



Duration

Express: 1 hour
Standard: 2 hours
Advanced: 4 hours



Format

Classroom



Level

All levels



Participants

4-20

OVERVIEW

Learn how to plan, prepare and respond to humanitarian emergencies!

Business on the Move the Humanitarian Edition is an exciting, educational and rewarding board game that was developed, in partnership with The Very Enterprising Community Interest Company and Save the Children, to introduce players to the various factors and operational challenges that impact the effective delivery of humanitarian aid and assistance.

Players run a humanitarian logistics team delivering humanitarian aid from one side of the world to the other. Each player or team must try to optimise the movement of their emergency aid items around the world by air, land and sea — speed and efficiency are the goals! They will face challenges: how to deal with unexpected disruptions and reduce their carbon footprint. Players will also face choices about when to collaborate with other players to support their humanitarian mission. The game has three increasingly challenging variations: 'Express', 'Standard' and 'Advanced'.

LEARNING OBJECTIVES

- Gain a holistic overview of the operating complexities of humanitarian supply chains
- Learn how to plan with financial and capacity concerns and respond to disruptions
- Understand the impact of collaboration on successful aid delivery
- Gain awareness of essential aspects of humanitarian supply chain management, including transparency, accountability, carbon footprints, and ethical conduct

REVIEWS

“A well-designed simulation game of logistics operations in our sector. Not only is it great as a team-building exercise and icebreaker, but it is also a helpful method to engage our teams and clients to reveal some of the real-life dilemmas in organising supply to the field, based on programme budgets and within time and cost constraints.”

SUSAN HODGSON

SCI Head of Humanitarian Supply Chain,
Save the Children

TARGET AUDIENCE

Commercial practitioners, field logistics staff, staff in non-operational functions, and supply chain students.

LEVEL VARIATIONS

• ‘Express’ (level 1): A Race Against Time

Introduces players to how the game works and how they can derive the maximum benefit from playing it. The challenge is to deliver as many pallets of emergency aid as possible within a time limit.

• ‘Standard’ (level 2): Stepping It Up

Speed is still important, but players will also be required to plan specific deliveries to specified sites, manage their budget and minimise their carbon footprint.

• ‘Advanced’ (level 3): The Ultimate Challenge!

Players' performance will be measured against multiple key performance indicators (KPIs) such as the number of people reached, average transit time, freight cost per pallet, carbon footprint and a ‘collaboration’ score.

FEES

We provide training opportunities free of charge in the humanitarian sector. Contact us to discuss sponsorship options.