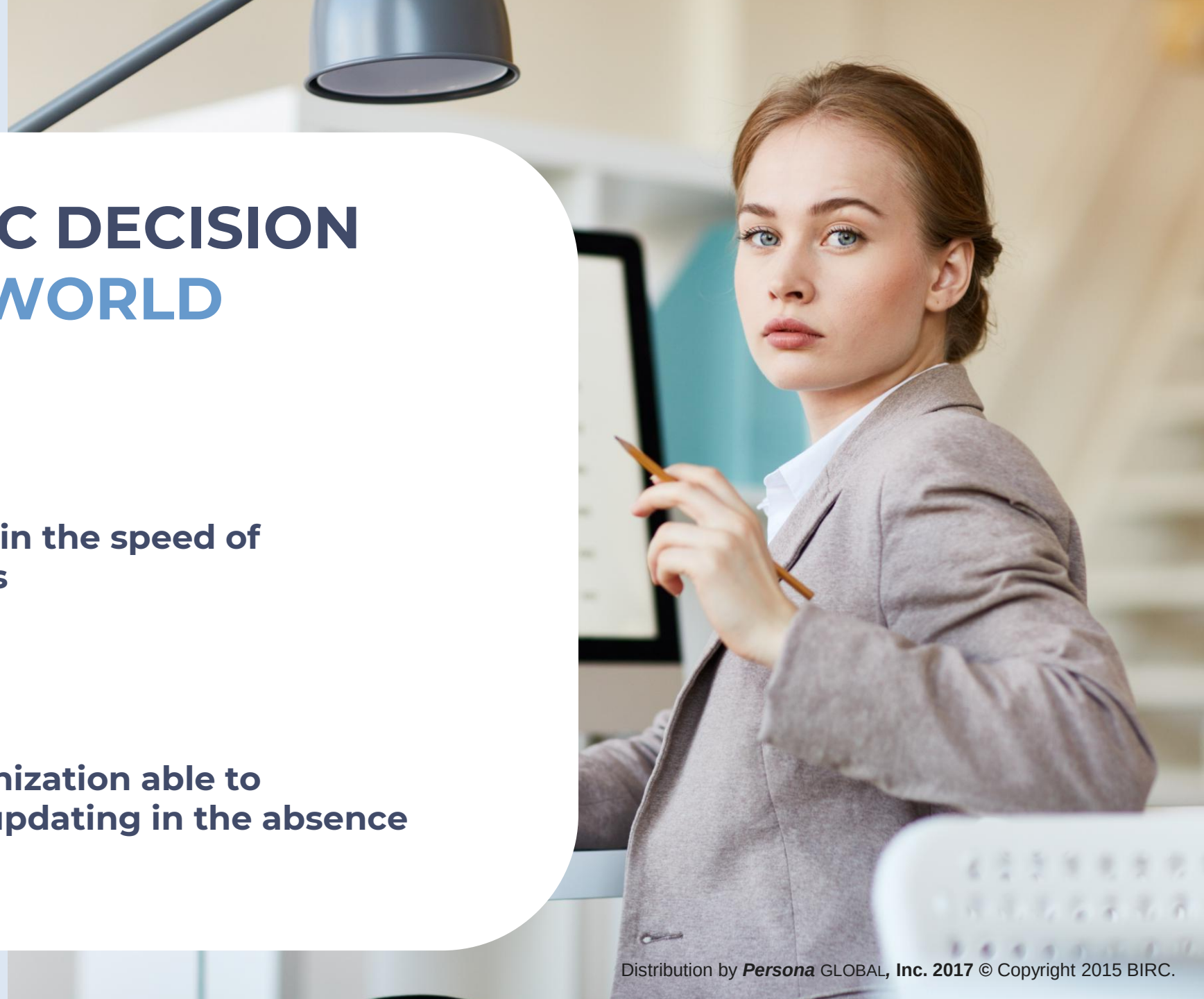
STRATEGIC DECISION
IN VUCA-WORLD

A sharp increase in the speed of strategic updates

Building an organization able to continuous self-updating in the absence of a crisis



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You don't have to change.
Survival is voluntary.

