VIRTUAL ANCHOR PROFILE

TEAM BUILDING SESSIONS

ICE BREAKERS & ENERGIZERS

VIRTUAL GAME SHOWS

Microsoft Teams

zoom Video Communications

Cisco webex

BlueJeans

Airmeet

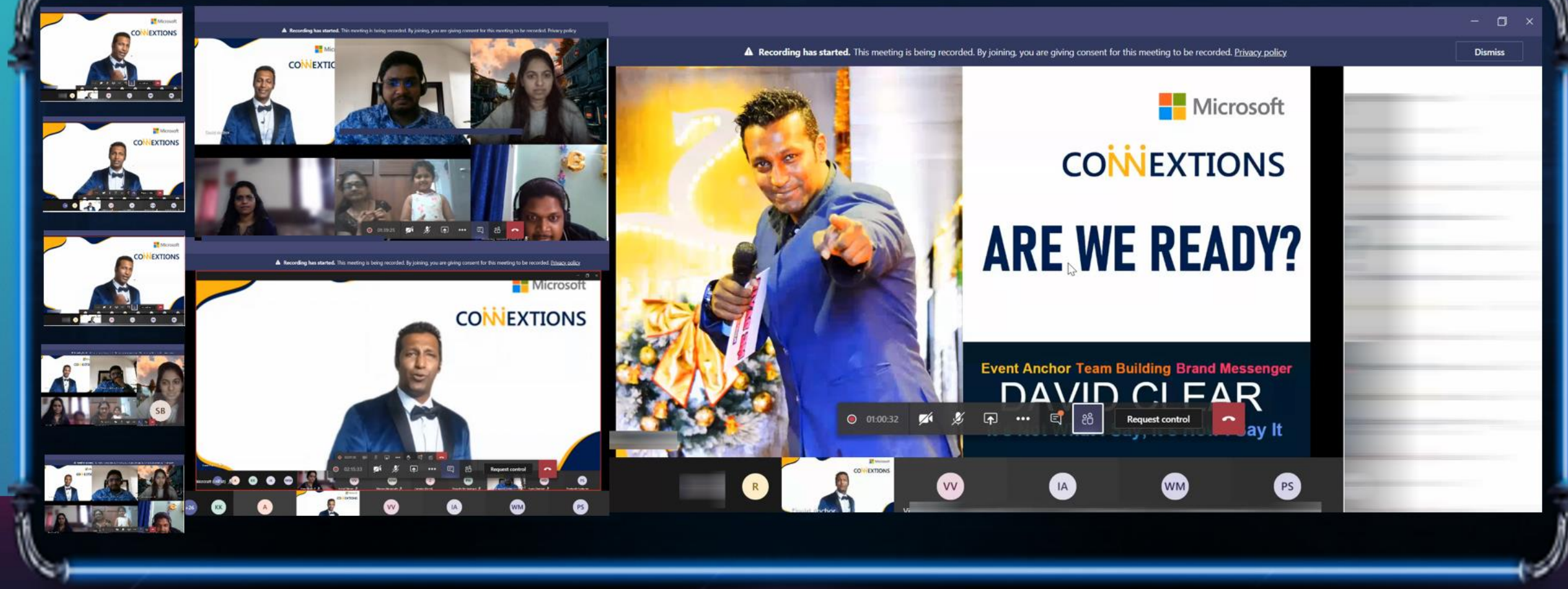
GOOGLE MEET

Mentimeter

TEAM BUILDING &
FUN SESSION FOR 190 PAX

Microsoft Teams PLATFORM

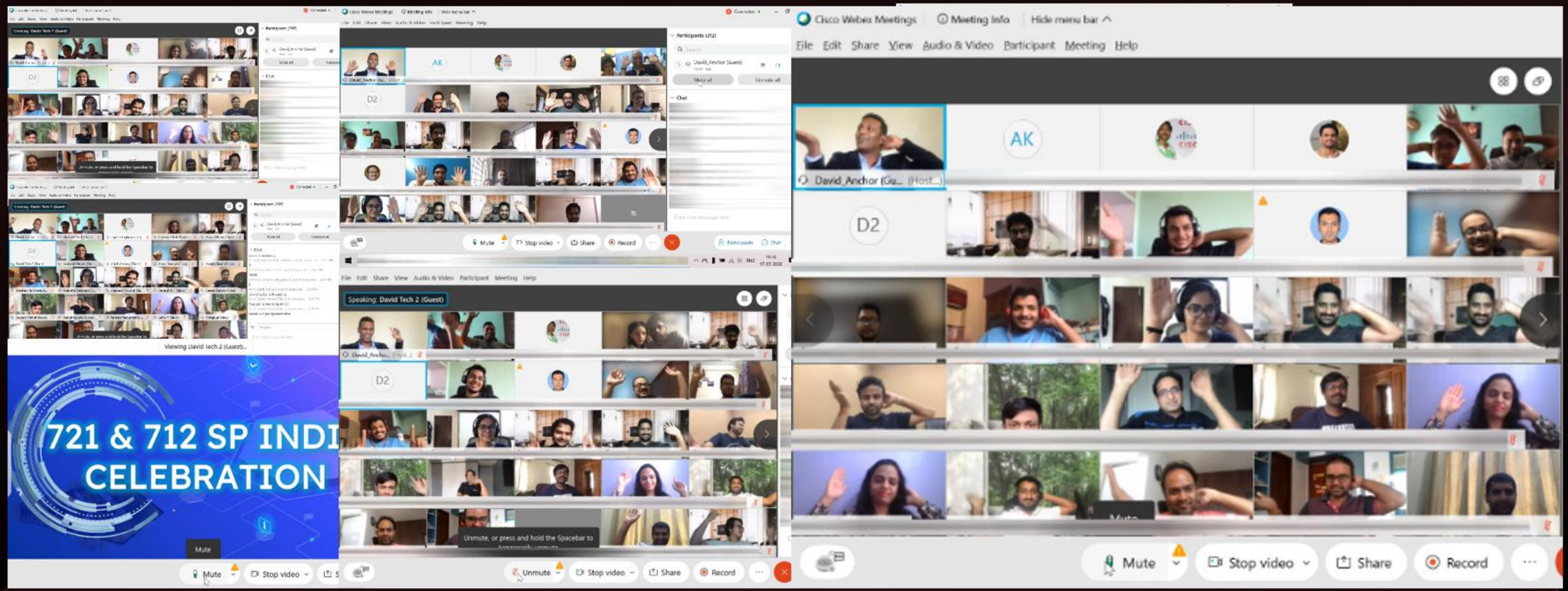
Microsoft AUDIENCE



TEAM BUILDING &
FUN SESSION FOR 400 PAX

Cisco webex PLATFORM

cisco AUDIENCE



CLIENT'S FEEDBACK

PLATFORM

