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Mind Over Matter Consultancy Ltd

High Performers Programme

Full course prospectus



Introduction to the High Performers Programme

Mind Over Matter (MOM) deliver a range of interactive, highly-pressurised, immersive-learning programmes for companies, individuals and partners across the world underpinned by applied leadership and management theory.

These programmes are unique in the way in which they focus on dynamic experiential learning and specifically how those participating in the programmes utilise their newly acquired knowledge in their workplace.

Role play, immersive exercises, workshop-based elements and coaching, all with constant and consistent feedback, contribute to this holistic approach.

By using such high pressure, dynamic scenarios, we are able to support the following areas:

- Communication
- Leadership
- Negotiation
- Talent Identification
- Decision Making
- Motivation
- Problem Solving
- Teamwork

For example, the programmes can create new perspectives on:

- Dynamically solving problems in the workplace
- Creating more effective and productive teams
- Agility in the management of change
- Communicating with and the ability to motivate others
- Maximising workforce potential
- Developing the skills needed to succeed in any business or coaching area

Course Portfolio

High Performers Programmes (HPP)

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How Does The HPP Programme Work?

Bespoke High Performers Programme



How Does The HPP Programme Work?

The High Performers Programme (HPP) can be utilised as stand-alone one or two day programmes, away days for senior or middle management teams or as part of an ongoing staff development process.

The programmes are immersive learning in nature and use scenarios that take place in unusual industrial, social or commercial environments. The participants work as individuals or in teams, making decisions, developing communication skills and solving issues and challenges in these environments.

In the five years that these programmes have been operating the results and feedback have been exceptional and in many cases clients have utilised more than one of the exciting programmes on offer and made MOM their preferred training provider.

All programmes use a “learning in the round” philosophy which enables all of those participating to become facilitators, experts and participators during the scenario process.

Feedback from the HPP..

“High level of interaction and challenge but importantly it felt like a ‘safe’ environment this is key to engaging in and feeding back from activity”.

“Interesting to have my personality traits confirmed by such a simple exercise, I urge people to throw out MBTI and use something more ‘touchy feely’ as I now understand how my traits fit within the team I will be working in”.

“A great range of tasks and activities. The morning was immersive, fun and exhilarating. The tasks in particular brought out people’s personalities and capabilities”.

“I felt challenged throughout the day. All the tasks were enjoyable challenges both practical and theoretical”.

“Interesting and challenging tasks to get us to work in an unfamiliar way”.

“I am used to doing ‘scenario’ work within my own workplace environment but found it interesting to do this type of scenario work using an environment outside of my personal experience and comfort zone”.

**“Great activities.
Very challenging, but
very enjoyable”.**



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Ultimate Grand Prix: Change Through Challenge

Bespoke High Performers Programme



Ultimate Grand Prix: Change Through Challenge

(Bespoke High Performers Programme)

Introduction

Ultimate Grand Prix (UGP) is a scenario-based immersive leadership and management vehicle to support the development and enhancement of a range of leadership and management skills and processes. By using a Grand Prix scenario, we are able to explore key leadership and management areas dependent on the clients' needs.

For example, the programme can create new perspectives on:

- Dynamically solving problems in the workplace
- Creating more effective and productive teams • Agility in the management of change
- Communicating with and motivating others
- Maximising workforce potential

The programme includes a live driving experience, a Formula 1 car simulation and exercises at the Silverstone Racing Circuit iZONE complex.

Intended outcomes:

- To help to create and support a team with the appropriate practical capabilities to deliver to their maximum potential
- To encourage and support participants in developing themselves and their teams to create effective and efficient relationships and business outcomes.

The Essence of the UGP Programme

The iZone Programme

iZone Driver Performance at the Silverstone circuit in Northampton is the UK's leading driver training facility. Developed by triple World Touring Car Champion Andy Priaulx, the state of the art facility offers varied forms of training, mental conditioning, and psychometric testing for drivers looking to improve their performance and ensure that they are prepared for upcoming races and tests.

Mind Over Matter Consultancy utilise this equipment to supplement the testing procedures and elements related to the teambuilding and leadership programmes offered in the Ultimate Grand Prix scenario.

The Ultimate Driving Test

Clients will be put through their paces on our challenging Caterham Car Dynamics course.

Driving a Caterham Superlight race car, Clients will be competing against the clock to set the fastest time possible whilst taking on slaloms, doughnuts, braking tests, race starts and much more. The course is designed to test every aspect of your driving.