EDWARDS DEMING

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BUSINESS-SIMULATION
VUCA WORLD

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PARTICIPANTS WILL LEARN HOW TO:

- Anticipate the Issues that Shape
- Understand the Consequences of Issues and Actions
- Appreciate the Interdependence of Variables
- Prepare for Alternative Realities and Challenges
- Interpret and Address Relevant Opportunities

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BUSINESS-SIMULATION RULES

YOU ARE CONSULTANTS FOR A CONSULTING COMPANY.

You will have a competition with colleagues from other similar companies (participants at other tables), in which you need to show your level of competence!

The competition looks like a path on the game board, where you will face the clients orders.

Clients orders – cases that require different skills and knowledge.

Game elements – during the simulation, you can take risks, this will allow you to go through the game board faster or roll back, completing tasks first or showing consistently high results, you can get additional bonuses.

THE WINNER IS THE TEAM THAT WILL BE STANDING ON THE FINISH SQUARE AT THE END OF THE BUSINESS SIMULATION
(IT IS NOT ENOUGH JUST TO BE ON IT, IT IS IMPORTANT TO HOLD ON!).

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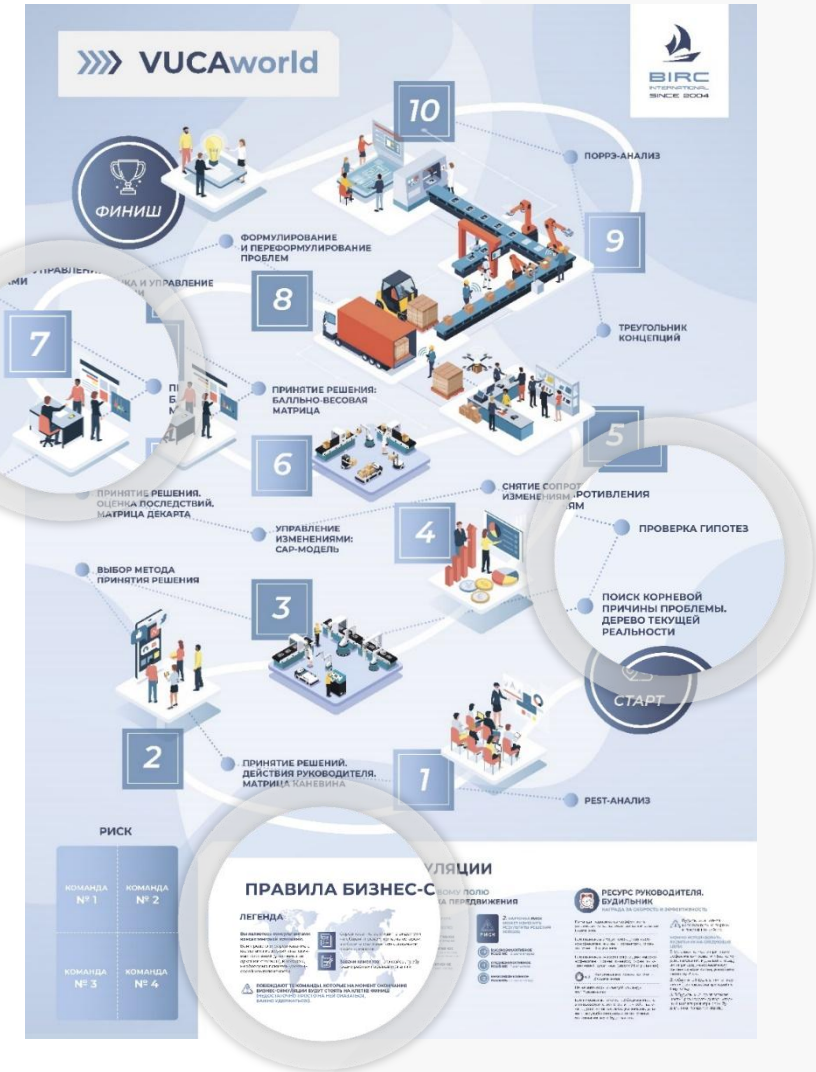
GAME STRUCTURE

- 1 module = 1 theoretical concept
- 1 module duration is 1,5 hours

- 1 online game = 2 modules (3,5 hours)
- 1 offline game = 4 modules (8 hours)

- To create your program choose theoretical concepts you need
- Minimum order:
  - ✓ Online - 3,5 hours
  - ✓ Offline - 4 hours
- Maximum order (all 14 concepts included)
  - ✓ Online – 7 sessions (3,5 hours each)
  - ✓ Offline - 3 days (8 hours each)

Game board



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1 MODULE CONSIST OF 4 STEPS:

1. In the beginning of each round facilitator present the **theoretical concept;**
2. Each round participants are supposed to **find a solution** for their client task using theoretical concept;
3. **Feedback** according participants decisions and scoring;
4. **Game points** calculation.