AUDIENCE

"We must adjust to cha2nging times and still hold to unchanging principles" - Jimmy Carter

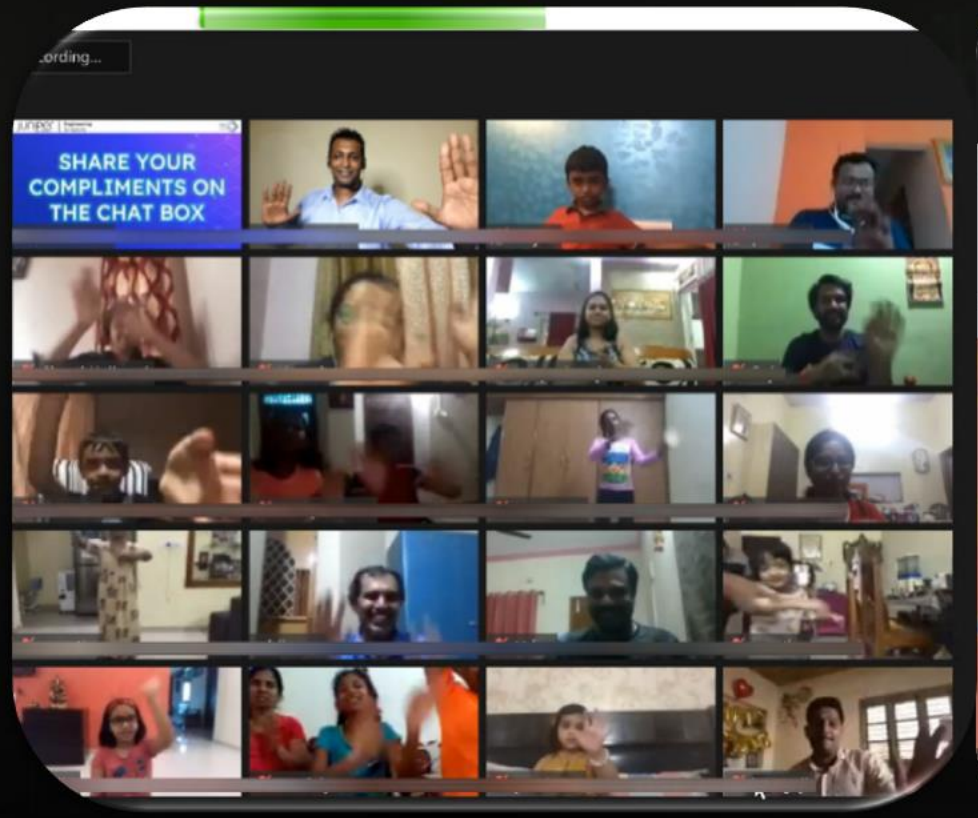
Upgrading, adopting & delivering according to the time in the best possible way has always been the principle #cisconetworking is known for. In this pandemic times too, the way we at Cisco adapted the new normal by organizing the first ever virtual online celebration with more than 400 employees joining online, is history written!