You will not only be assessed on your fastest time, but also your rate of improvement, your ability to take on information from an instructor and apply it in a high-pressure environment, your ability to learn from your mistakes and implement changes to prevent them, how you react and handle yourself when in an alien environment.

The Formula 1 Racing Simulator

Participants will take on the Famous Silverstone Circuit in a Formula 1 Racing Simulator. The Simulator is used by some of the world's best drivers to hone their skills and work on new techniques to make them even faster and more consistent drivers.

Participants will be driving a modern Formula 1 car model on the Simulator. They will be coached throughout their session, given hints and tips to implement whilst driving. Taking on information and applying it in such a high speed, high pressure environment is no easy task for an experienced driver, let alone a racing novice. Participants will be assessed on their ability to take on and process information whilst driving, the ability to learn from mistakes and rectify them on the next lap, calmness under pressure as well improvement in lap times and consistency.

The Scenario

The scenario takes place during the Singapore Ultimate Grand Prix which has been chosen not only for its high profile in the old F1 calendar but also for its speed and idiosyncrasies. As with all of the UGP races there has to be a twist in the staging of the race and in this particular UGP race the twist is that it is held in the rainy season to test driving resilience as well as the spectators' appetite for the event.

During the scenario, the participants in teams will deal with a range of activities which test their leadership skills as well as their prowess at making decisions, solving problems and using resources effectively and efficiently. As with all MOM programmes feedback is given throughout the experience.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant will be created and a final report containing the scenario outcomes and information will be made available.

Key Information

All participants will be given feedback throughout the programme as well as time to reflect on what is happening. All programmes are high octane and those participating will be working hard both physically and cognitively throughout.

It is advisable to use hotel accommodation or conference centres as bases for all the High Performers Programmes, except in the case of the Ultimate Grand Prix, which we recommend takes place at the Silverstone Racing Circuit.

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Into The Deep: Working Under Pressure

Bespoke High Performers Programme



Into The Deep: Working Under Pressure

(Bespoke High Performers Programme)

Introduction

“Into The Deep: Working Under Pressure” is a scenario-based immersive learning leadership and management tool created by Mind Over Matter (MOM) to support the development and enhancement of a range of leadership and management skills and processes. By using practical and theoretical water-based scenarios. The following areas form a basis for skill acquisition and development:

Communication - Decision Making - Leadership - Motivation - Negotiation
Problem Solving - Talent Identification - Teamwork

The scenario-based learning activities involve issues taking place during a series of water based scenarios that the participants as individuals and in teams are required to consider and resolve.

Prior to these scenarios the participants will have been through the RNLI Personal Survival Techniques course used to train those becoming lifeboatmen. Having learned these water-based skills on the first day participants must apply their knowledge to demanding scenarios based on oil rigs, ships and cruisers.

Background

Those facilitating this programme have many years of experience in leadership, policing, kidnap negotiation, lone shooter scenario activity, psychology and incidents in public spaces both on land and at sea. Their combined knowledge and understanding of the area and their applied skills make this programme both testing, and rewarding.

The programme is delivered in two sections focusing on practical and theoretical skills development and the application of these skills to a series of scenarios. This delivery is unique and creates an integrated blend of learned skills and theory which turns education on its head, as those participating visualise how the learned skills facilitate decision making in difficult situations.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant will be created and a final report containing the scenario outcomes and information will be made available.

Methodology

Teams for the second day will be selected based on a range of parameters.

A series of mixed practical and theoretical sessions will take place on both days of the programme to enhance the experience of all participants.

The idea of the scenarios is to make learning and the development and the honing of skills, both productive and fun, enabling those participating to do so in a conducive atmosphere and environment.

The two days will be outside the normal sphere of most participants' experiences. They will be able to draw parallels from their domestic and professional lives and develop ideas and activities, which will support the creation of clear and measurable outcomes in the workplace.

The "Into The Deep: Working Under Pressure" programme is both an individual and a team activity and as the days unfold it will become important for the participants to differentiate between these. All the delivery aspects will need to draw on the skills of everyone, their knowledge, attributes and capabilities.

The scenarios are time-sensitive and all of the outcomes must be realised within the time limit set. The key to this programme is to give enough space to air ideas, reflect on the possibilities and likely consequences, and support each other in the decision-making process.