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ASSESSED COMPETENCIES

1. Communication skills
2. Team Work
3. Decision making
4. Change management
5. System thinking

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THEORETICAL CONCEPTS INSIDE THE GAME

- CAP model
- Descartes square
- Risk-management
- Algorithm of overcoming resistance to change
- PEST analysis
- Decision making model of Vrooma-Yetton-Jago
- Future Reality Tree
- Cynefin Framework
- Current Reality Tree
- Hypothesis Test Matrix

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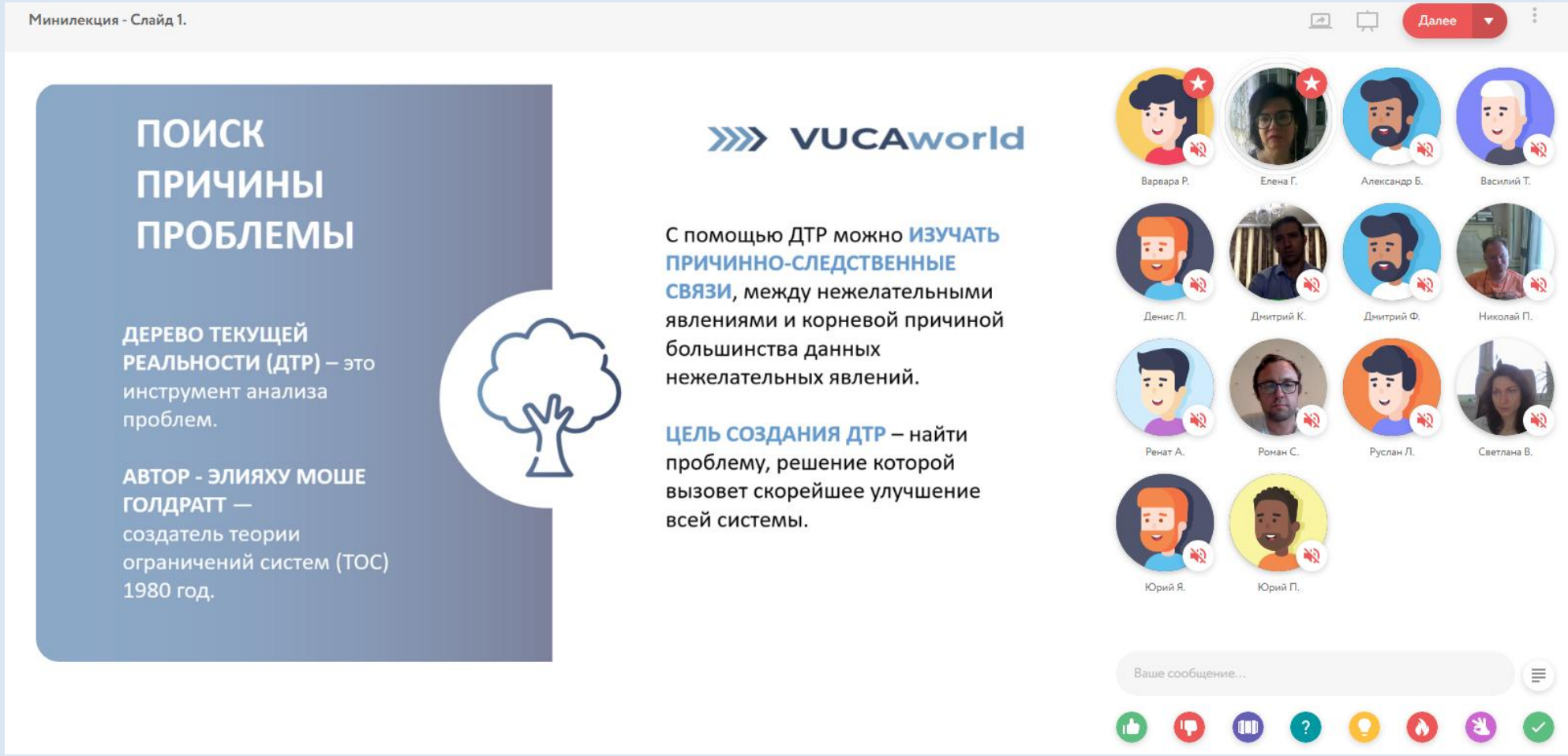
EXAMPLE OF ONLINE BUSINESS-SIMULATION