With MC David Clear as the dynamic host, the event was full of energy, brain teasing games, musical antrakshari and lot more. The cynosure of the event

TEAM BUILDING &
FUN SESSION FOR 350 PAX

PLATFORM

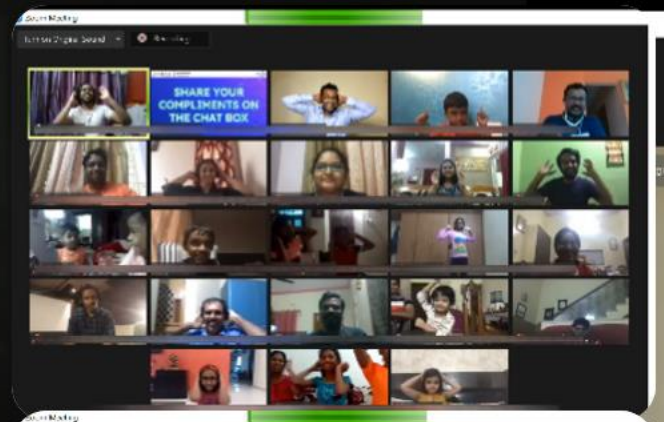
AUDIENCE

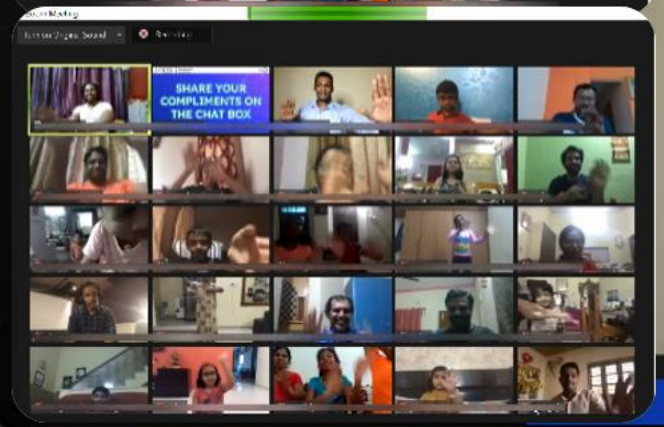


AUDIENCE'S FEEDBACK

PLATFORM

AUDIENCE





[redacted]
Vinod's performance was too fast

[redacted]
rocking david

[redacted]
I enjoyed...YOU ROCK DAVID!!!

[redacted]
Rockstar David

[redacted]
Mast DJ

[redacted]
Semma david

[redacted]
DJ Davide...!!

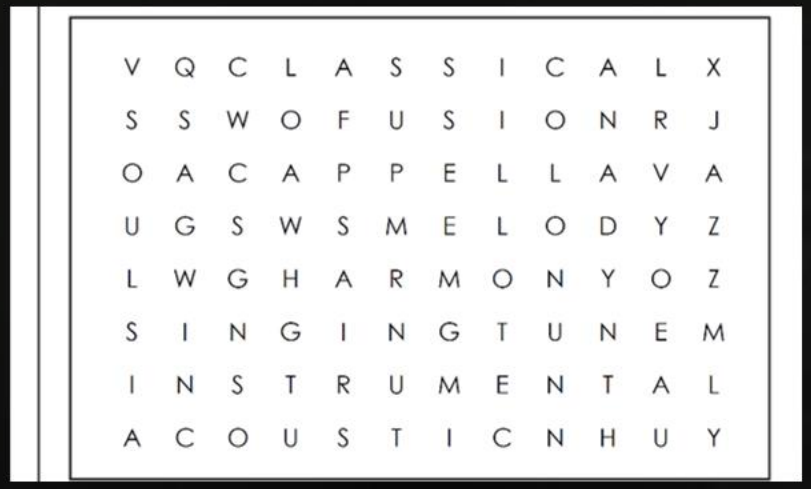
[redacted]
Do we get the recorded session?

PRE-REQUISITES FOR THE BEST EXPERIENCE

- HOST PERMISSION OR CONFERENCE CALL PLATFORM /ORGANIZER PERMISSION ID CREATION IS REQUIRED
- PARTICIPANTS WOULD NEED TO HAVE A PHONE AND COMPUTER WITH INTERNET CONNECTION
- AN EMAILER WITH INSTRUCTIONS AND PRINTABLES CAN BE SHARED PRIOR TO THE CONFERENCE CALL FOR SELECT GAME TYPES IF REQUIRED
- A SOFTWARE IS USED TO CONNECT ALL PARTICIPANTS ON THE CALL
- ***THE LICENSING AND PERMISSION REQUIRED FROM REGULATORY BODIES (PPL /NOVEX, ETC) IS MANDATORY IF THE EVENT MUSIC OR FOOTAGES ARE BROADCASTED ON SOCIAL MEDIA OR VIA INTERNAL COMMUNICATIONS AND THE CLIENT WILL BE HELD LIABLE IN CASE OF ANY REGULATORY ESCALATIONS***

