



AROUND THE WORLD



ACTIVITY OPTION

AROUND THE WORLD

Take your team on a virtual globe-trotting trip around the world, visiting 22 countries across 40,000 virtual miles while putting your teamwork, collaboration and creativity to the test!

Upon arrival in each country, players unlock tasks using image recognition technology via our award-winning app. Starting in Argentina, each country contains a series of tasks & challenges to earn enough Travel Credits to make it to their next destination. Before moving on, teams will have the chance to guess their next destination from cryptic clues to get the ticket for their next journey for free!

Challenges range from performing the Haka in New Zealand and demonstrating Kung-Fu skills in China, to exploring well-known landmarks on Google Maps to uncover the answers to questions. Keep an eye on the clock, though – Travel Credits are earned not only through completing tasks but for distance travelled too. The team with the most Travel Credits at the end will be crowned the winners!

How far can you make it across the globe from Argentina to New Zealand in the given time?

There's something for everyone in this activity, designed to test your team's strategy, creativity and ingenuity.



RUNNING TIME:	The ideal length of time for this activity is 60-90 minutes.
MIN/MAX GROUP SIZE:	Suitable for 10 – 500 participants.
PEOPLE PER TEAM:	We would recommend 4-6 participants per team.
WHAT'S INCLUDED:	<ul style="list-style-type: none">✓ An experienced facilitator to run your activity✓ Virtual, Hybrid, and Face to Face formats✓ Fully hosted using Zoom✓ Gameplay app✓ Pre-event planning and management



HOW DOES THE ACTIVITY WORK?

This 'app-based' team building activity can be run in virtual, hybrid, or face to face formats depending on your circumstances and situation.

VIRTUAL: Running this activity virtually, all participants can dial in to the Zoom call from wherever they are, whether it's at home or in the office, in the UK or abroad. Your dedicated event facilitator will welcome guests, deliver your event briefing remotely, split the group into teams, and run your event from start to finish. At the end of the activity, your facilitator will announce the results and 'wrap up'.

HYBRID: With some physical 'in person' teams taking part from the office or a venue, and some 'virtual' teams dialling in from home or elsewhere, the hybrid solution is a great way to get everyone involved in your event, even if they can't be there in the flesh. Just like the virtual option, your event facilitator will brief everyone via Zoom, arrange the teams, and run everything from start to finish.

FACE TO FACE: The face to face option allows everyone to enjoy a fun, engaging, safe, and COVID friendly team building activity, 'face to face' with their colleagues rather than via Zoom. Your event facilitator will still deliver a high energy briefing and results session via Zoom, manage the teams, and be available throughout your activity to ensure everything runs smoothly.

WHAT DO I NEED TO DO BEFORE THE EVENT?

Before your event we will send you a detailed 'event details sheet' with all of the information you and your teammates will need. This will include the confirmed date and time of your event, the name of your event host, the Zoom link that everyone will need to access the call, and details of how to download the gameplay app. All you need to do is send this information sheet to all those taking part, and let us look after the rest!

WHAT HAPPENS ON THE DAY OF MY EVENT?

On the day itself, everyone will be welcomed to the event by your event host as soon as they join the Zoom call. Once everyone has arrived, your event host will explain exactly what will happen during your activity and answer any initial questions.

HOW MANY HOSTS/FACILITATORS WILL BE RUNNING MY EVENT?

For this event, we will have one event host/facilitator for every 50 participants. They will remain on your Zoom call for the duration of your event to make sure everything runs smoothly and answer any questions participants may have.