Theory discussion

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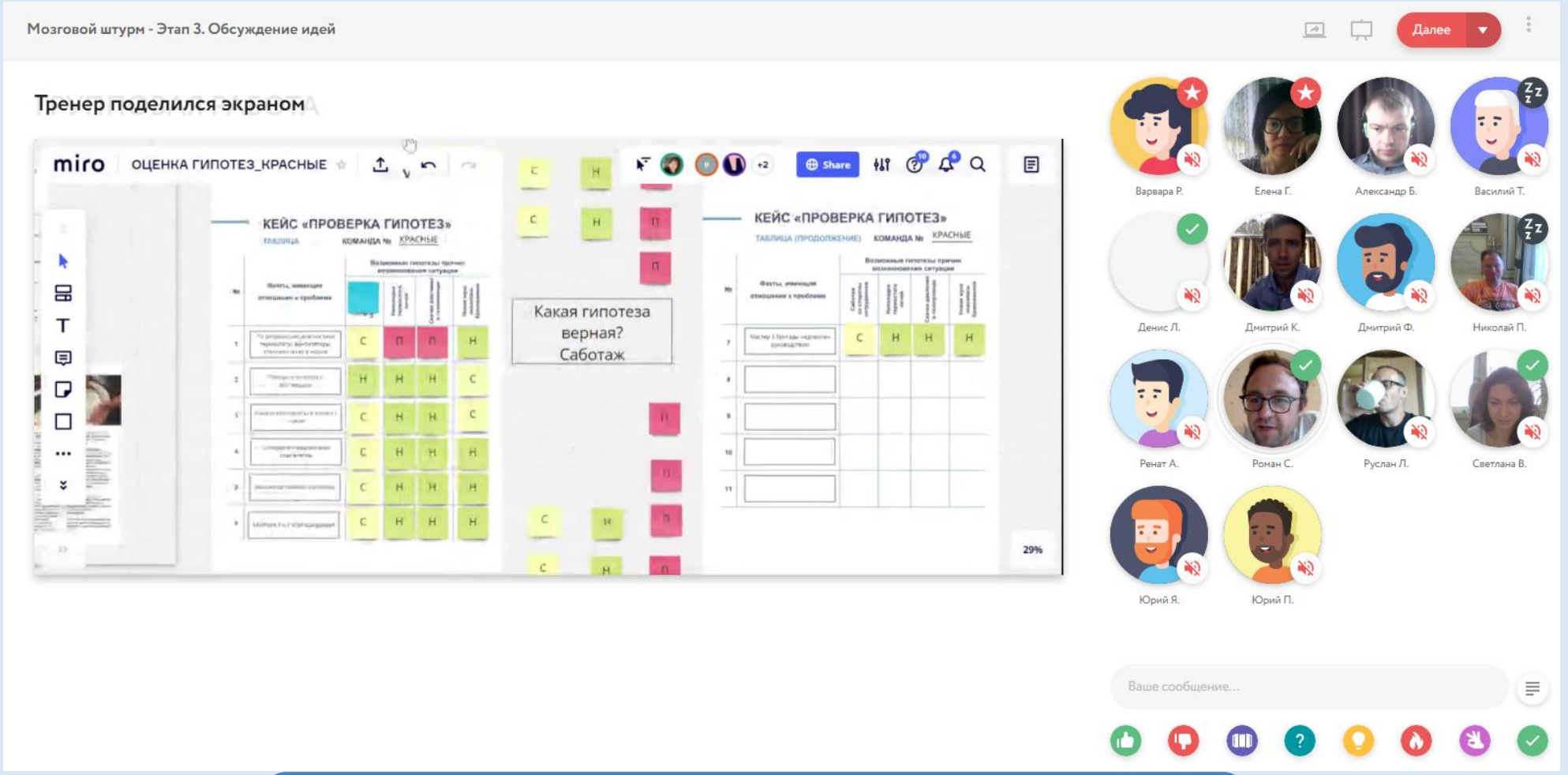
EXAMPLE OF ONLINE BUSINESS-SIMULATION