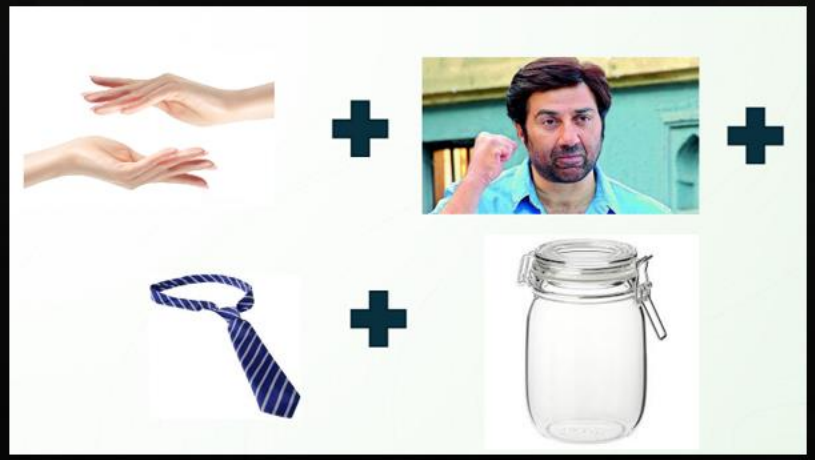
ICE BREAKERS

ICEBREAKERS



WORD SEARCH

- AS PARTICIPANTS LOG IN TO THE WEBINAR OR CONFERENCE CALL A MESSAGE IS DISPLAYED TO TYPE OUT THE WORDS THEY SEE FROM THE WORD JUMBLE ON THE SCREEN.
- AGENDA OR SURPRIZES CAN BE HIDDEN WITHIN THE WORD JUMBLES



ANSWER : HAND SANITIZER

BRAIN TEASERS

- PARTICIPANTS DECIPHER THE CLUES TO GET THE HIDDEN MEANING

ICEBREAKERS

WORD CLOUD

- PARTICIPANTS TYPE IN WORDS TO FORM A WORD CLOUD
- IT CAN BE USED TO IDENTIFY EXPECTATIONS OR SHARE FEEDBACK ABOUT THE WEBINAR | MEET UP | TRAINING

THE HIDDEN STAR

- AN IMAGE IS COVERED BY NUMBERED SQUARES
- PARTICIPANTS HAVE TO GUESS WHAT'S THE IMAGE HIDDEN BEHIND THE SQAURES BY SELECTING A NUMBER OR ANSWERING QUESTIONS

ENERGIZERS

ENERGIZERS

TWO THREE MOVE (DANCING)

- PARTICIPANTS HAVE TO COMPLETE A SEQUENCE OF HAND GESTURES TO WIN LIKE THE ‘OKAY’ SIGN OR ROWING A BOAT BASED ON THE EMOJIS DISPLAYED ON THE SCREEN.
- PARTICIPANTS HAVE TO DO IT ACCORDING TO THE MUSIC BEATS

MUSICAL QUEST (DANCING)

- PARTICIPANTS FIRST LISTEN TO A STORY AND COPY THE ACTIONS THAT HAVE DANCE MOVES
- PARTICPANTS MUST THEN TRY TO COMPLETE THE STORY USING ACTIONS ACCORDING TO THE BEATS

ENERGIZERS

STAND SIT OR WAVE

- PARTICIPANTS HAVE TO ANSWER QUESTIONS USING ACTIONS BASED ON WHAT IS PRESENTED ON SCREEN
- THE ACTIONS THEN TURN INTO DANCE MOVES AS THE GAME PROGRESSES

