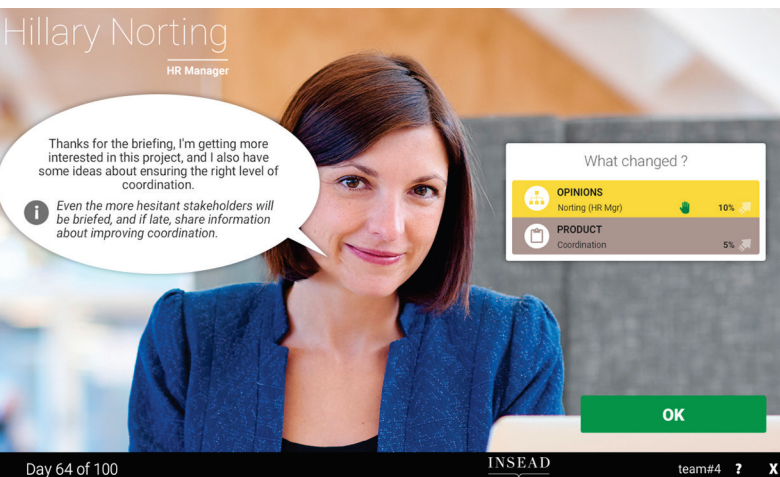
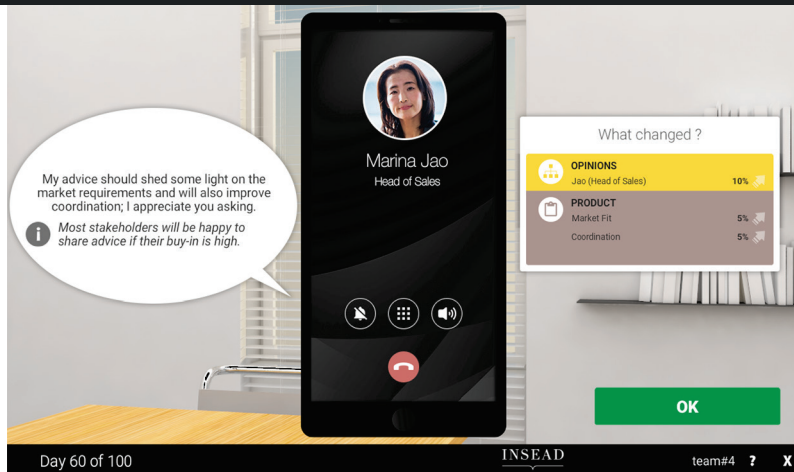
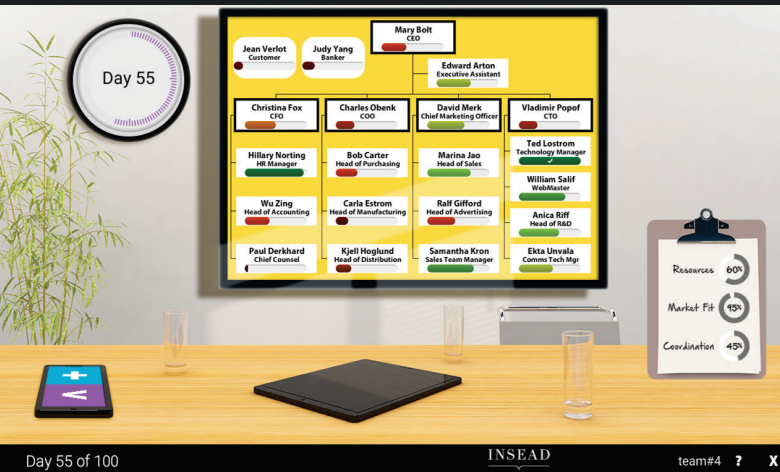


# xCHANGE simulation



The xCHANGE simulation, developed with xLEAD, Professor Henrik Bresman of INSEAD, and Professor Deborah Ancona of MIT, is based on their research into high-performing teams (“X-teams”)

The “100 days in 2 hours” simulation is used in online and classroom development events, and for team-building

## The topics it covers include:

- leading change
- leading innovation
- influencing skills
- implementing strategy
- team dynamics

## Who is it for?

xCHANGE is regularly used by:

- change managers & teams
- innovation leaders & teams
- general managers
- project leaders & teams

as well as Masters and E/MBAs, and executives on business school programs

## Key Outcomes

Participants develop a number of skills, including how to:

- work as a high-performing change team (“x-team”)
- use formal and informal networks
- develop effective influencing strategies
- navigate organisational politics
- maximise support for an innovation
- make organisational change happen

## Logistics

- the simulation workshop can be run with anything from 6–200 participants, and within a 3–6 hour timeframe
- it can be run with teams in classroom workshops; or in online events with remote participants
- each team needs an internet-connected computer (PC or Mac)