The Essence of the Into The Deep Programme

The Scenario

The scenario takes place at the RNLI College in Poole, Dorset the home of RNLI training and the heart of the RNLI – where rigorous training and development ensures that crews are ready and prepared to rescue an average of 22 people a day. The RNLI College, a centre of maritime training excellence, has helped to achieve a world-class search and rescue service, which is vital in preventing tragedies at sea not only around the UK and RoI, but internationally too.

Training is fundamental to saving lives. Through the training of lifesavers and college visitors, the RNLI are making a difference to the number of lives saved at sea. In 2015, RNLI volunteer lifeboat crews rescued 7,973 people and saved 348 lives. RNLI lifeguards additionally saved 94 lives and aided 18,181 people last year.

During the scenario, the participants in teams will deal with a range of activities which test their leadership skills as well as their prowess at making decisions, solving problems and using resources effectively and efficiently. As with all MOM programmes feedback is given throughout the experience.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant will be created and a final report containing the scenario outcomes and information will be made available.

Key Information

All participants will be given feedback throughout the programme, as well as time to reflect on what is happening. All programmes are high octane and those participating will be working hard both physically and cognitively throughout.

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Dance: Like No One is Watching

Bespoke High Performers Programme



Dance: Like No One is Watching

(Bespoke High Performers Programme)

Introduction

'DANCE: Like No One's Watching' is a new take on leadership and the development of cognitive and practical skills.

Developing programmes to support the enhancement of visual, auditory, kinaesthetic and academic learning styles can be extremely challenging. However, Mind Over Matter has created a stimulating new immersive learning programme focussing on a range of transferrable skills linked to Ballroom and Latin American dancing.

Through scenario based learning the MOM team is able to support participant learning in the following areas, subsequent to negotiation with the client:

Communication - Leadership - Negotiation - Talent Identification
Decision Making - Motivation - Problem Solving - Teamwork

Intended outcomes

On successful completion of this programme, participants will have:

- developed both emotional intelligence and kinaesthetic learning skills in a conducive environment
- enhanced both internal and external communication delivery
- augmented cognitive and interpretational skills through turning theory into practice
- cultivated individual spatial awareness, active listening, problem solving and empathy skills through performance and practice

The Essence of the DANCE Programme

Overview of Programme Contents

MOM have an extensive range of immersive-learning programmes based around such varied scenarios as a kidnap, a grand prix, an SAS supported HR scenario, a roller coaster disaster and a rescue at sea.

MOM continue to develop their unique scenario based approach to support the unlocking of leadership potential and the nurturing of creative and talented employees.

The facilitators' combined knowledge and understanding of the area and their applied skills make this programme testing and difficult at times, but also incredibly rewarding.

The 'DANCE: Like No One's Watching' programme combines the cognitive skills development process related to taking on information, processing it, learning what it means and then repeating the process until a full knowledge of the context and environment can be developed. The result is then combined with physical practice in a dance situation through progressively learning a dance over a day and finely tuning and honing the process until participants perform in front of a live audience of their peers.

This is not about how good a dancer you are but how to identify, process and use information and how this information is delivered in practice using your individual skills and emotional intelligence to show your interpretation of the whole.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant is created and a final report containing the scenario outcomes and information made available.

No pre-reading is required for this event.

Methodology

Individuals will undertake a short personality profiling exercise and a communications questionnaire before undertaking the programme. This will create a thumbnail sketch of each participant for the facilitators ahead of the programme.

The first evening will comprise an introduction to the environment and a series of dynamic exercises as well as a chance to get to know each other and work through the expectations for the following day. In all sessions assessment, feedback and reflection are key. Feedback will be collated and a final report on the sessions will be submitted by MOM after the completion of the programme.

The concept of the simulation exercise is to allow knowledge transfer from the scenario to a practical setting where participants apply and hone their skills in a safe, high pressure environment.

The scenario will be outside the normal sphere of most participants' experiences, but they will be able to draw parallels from their domestic and professional lives and start to piece together ideas and activities which will support the creation of clear and measurable outcomes.

The 'DANCE' programme is both an individual and a team activity and as the scenarios unfold it will become important for the participants to differentiate between these. All the delivery aspects will need to draw on the skills of everyone, their knowledge, attributes and capabilities.

The scenario is time-sensitive and all of the outcomes must be realised within the time limit set.

All aspects of the programme will test skills, knowledge and the way participants learn and apply this knowledge in practice.



