



Progress from knowledge to understanding by learning through action

In the densely populated Netherlands the need for a new city has been decided to solve the problem of overpopulation in many Dutch cities.



Once the outline planning was approved, an area in and around the coastal village of Flevoland is cleared.

After intense competition, your company has won the contract to build **Princeopolis**, a 21st century city built to exacting standards and a showpiece of modern social engineering for the Dutch nation.

The Mission

Your team has the task to develop this new city using the OGC's PRINCE2™.

The purpose of the **PRINCEOPOLY** business game is to teach the team how to use PRINCE2 effectively when working on projects.

It is based on the concept of 'learning by doing' which is a highly effective way of acquiring new skills and ensuring that the classroom experience is transferred to the workplace.

"I never thought learning could be so much fun and effective at the same time"

WHO SHOULD PLAY?

PRINCEOPOLY can be played by any project management professional.

It is of particular interest to Project Board Members, Project Managers and staff.

Project management staff who would benefit from Team Building

No prior knowledge of PRINCE2 is required.

Contact us to discuss how how to develop effective Programme and Project teams.



As a project team you will develop different areas of the city. You will have to work under high pressure since, in a reflection of real life, you will be presented with unforeseeable internal and external issues.

There will be other pitfalls that may seriously jeopardise the successful outcome of the project, testing the group's ability to work together as a team to the extreme.

Once you have played **PRINCEPOLY** you will understand how to use PRINCE2 in actual projects. The participants will receive all necessary documentation on the day.

Outline of the game:

1. Introduction (objectives and rules)
2. Divide the participants into sub-project teams
3. Division of roles combined with specific instructions for individual roles
4. Prepare the teams, design the City and develop the product breakdown structure.
5. Developing the City (three rounds)
6. Dealing with risks and issues

“.. brilliant. All training should be done this way”

What's included

Before the event

- Participants are registered on the Outperform website where they have access to: joining instructions, an overview of the day, useful reading and a short survey to enable the game leader to assess skill levels and roles of the participants. Each participant receives a copy of TSO's introductory guide: *Think PRINCE2!*

In the event

- The game can be played by up to six sub-project teams planning and then developing a city in three building rounds. Normally, the number of participants is 8 to 12 but the game is ideal for team building and can be scaled up to accommodate several city teams.
- The game period is one complete day of 8 hours including 1 hour lunchtime and consists of 1 pair of game boards for developing the city supported with PRINCE2 based reports
- It is important to have one or more training rooms with tables large enough for two 'A0' size game boards for each project-city and space for the sub-project teams to work.
- The winning team receives a prize after the game leader provides direct feedback to the participants

After the event

- The game is constructed so that each aspect of PRINCE2 (process model and components) can be exercised and therefore observed. Within one week of the game, the game leader will issue a report to the event organiser detailing how the team performed. A verbal follow-up call to the event organiser is also available
- Participants have access to a discussion forum and downloadable templates from the Outperform website.

Outperform is a management consultancy helping organisations improve their project and programme management performance through the practical application of structured methods. We are an Accredited Consulting Organisation (ACO) licensed to consult in OGC's best practice products of PRINCE2™, MSP™, M_o_R®, P2MM and P3M3. We are assisting OGC on the PRINCE2:2009 Project™