Game task

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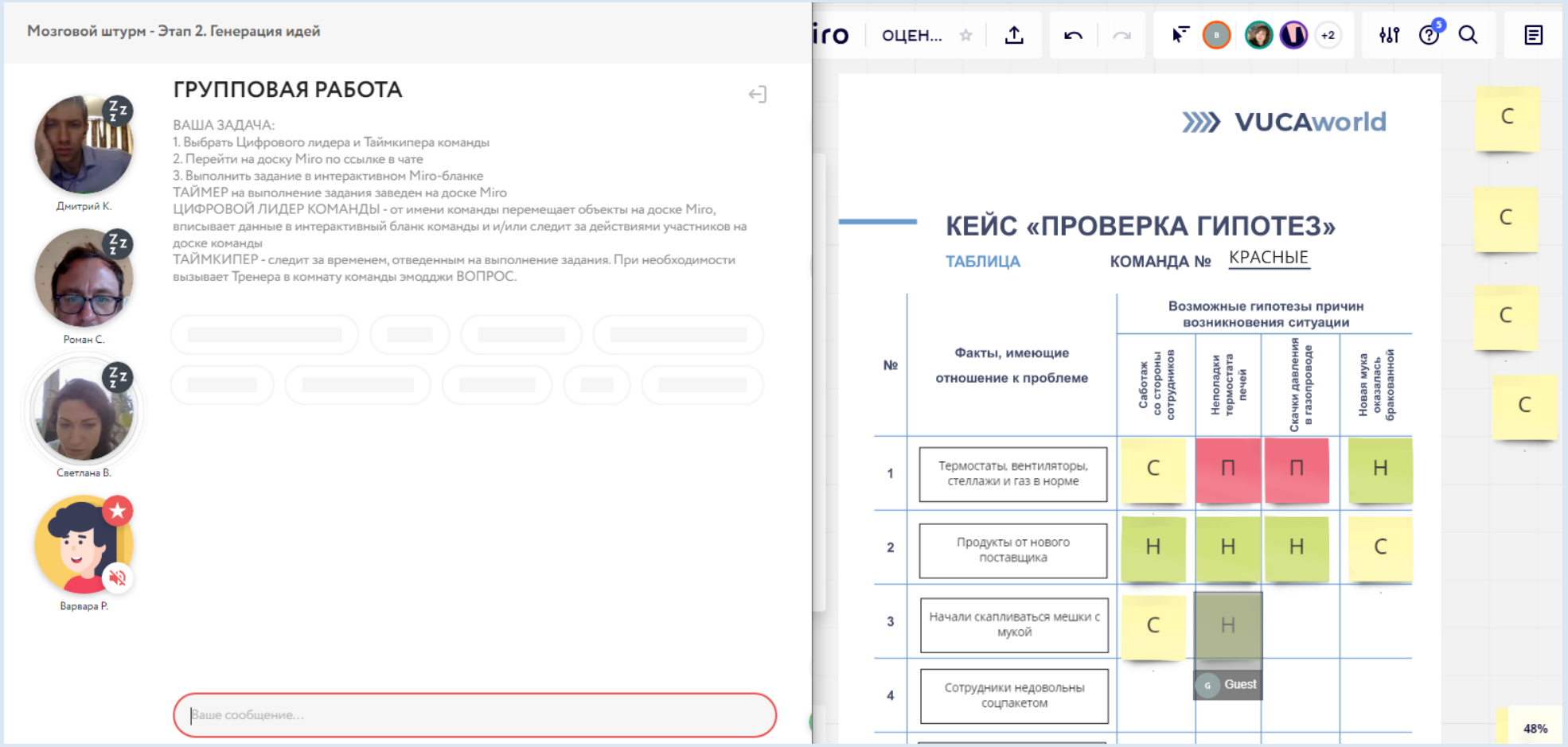
EXAMPLE OF ONLINE BUSINESS-SIMULATION