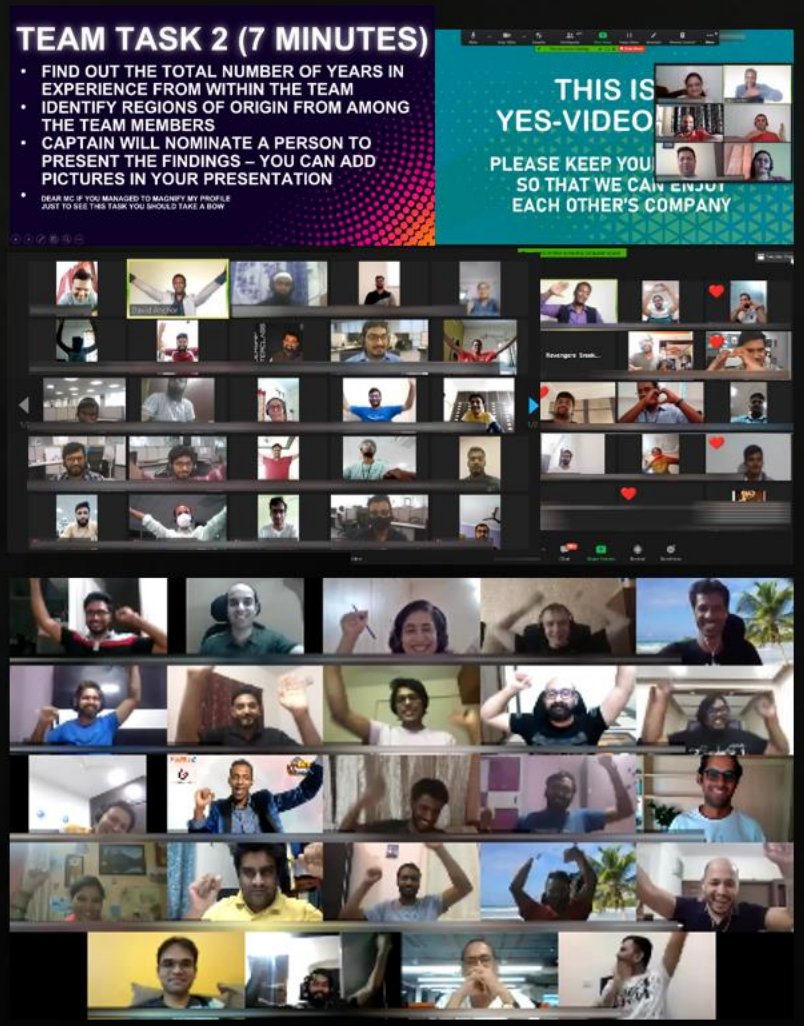
GROUP MESSAGE

- PARTICIPANTS HAVE TO WORK TOGETHER TO SHOW A GROUP MESSAGE OR AN ALPHABET/SHAPE
- PARTICIPANTS THEN DO A GROUP WAVE OR PASS THE MESSAGE AROUND

TEAM BUILDING

TEAM CHALLENGES THROUGH ZOOM BREAKOUT ROOMS, WEBEX TRAINING ROOMS & MICROSOFT TEAM CHANNEL CREATION

TEAM BUILDING



SESSION FLOW

- 15 MINUTES OF ICE BREAKERS
- 15 MINUTES TEAM CHALLENGE 1
- 5 MINUTES FUN SESSION FILLERS AND DEBRIEFING
- 30 MINUTES OF TEAM CHALLENGE 2
- 5 MINUTES FUN SESSION FILLERS & SUMMARY

OBJECTIVES OF THE PROGRAM

- CREATING A SENSE OF BELONGINGNESS IN THE TEAM
- IMPROVING INTER-TEAM COMMUNICATION
- ENHANCING TRUST AND TEAM COLLABORATION
- ENCOURAGING OUT OF BOX AND CREATIVE THINKING

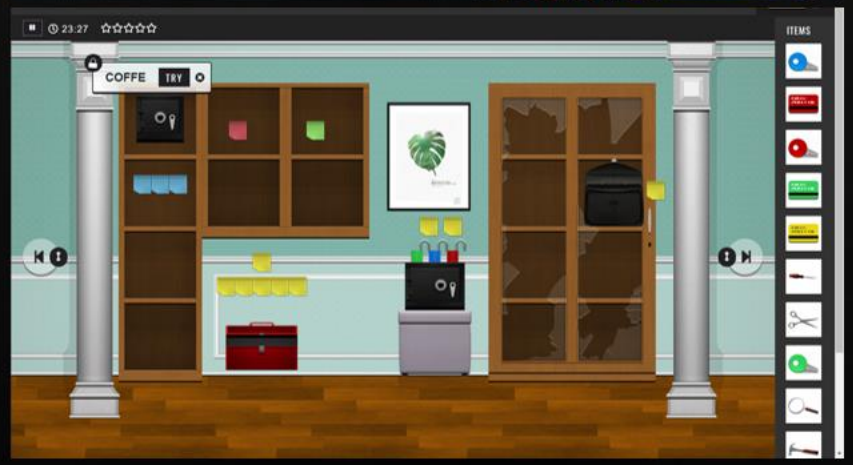
FEATURES

- DURATION : 60 – 90 MINUTES
- 120 PAX ON ZOOM FOR TEAM BUILDING
- 60 PAX ON WEBEX & 60 PAX ON MS TEAMS

PREMIUM GAMES

- DURATION : 45 MINUTES TO 90 MINUTES
- LEVELS ARE CUSTOMIZABLE ACCORDING TO THEME & CLUES CAN BE BASED ON THE ORGANIZATION'S VALUES

eXcape room



OBJECTIVES OF THE PROGRAM

- PARTICIPANTS LOG IN TO A ROOM HAVING CLUES AND ITEMS NEEDED TO COMPLETE THE CHALLENGE
- IMPROVING INTER-TEAM COMMUNICATION
- ENCOURAGE PROBLEM SOLVING AND DECISION MAKING
- BUILDING TEAM TRUST TO BEAT DEADLINES TOGETHER
- GROUP DECISION MAKING

FEATURES

- UPTO 6,500 PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 120 PAX ON ZOOM FOR TEAM BUILDING
- 120 PAX ON WEBEX TRAINING & 120 PAX ON MS TEAMS

