

Virtual Speed Networking

Virtual Speed Networking is the perfect way to promote camaraderie and enhance relationships through a fun series of game-type challenges mixed with meaningful discussions. During this time of remote working spaces, this program has two great design options. The first one is the perfect break from traditional virtual meetings for participants who already know each other, as a fun way to enjoy each other's company, enhance camaraderie, and strengthen bonds. The second option is for newly formed teams or project groups – think orientation, interns, or onboarding - to get to know each other better through engaging conversation and fun team activities!

The excitement begins with a fun group energizer such as *Categories* or *Signature Hunt*. Next, individuals will be split into small virtual sub-groups and report to the break-out space with a topic that the client has chosen for discussion, or to compete in an activity. After this quick 5-minute mini-conversation, which has everyone sharing info, the teams will return to the virtual "General Session" space to reconnect with the large group and the host.

Once again, the host will guide the entire group through a totally different interactive game, after which the team is randomly split into brand-new small sub-groups and given an engaging topic to converse about, or an activity to complete, in the virtual break-out space.

This process is repeated in rapid succession with new games and various enlightening discussions taking place time and again!

Four to Six rotations will be completed in only 60 to 90-minutes! This engaging session will have participants smiling and creating fond memories of fun interaction while connecting/reconnecting in a positive and meaningful way.

Program Details

Group Size:

Up to 100

Team Size:

4 to 8

Program Length:

60 to 90 minutes

Space Requirement

N/A

Setting:

Indoor

Physicality:

Low

Program Elements

- ✓ Communication
- ✓ Fun & Engaging Interaction
- ✓ Relationship Building & Networking