Team work

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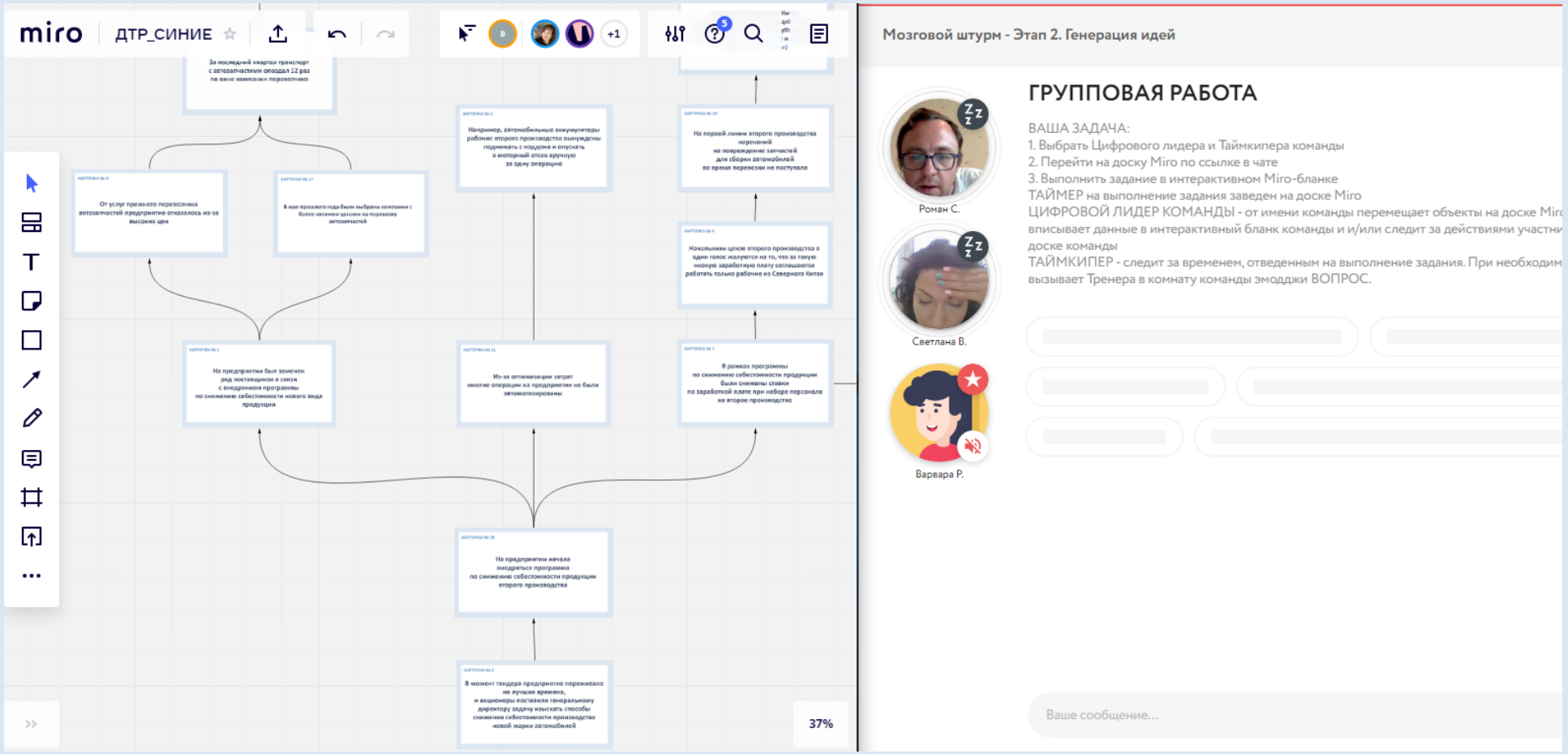
EXAMPLE OF ONLINE BUSINESS-SIMULATION



