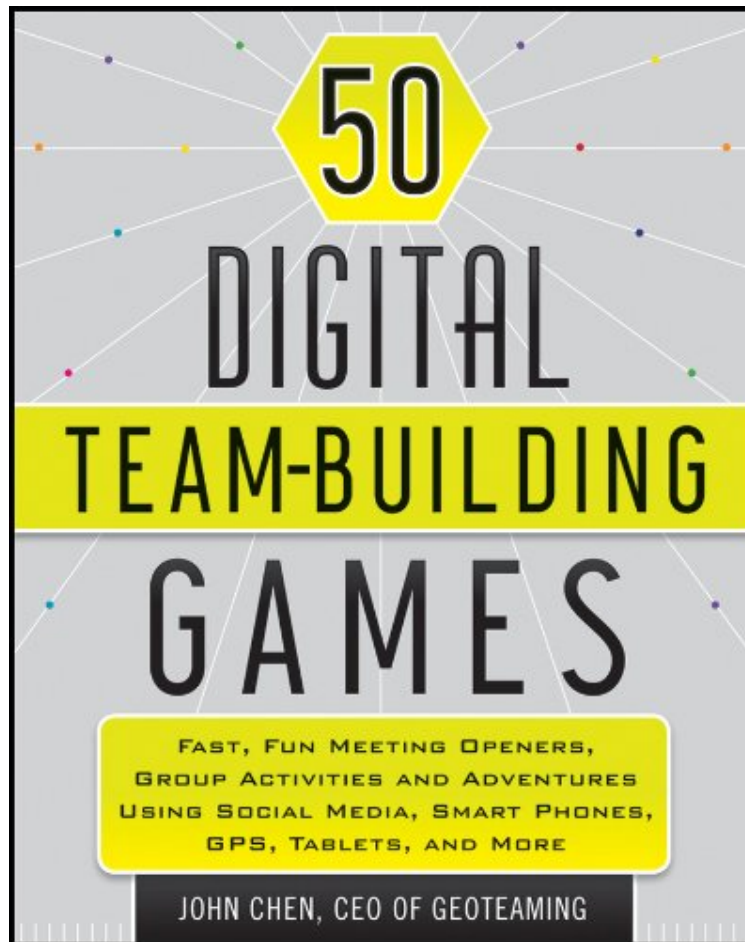


[Free read ebook] 50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures using Social Media, Smart Phones, GPS, Tablets, and More

## 50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures using Social Media, Smart Phones, GPS, Tablets, and More

*John Chen*

*\*Download PDF | ePub | DOC | audiobook | ebooks*



[Download](#)

[Read Online](#)

#674804 in eBooks 2012-04-04 2012-04-04File Name: B007SI4UJE | File size: 33.Mb

**John Chen : 50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures using Social Media, Smart Phones, GPS, Tablets, and More** before purchasing it in order to gage whether or not it would be worth my time, and all praised 50 Digital Team-Building Games: Fast, Fun Meeting Openers, Group Activities and Adventures using Social Media, Smart Phones, GPS, Tablets, and More:

0 of 0 people found the following review helpful. OutdatedBy ADI thought there would be more simple games to play with larger groups but a lot of these take too much time or are too complicated.... They seem a little outdated as well.1 of 1 people found the following review helpful. Not bad but not greatBy Dougal MurrayfieldIt's definitely 3 star, one or two things are good but if you're only buying on book then this probably isn't it. Let's put it this way, I'm glad it got

it used instead of paying full price. I was hoping it would be a little more cutting edge but the exercises aren't really that much better than those seen in other books. I would have loved to have seen something deeper on "scavenger" hunts or other mobile device activities instead it was just very light in those areas. 0 of 0 people found the following review helpful. these team-building games are useful. The book provides full explanations. By smraff Overall, these team-building games are useful. The book provides full explanations, including the approximate amount of time needed to execute every activity.

Use technology to increase loyalty and productivity in your employees 50 Digital Team-Building Games offers fun, energizing meeting openers, team activities, and group adventures for business teams, using Twitter, GPS, Facebook, smartphones, and other technology. The games can be played in-person or virtually, and range from 5-minute ice-breakers to an epic four-hour GPS-based adventure. Designed to be lead by managers, facilitators, presenters, and speakers, the activities help teams and groups get comfortable with technology, get to know each other better, build trust, improve communication, and more. No need to be a "techie" to lead these games—they're simple and well-scripted. Author John Chen is the CEO of Geoteaming, a company that uses technology and adventure to teach teams how to collaborate. How to lead a simple, fast, fun team building activity with easy-to-follow instructions How to create successful "virtual" team building that requires NO travel and little to no additional expenses How to engage standoffish engineers, "hard to reach" technical teams, or Gen X/Y teammates with technology they enjoy using Successful technology-based team building can build buzz for your company, build critically important relationships and communication internally, and keep your team talking about it for weeks afterward!

From the Back Cover Tech-based games to liven up meetings, break the ice, and improve communication and productivity 50 Digital Team-Building Games offers fun, energizing meeting openers, team activities, and group adventures for business meetings and teams. Using Twitter, GPS, Facebook, smartphones, and other technology, the games can be played in person or virtually and range from five-minute icebreakers to epic four-hour GPS-based adventures. Managers, facilitators, and speakers can easily lead these simple, engaging activities to help teams and groups get comfortable with technology, build trust, improve communication, and more. No need to be a techie to lead these games—50 Digital Team-Building Games shows you: How to engage engineers, hard-to-reach technical teams, and Gen X/Y teammates with technology they already enjoy using How to create successful "virtual" team building that requires no travel and little to no additional expenses How to help technophobes get comfortable with important technology widely used by your customers Successful technology-based team building can create buzz for your group, foster critically important team relationships, and keep your people talking about it for weeks afterward. "In the real world, John Chen is called Big Kid because he understands the business value of serious play. The team-building games in this book can build bridges, install shock absorbers, and unleash a tidal wave of ideas. Ignore it at your own drudgery." —TIM SANDERS, former CSO, Yahoo!, and author of Love Is the Killer App: How to Win Business and Influence Friends About the Author John Chen is the CEO of Geoteaming, a technology-oriented team-building company. Previously at Microsoft, he helped ship ten major products over ten years, and facilitated a collaborative multi-team approach to the development of Microsoft Exchange—a transformative product that sold 100 million client licenses and earned two U.S. patents. At Geoteaming, John has helped over 950 companies and 50,000 participants produce incredible results, from world-class service to exceeding revenue goals. John has presented at many international conferences including MPI (Meeting Professionals International) and ASTD (American Society for Training Development). His clients include Booz Allen Hamilton, Microsoft, Adobe, Boeing, Motorola, and REI.