



MISSION DESIGN GAME

Teambuilding exercise to improve multidisciplinary teams in ESA's design facility

WHAT

A teambuilding day. Morning: a tour of ESTEC. Afternoon: design a space mission according to ESA's design methodology, solve design conflicts and learn how to improve your work in a multidisciplinary team. Group: 15-30 p. Duration: 1 day.

FOR

Large organisations working on complex projects that want to be inspired by ESA's design method to increase the efficiency of their own multidisciplinary teams.

PROGRAMME

AM: presentations and tour of ESTEC. Lunch. PM: Hands on exercise in ESA's real concurrent design facility. Mission briefing, allocation roles and domain info, rounds of iterations, resolution of design conflicts and trade offs, presentation of final design, applying it to the challenges in your own organisation, follow-up.