Case study
Team work

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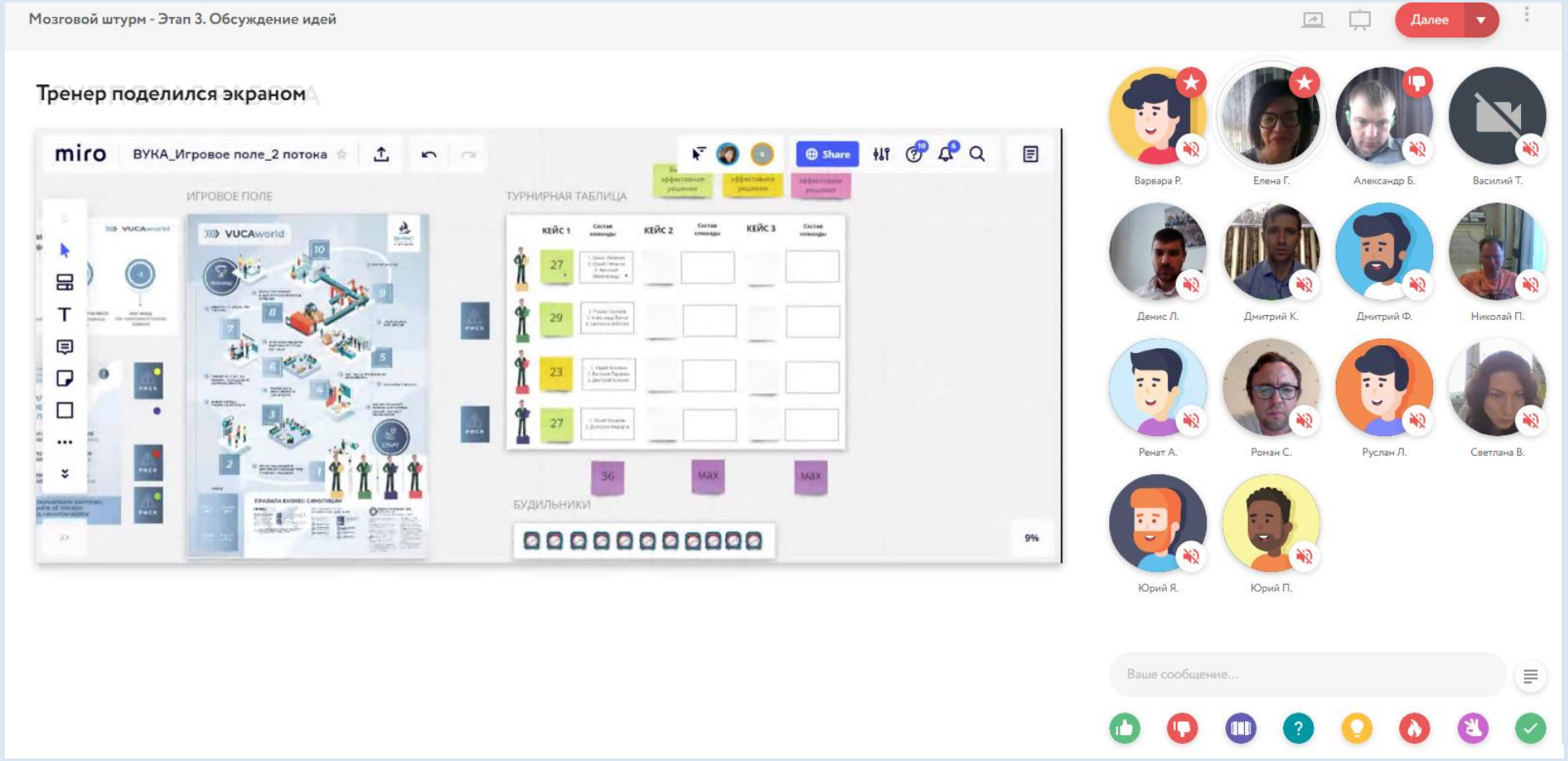
EXAMPLE OF ONLINE BUSINESS-SIMULATION



Game points and dashboard
Competition on the game board

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CLIENTS, USING VUCA WORLD

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GOOD LUCK!