CODE BREAKER

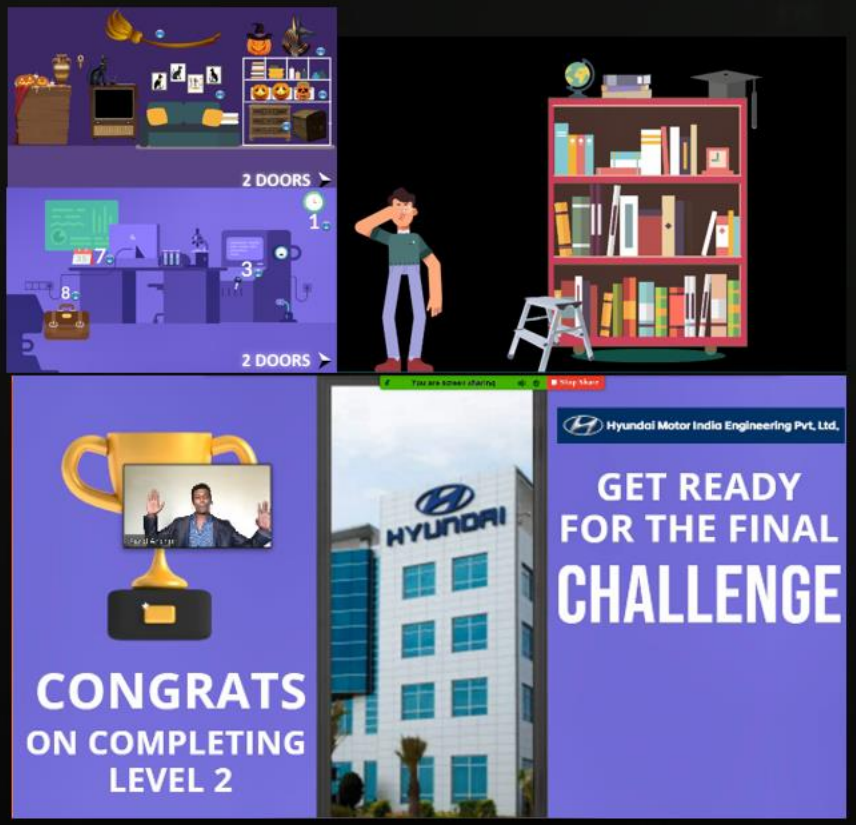
OBJECTIVES OF THE PROGRAM

- PARTICIPANTS HAVE TO SOLVE CLUES TO COMPLETE THE CHALLENGE AND LEARN ABOUT THEIR ORGANIZATION
- ENCOURAGE PROBLEM SOLVING AND DECISION MAKING
- BUILDING TEAM TRUST TO BEAT DEADLINES TOGETHER
- BREAK TEAM COMMUNICATION BARRIERS

FEATURES

- UPTO 120 PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 120 PAX ON ZOOM FOR TEAM BUILDING
- 120 PAX ON WEBEX TRAINING & 120 PAX ON MS TEAMS

MONEY HEIST



OBJECTIVES OF THE PROGRAM

- PARTICIPANTS HAVE TO SOLVE CLUES AND RETRIEVE THE STOLEN ITEM TO COMPLETE THE CHALLENGE
- IMPROVING INTER-TEAM COMMUNICATION
- ENCOURAGE PROBLEM SOLVING AND DECISION MAKING
- BUILDING TEAM TRUST TO BEAT DEADLINES TOGETHER

FEATURES

- UPTO 120 PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 120 PAX ON ZOOM FOR TEAM BUILDING
- 120 PAX ON WEBEX TRAINING & 120 PAX ON MS TEAMS

SCAVENGER HUNT

OBJECTIVES OF THE PROGRAM

- PARTICIPANTS HAVE TO SOLVE CLUES AND FIND ITEMS
- IMPROVING INTER-TEAM COMMUNICATION
- ENCOURAGE PROBLEM SOLVING AND DECISION MAKING
- BUILDING TEAM TRUST TO BEAT DEADLINES TOGETHER

FEATURES

- UPTO 450 PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 450 PAX ON ZOOM FOR TEAM BUILDING
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

MUSICAL TAMBOLA

GAME DESCRIPTION

- PARTICIPANTS RECEIVE VIRTUAL TICKETS THAT HAVE SONG NAMES WRITTEN
- TICKETS ARE SHARED VIA EMAIL/ LINK IN THE CHAT BOX PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS
- PARTICIPANTS CLICK ON THE SONG NAMES TO MARK THEM AND CLAIM PRIZES

FEATURES

- A HUGE SELECTION OF GENRES TO CHOOSE FROM LIKE GLOBAL MUSIC, RETRO, BOLLYWOOD ETC.
- UPTO 650 PARTICIPANTS AT A TIME
- DURATION : 45 – 60 MINUTES
- 650 PAX ON ZOOM MEETING
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

VIRTUAL QUIZ GAME SHOW

GAME DESCRIPTION

- PARTICIPANTS LOG IN AND PLAY THE GAME
- PARTICIPANTS KEY IN THE RIGHT ANSWERS
- PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS
- REAL-TIME SCOREBOARD AND LEADERBOARD

FEATURES

- UPTO 1450 PARTICIPANTS AT A TIME
- DURATION : 45 – 60 MINUTES
- 1450 PAX VIA MICROSITE
- 850 PAX ON ZOOM MEETTING
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

KNOW YOUR COLLEAGUES (K.Y.C)

GAME DESCRIPTION

- PARTICIPANTS ARE ASKED QUESTIONS IN ORDER TO IDENTIFY SIMILAR INTRESTS AND TRAITS
- PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS

FEATURES

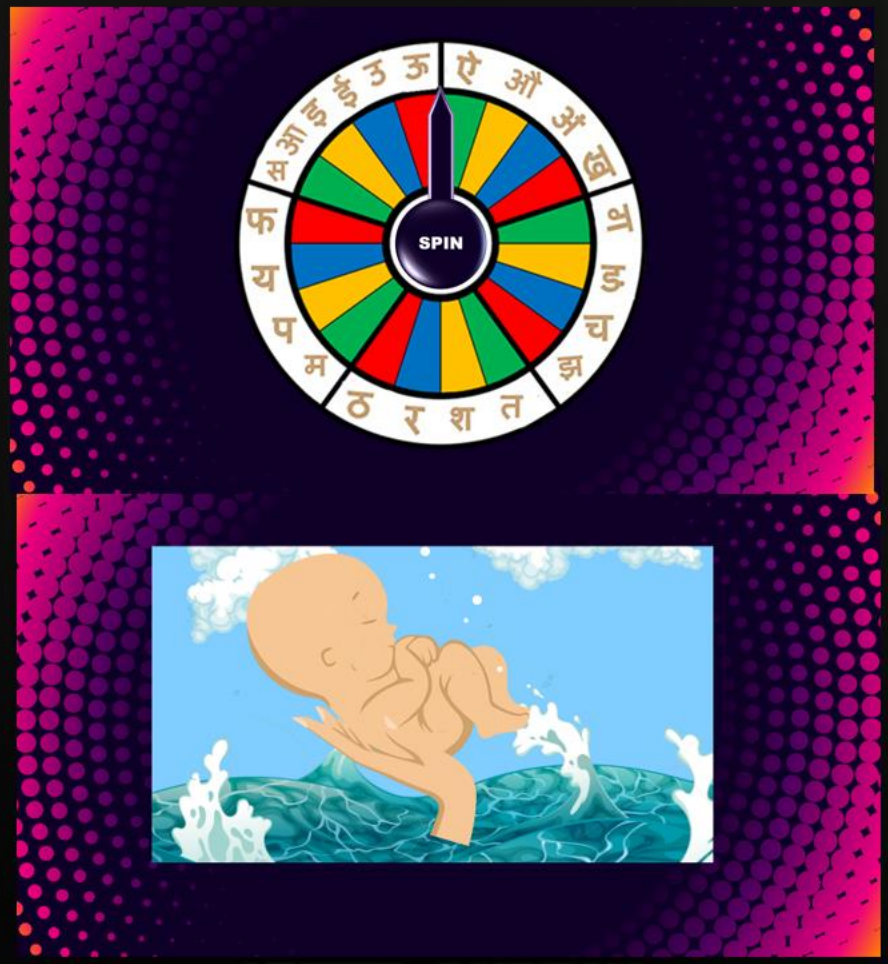
- UPTO 1450 PARTICIPANTS AT A TIME
- DURATION : 45 – 60 MINUTES
- 1450 PAX VIA MICROSITE
- 850 PAX ON ZOOM MEETTING
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

VIRTUAL BINGO

FEATURES

- UPTO 1500 PARTICIPANTS AT A TIME
- SELECT FROM 6 DIFFERENT TYPES OF BINGO GAMES
- CRICKET BINGO | VALUES BINGO
- FESTIVAL BINGO| FITNESS BINGO
- MAD-ADS BINGO| BINGO SOCIALS
- MICROSITE CAN BE CREATED FOR PARTICIPANTS TO GENERATE THEIR OWN BINGO TICKETS
- CALL-OUTS CAN BE IN THE FORM OF QUESTIONS CONNECTED TO THE COMPANY'S MILESTONES OR VALUES
- DURATION : 45 – 60 MINUTES
- 1500 PAX ON MICROSITE
- 650 PAX ON ZOOM
- 300 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

VIRTUAL ANTAKSHARI



ANSWER : BAHUBALI

GAME DESCRIPTION

- 5 ROUNDS OF MUSICAL ENTERTAINMENT
- PARTICIPANTS CAN SING ALONG VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS

FEATURES

- A HUGE SELECTION OF GENRES TO CHOOSE FROM LIKE GLOBAL MUSIC, RETRO, BOLLYWOOD ETC.
- UPTO 450 PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 450 PAX ON ZOOM
- 60 PAX ON WEBEX TRAINING & 60 PAX ON MS TEAMS

CRICKET LEAGUE

GAME DESCRIPTION

- 3 OVERS MATCH WHERE THE PARTICIPANTS TRY TO SCORE MAXIMUM RUNS
- 3 ROUNDS OF CRICKET ENTERTAINMENT
- PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS

FEATURES

- UPTO **650** PARTICIPANTS AT A TIME
- DURATION : 60 – 90 MINUTES
- 650 PAX ON ZOOM
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

GAMES OF CHANCE & SKILLS

POKER GAME SHOW – GAME OF SKILLS

- UPTO 1500 PARTICIPANTS
- PARTICIPANTS CAN TEAM UP TO PLAY
- PARTICIPANTS TRY TO GET THE BEST HAND TO WIN
- PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS

CORPORATE LUCKY DRAW

- UPTO 650 PARTICIPANTS AT A TIME
- PARTICIPANTS ENTER THEIR NAMES AND WINNERS IS SELECTED AT RANDOM
- 650 PAX ON ZOOM
- 120 PAX ON WEBEX TRAINING & 250 PAX ON MS TEAMS

FILLER GAMES (5 MINUTE CHALLENGES)

VIRTUAL JIGSAW

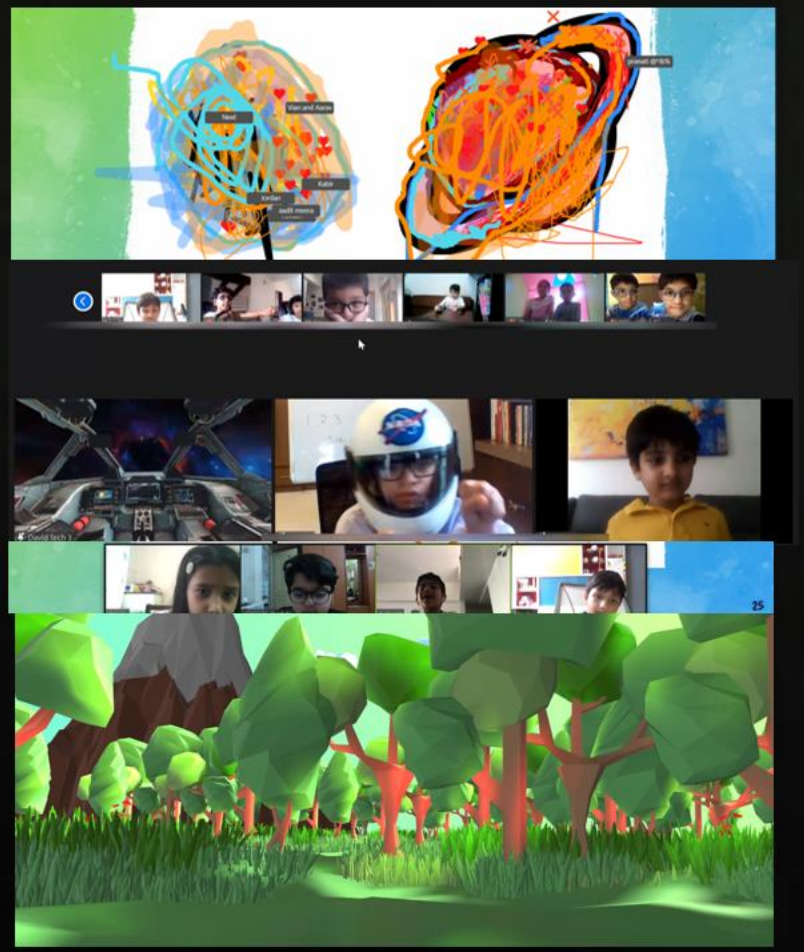
- UPTO 1500 PARTICIPANTS
- PARTICIPANTS CAN TEAM UP TO PLAY
- THEY TRY TO MOVE THE PIECES TO MAKE THE PICTURE
- PARTICIPANTS CAN PLAY VIA MOBILE OR THEIR PERSONAL COMPUTER SYSTEMS

POWERFUL CHOICE QUOTES

- UPTO 650 PARTICIPANTS AT A TIME
- PARTICIPANTS ARE SHOWN QUOTES ON MOTIVATION, FOCUS AND SUCCESS AND THEN SELECT WHAT QUOTES RESONATE WITH THEM WITH TAGS

GAMES FOR KIDS

GAMES FOR KIDS



SPACE EXPLORATION

- KIDS EXPLORE PLANETS AND SOLVE CLUES
- FUN D-I-Y ACTIVITIES
- MUSIC AND DANCING
- UPTO 350 PARTICIPANTS AT A TIME
- DURATION : 90 – 120 MINUTES

TUMBLE TREE

- KIDS TRAVEL ACROSS A MAGICAL FOREST IN SEARCH OF A TREASURE BOX HIDDEN AT THE END OF A RAINBOW
- FUN D-I-Y ACTIVITIES
- MUSIC AND DANCING
- UPTO 350 PARTICIPANTS AT A TIME
- DURATION : 90 – 120 MINUTES

GAMES FOR KIDS

TREASURE HUNT

- KIDS JOURNEY ACROSS THE MAGICAL ISLAND SEEKING THE LOST TREASURE OF THE RED COAST
- FUN D-I-Y ACTIVITIES
- MUSIC AND DANCING
- UPTO 350 PARTICIPANTS AT A TIME
- DURATION : 90 – 120 MINUTES

A-MAZE LOGIC LABRYINTH

- A THRILLING ADVENTURE WHERE KIDS HAVE TO WORK TOGETHER USING MATHS AND LOGIC TO SOLVE CLUES AND COMPLETE THE MAZE
- UPTO 150 PARTICIPANTS AT A TIME
- DURATION : 90 – 120 MINUTES