Key Information

All participants will be supported throughout the programme and will have both group and one-to-one tuition, as well as time to hone the various skills taught. These programmes are high octane and those participating will be working hard both physically and mentally throughout. It is advisable to use hotel accommodation or conference centres for this scenario based programme and a sprung wood dance floor is advisable. MOM have access to a bespoke dance studio, as well as conference facilities close to their head office and competitive rates are available.

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Taken: Out of Your Comfort Zone

Bespoke High Performers Programme



Taken: Out of Your Comfort Zone

(Bespoke High Performers Programme)

Introduction

'Taken: Out Of Your Comfort Zone' is a scenario-based immersive learning leadership and management tool, created by Mind Over Matter Consultancy (MOM). This supports the development and enhancement of a range of leadership and management skills and processes.

By using a kidnap/active shooter scenario, we are able to support participant learning in the following areas subsequent to negotiation with the client:

Communication - Leadership - Negotiation - Talent Identification

Decision Making - Motivation - Problem Solving - Teamwork

The scenario-based learning activities involve a series of issues taking place during an active shooter/kidnap scenario that the participants, as individuals and in teams, are required to consider and resolve.

They must make decisions, solve problems, communicate, lead and negotiate to create effective and efficient solutions to this difficult and demanding scenario.

Intended outcomes

On successful completion of this programme, participants will be able to:

- Apply a range of dynamic skills linked to negotiation and communication.
- Focus on their personal development of operational, tactical and strategic skills.
- Explain and evaluate the principles of critical decision making.
- Contextualise their learning in their everyday work environment.

The Essence of the TAKEN Programme

Overview of Programme Contents

Those facilitating this programme have many years experience in policing, kidnap negotiation, lone shooter scenario activity, psychology, incidents in public spaces, leadership and management.

The facilitators' combined knowledge and understanding of the area and their applied skills make this programme testing and difficult at times, but also incredibly rewarding.

The programme takes place in two sections related to strategic and operational decision making, with all participants working in teams in both of these areas. The scene is set, new skills are identified and then the scenario develops, providing an environment in which individual and collective skills are tested to the full.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant will be created and a final report containing the scenario outcomes and information will be made available.

To facilitate the safe running and conduct of the scenario a number roles scenarios have been identified. These will be provided on the day of the event.

Methodology

Teams will be selected based on the introductory exercises held the evening before the programme. The first evening will comprise an introduction to the environment and a series of dynamic exercises as well as a chance to get to know each other and work through the expectations for the following day. In all sessions assessment, feedback and reflection are key. Feedback will be collated and a final report on the sessions will be submitted by MOM after the completion of the programme.

The concept of the scenario based simulation exercise is to allow knowledge transfer from the classroom to a practical setting where participants apply and hone their skills in a safe, high pressure environment.

The scenario will be outside the normal sphere of most participants' experiences, but they will be able to draw parallels from their domestic and professional lives and start to piece together ideas and activities which will support the creation of clear and measurable outcomes.

The 'Taken' programme is both an individual and a team activity and as the scenario unfolds it will become important for the participants to differentiate between these. All the delivery aspects will need to draw on the skills of everyone, their knowledge, attributes and capabilities.

The scenario is time-sensitive and all of the outcomes must be realised within the time limit set.

The key to the scenario is giving enough space to air ideas, reflect on the possibilities and likely consequences, and support each other in the decision-making process.

When participants are put into a team they are assigned a role that they will play during the scenario and given time to work individually and together to deliver the required series of outcomes

Key Information

All participants will be given feedback throughout the programme as well as time to reflect on what is happening. All programmes are high octane and those participating will be working hard both physically and cognitively throughout.

It is advisable to use hotel accommodation or conference centres as bases for the High Performers Programmes, except in the case of the Ultimate Grand Prix, which we recommend takes place at the Silverstone Racing Circuit.

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Conflict: Negotiation Through Communication

Bespoke High Performers Programme



Conflict: Negotiation Through Communication

(Bespoke High Performers Programme)

Introduction

“CONFLICT: Communication through Negotiation” is a scenario-based immersive learning tool created by Mind Over Matter Consultancy (MOM) to support both the development and enhancement of a range of leadership and management skills and processes and to enhance emotional intelligence and empathy in the workplace. By using the bespoke area of career transition, we are able to support participant learning in the following areas, subsequent to negotiation with the client:

Communication - Leadership - Negotiation - Talent Identification - Decision Making
Motivation - Problem Solving – Teamwork – Emotional Intelligence - Empathy

The scenario-based learning activities involve a series of issues taking place during the development of an interview process for a number of high profile employment opportunities for unusual candidates that the participants, as individuals and in teams, are required to consider and resolve. They must make decisions, show empathy, use emotional intelligence, solve problems, communicate, lead and negotiate to create effective and efficient solutions to this difficult and demanding scenario.

