

# *Moodmaker*

## Collaboration Game

Venue / Logistics / Equipment / Timing



## Collaboration Game



Dear Partner,

This document provides everything you need to ensure a successful Moodmaker Collaboration Game team building activity.

Feel free to reach out if you have any questions or if any requirements outlined here cannot be met.

We look forward to creating an exceptional team building experience together.

## Ideally what's needed from the Venue



- We need both an indoor and an outdoor space.
- **Surface Indoor** :  $\pm 2\text{m}^2$  per person (min.  $50\text{m}^2$ ). Larger is always better.
- **Surface Outdoor** : A grass field of min.  $80\text{m}^2$ .
- **Room Setup** :
  - One table per group (variable group sizes during the activity) :
    - a regular table (rectangular or round) with chairs;
    - a high-top table (with bar stools) or
    - a mix of tables.
  - Contact Moodmaker for the exact number of groups.
  - Ensure sufficient space between tables.
  - The tables should be completely empty (no glasses,...)
  - Sound system for groups larger than 40 people.

## Timing



- **Setup** : 1,5 h before the event
  - If the room is used prior to Collaboration Game, ensure personal items (laptops, bags, coats, etc.) are neatly stored.
  - The venue should clear tables of materials (glasses, pens, paper, etc.).
- **Event** : Collaboration Game takes approximately 1 to 2 hours.
- **Cleanup** : 1 hour after the workshop.

Need faster setup or takedown? Let us know your timing preferences.

## Food & Drinks



### No Alcohol Before or During the Activity :

Alcohol signals the end of the business portion and can lead to unprofessional behavior during the team building.



YOU CAN'T BUILD SUCCESSFUL TEAMS  
BUT YOU CAN INCITE THEM **TO EMERGE !**

Contact us for more information.

[info@moodmaker.be](mailto:info@moodmaker.be)

+32 53 42 68 11



*Moodmaker*