Intended outcomes

On successful completion of this programme, participants will be able to:

- Apply a range of dynamic skills linked to human resource planning
- Understand and apply both empathy and emotional intelligence in a range of contexts linked to decisions and solutions
- Critically analyse and evaluate the principles of adapting to change in a flexible environment.
- Contextualise their learning in their everyday work environment.

The Essence of the CONFLICT Programme

Overview of Programme Contents

Those facilitating this programme have many years of experience in human resource management, cognitive psychology, sociology, leadership, critical decision making and strategic problem solving.

The facilitators' combined knowledge and understanding of these areas and their applied skills make this programme testing and difficult at times, but also incredibly rewarding.

The programme takes place in three sections related to both strategic and operational human resource management, with all participants working in teams in both of these areas. The scene is set, new skills identified and then the scenario develops, providing an environment in which individual and collective skills are tested to the full.

The first section is an introduction to the scenario through a powerful talk by a military professional and shows films detailing the work of the subjects involved. During this process a practical experiment takes place which tests the participants and their view of the human resource process.

The second section provides participants with the opportunity of developing job descriptions and person specifications from scratch for a range of unusual employment opportunities.

The third section presents the opportunity for the participants to hold interviews for the subjects and to then choose the appropriate candidates for the posts from an initial introductory speech, an application and a face to face interview.

A final wrap up session enables feedback from the team on the possible permutations for the posts supplied and how the participants have fared in their choices.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant will be created and a final report containing the scenario outcomes and information will be made available.

To facilitate the safe running and conduct of the scenario a number of roles have been identified.

These will be allocated on the day of the event.

Methodology

Teams will be selected based on the introductory exercises held the evening before the programme.

The first evening will comprise an introduction to the environment and a series of dynamic exercises as well as a chance to get to know each other and work through the expectations for the following day. In all sessions assessment, feedback and reflection are key. Feedback will be collated and a final report on the sessions will be submitted by MOM after the completion of the programme.

The concept of the scenario based simulation exercise is to allow knowledge transfer from the classroom to a practical setting where participants apply and hone their skills in a safe, high pressure environment.

The scenario will be outside the normal sphere of most participants' experiences, but they will be able to draw parallels from their domestic and professional lives and start to piece together ideas and activities which will support the creation of clear and measurable outcomes.

The 'Thinking Laterally' programme is both an individual and a team activity and as the scenario unfolds it will become important for the participants to differentiate between these. All the delivery aspects will need to draw on the skills of everyone, their knowledge, attributes and capabilities.

The scenario is time-sensitive and all of the outcomes must be realised within the time limit set.

The key to the scenario is giving enough space to air ideas, reflect on the possibilities and likely consequences, and support each other in the decision-making process.

When participants are put into a team they are assigned a role that they will play during the scenario and given time to work individually and together to deliver the required series of outcomes

Key Information

All participants will be given feedback throughout the programme as well as time to reflect on what is happening. All High Performers Programmes (HPP) are high octane and those participating will be working hard, both physically and cognitively throughout. It is advisable to use hotel accommodation or conference centres as bases for these programmes, except in the case of the UGP which takes place at the Silverstone Racing Circuit or another suitable facility.

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White Knuckle Ride: Problem Solving in Adverse Situations

Bespoke High Performers Programme



White Knuckle Ride: Problem-Solving in Adverse Situations

Introduction

'WHITE KNUCKLE RIDE: Problem-Solving in Adverse Situations' is a scenario-based immersive learning leadership and management tool created by Mind Over Matter Consultancy (MOM) to support the development and enhancement of a range of leadership and management skills and processes.

By using a range of scenarios at the world famous Tivoli Gardens, including a roller coaster crash, a suspect package and crowd trouble during an event, we are able to support participant learning in the following areas subsequent to negotiation with the client:

Communication - Leadership - Negotiation - Talent Identification

Decision Making - Motivation - Problem Solving - Teamwork

The scenario-based learning activities involve a series of issues taking place during a normal day in Europe's most famous and popular theme park in the centre of Copenhagen that the participants, as individuals and in teams, are required to consider and resolve. They must make decisions, solve problems, communicate, lead and negotiate to create effective and efficient solutions to a range of difficult and demanding scenarios.

Intended outcomes

On successful completion of this programme, participants will be able to:

- Apply a range of dynamic skills linked to decision making, motivation and problem solving
- Focus on the development of their organisational, decision making, problem solving and motivational skills
- Explain and evaluate the principles of speedy action in difficult situations and show the ability to make quick decisions when time is of the essence.
- Contextualise their learning in their everyday work environment.

The Essence of the WHITE KNUCKLE RIDE Programme

Overview of Programme Contents

Those facilitating this programme have many years of experience in event management, theme park security management, the fire service, motivating themselves and others, psycho social research, incidents in public spaces, leadership and management.

The facilitators' combined knowledge and understanding of the area and their applied skills make this programme testing and difficult at times, but also incredibly rewarding.

The programme; although indoor venue based takes place in the Tivoli Gardens. The participants are split into teams and each is given a role to play during the exercise. The interoperability of the teams is essential to enable quick solutions to difficult problems. One of the experts is the security manager from the venue and is on hand to answer any questions that participants might have. There are a number of scenarios and these will be chosen based on the participants and in association with the client. The scene is set, new skills identified and then the scenario develops, providing an environment in which individual and collective skills are tested to the full.

Feedback is given at numerous points in the programme and coaching where necessary. A critique of each participant is created and a final report containing the scenario outcomes and information made available.



Methodology

Teams will be selected based on introductory exercises, their personality profiles and a communication questionnaire all provided on the evening before the programme.

The first evening will comprise an introduction to the environment and a series of dynamic exercises as well as a chance to get to know each other and work through the expectations for the following day. In all sessions assessment, feedback and reflection are key. Feedback will be collated and a final report on the sessions will be submitted by MOM after the completion of the programme.

The concept of the scenario based simulation exercise is to allow knowledge transfer from the classroom to a practical setting where participants apply and hone their skills in a safe, high pressure environment.

The scenario will be outside the normal sphere of most participants' experiences, but they will be able to draw parallels from their domestic and professional lives and start to piece together ideas and activities which will support the creation of clear and measurable outcomes.

The "Tivoli" programme is both an individual and a team activity and as the scenarios unfold it will become important for the participants to differentiate between these. All the delivery aspects will need to draw on the skills of everyone, their knowledge, attributes and capabilities.

The scenario is time-sensitive and all of the outcomes must be realised within the time limit set.

The key to the scenario is giving enough space to air ideas, reflect on the possibilities and likely consequences, and support each other in the decision-making process.

When participants are put into a team they are assigned a role that they will play during the scenario and given time to work individually and together to deliver the required series of outcomes

Key Information

All participants will be given feedback throughout the programme as well as time to reflect on what is happening. All programmes are high octane and those participating will be working hard both physically and cognitively throughout. It is advisable to use hotel accommodation or conference centres as bases for these programmes, except in the case of the UGP which takes place at the Silverstone or another racing circuit.

Other Courses & Services offered by Mind Over Matter

Mind Over Matter (MOM) is a provider of dynamic high performance programmes, creative courses, cutting edge consultancy and tailored research.

MOM are specialists in creating, developing and delivering tailored experiences, courses and consultancy that address the client's business needs and connects them to their employees, partners and customers.

MOM's innovative, creative and professional approach facilitates extensive personal development motivating and animating both internal and external customers, supported by their extensive and valued knowledge.

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Event & Crowded Space Programme:

- Event Management
- Crowded Space
- Public Order Policing
- Rail Safety

Executive Education Programme:

- Bespoke High Performers Programmes
- Communication
- Leadership
- Negotiation
- Talent Identification
- Decision Making
- Motivation
- Problem Solving
- Teamwork

Consultancy Services:

- Preparation of Tender Documents
- Crowd management planning documents for major venues and crowded space
- Reviews of crowd management and safety concepts
- Increase in standing floor capacity reports
- Risk assessment documentation
- Review of major sporting event preparation
- Review of major music event preparation
- Delivery of table top exercises for major venues and events
- Expert witness reports
- Health & Safety reports
- Consultancy for major events on issues occurring during preparation
- Increase in staff deployment reports for major companies
- Crowd management plan testing

Full details of Mind Over Matter's offering can be found at
www.momconsultancy.com