

## **Virtual Team Challenge (VTC): General information and how to play**

The following is the list of guidelines for this challenge. Be sure every member of your team follows the rules or the entire team will face disqualification. To learn more, click on the links below.

### **Getting Started**

#### **Preparing for the VTC**

All students need a signed parental consent form to participate in the challenge. Get the [consent form](#), and then have your parent or legal guardian complete it and deliver the completed form to your teacher.

Your teacher will then give you a Quick Reference Guide, a username, and a password. You can find more information in the [Official Rules](#) and the [Frequently Asked Questions](#) section of the Virtual Team Challenge [home page](#).

#### **Getting ready for the VTC**

All you need to participate in the Deloitte Virtual Team Challenge is access to a computer with a good Internet connection and a browser that supports WebGL. It would also be helpful to have a pen and a notebook handy for taking notes—although there is a "journal" in the game for note taking.

#### **Building your team**

After you review the challenge overview and Official Rules in class, your teacher will inform you of your team and team role. See below for more information on team roles.

#### **Before the VTC begins**

Communicate with your teammates and decide on your strategy for winning the VTC.

### **Tasks**

The Deloitte Virtual Team Challenge - Spill! simulation challenges students to complete a variety of missions intended to model decision-making in the real business world. Participants play in teams of four players. If students cannot be divided into even groups of four, teams of three are allowed. Teams of two are also allowed, but teams of two are not eligible to win the competition. Computer-generated player average scores will be provided to fill out teams with fewer than four players.

With each task, your teacher will take classroom time to introduce basic business concepts that will be useful in the VTC and in real life. It's a good idea to take notes on these concepts since they can help you in the game and later in life. Additionally, you will hear from the CEO of the fictional professional services organization which employs your team for the VTC. He will speak to you from the VTC world and give you suggestions for doing well (and perhaps winning)!

Your teacher may give you time in class to work on the VTC—but you can sign in from any computer that meets the minimum requirements and has Internet access. This means you can spend time in the simulation at home. You can work alone or collaborate with team members at school or elsewhere. Note, though, that only one team member at a time can be signed on at each computer.

Search the research sources on this website for the information you'll need to perform your tasks and win. You should assume that any facts appearing on the VTC website that don't appear in the research are FALSE.

You can check your progress by clicking on the Progress button (labeled "P" on the lower left of your screen). Check your team's progress by going to the leaderboards on the website.

At the end of the Deloitte Virtual Team Challenge you will gather one last time in class to hear a final message



from your fictitious CEO, Stan Freeman. Winners and prizes will be announced on the home page of the VTC. Check the home page for the exact dates, times and other details.

## Teams

Teams will be assigned by teachers and should contain four players. If students cannot be divided into even groups of four, teams of three are allowed. Teams of two are also allowed, but teams of two are not eligible to win the competition. Computer-generated player average scores will be provided to fill out teams with fewer than four players.

The VTC provides a chat feature that allows you to collaborate with your team members. You and your team member must be logged into the website from different computers at the same time to take advantage of this feature.

Even though the decisions that each individual team member has to make in the VTC are different from other team members' decisions, the functionality and scoring work the same way for all participants, and each player's actions have the same impact on the team score.

Once you are assigned a team for the VTC, you may not change teams or change your role within your team. Sharing personal login information with your teammates or other teams will result in disqualification.

The Deloitte Virtual Team Challenge is a competitive situation. All information is confidential. Other teams should be treated like competing professional services organizations. Collaboration with other teams is forbidden and will decrease your chances of winning.

Here is a hint to playing successfully in teams in the Deloitte Virtual Team Challenge: Every team member should answer as many individual challenge questions and complete as many tasks as they can find to increase the team's chances of winning.

To see the Official Rules for the challenge, [click here](#).

## Player roles

Each role is central to team success and all roles contribute or detract equally from the team score.

Here are the four player roles:

*Fast Tracker:* Responsible for support services including decisions about hiring emergency services and logistics vendors to make sure the cleanup runs smoothly.

*Smooth Operator:* Responsible for media and volunteer management, including decisions about hiring public relations firm and a spokesperson for the cleanup so that support-donations from the public adequately fund the cleanup.

*Grime Stopper:* Responsible for the physical aspects of the environmental cleanup including hiring oil spill containment, recovery and disposal vendors. If the cleanup is environmentally effective, New City will be saved and the team will receive the most support-donations from the public.

*Green Machine:* Responsible for crisis administration, including hiring vendors to write the disaster assessment document and handle legal and compliance issues.

Note: You can create teams with only two or three roles filled if necessary. Teams of only two students, though, are not eligible to win the competition. Computer-generated player average scores will be provided to fill out teams with fewer than four players.



## Scoring and leaderboards

Teams and individuals score points in the Deloitte Virtual Team Challenge, although the final results of your decision-making during the VTC will not be revealed until the very end.

Along the way, you can see your approximate team standings by checking the leaderboards. Leaderboards are approximate; final official team results are not posted until the end of the game.

Winning teams will be determined by the amount of virtual money donated by the virtual public to support their cleanup effort.

To see the Official Rules and specific prize amounts [click here](#). Any team that has not complied with the Official Rules will be disqualified from the VTC.

## Requirements

As of Fall 2016, the Deloitte Virtual Team Challenge is played completely online, with no need for any download, and it runs on Windows, Mac, and Chromebook operating systems. All you need is a browser that supports WebGL and a good Internet connection.

We recommend using (at least) Chrome version 50, Safari Version 9, FireFox Version 45, or Windows Edge.

Click [here](#) to see if the game works for you!

To see the Official Rules for the Challenge, [click here](#).

## Other important information

As in real business, you will be expected to manage your responsibilities to your client and the Deloitte Virtual Team Challenge. The VTC is structured to reward teams who work together, so you should decide as a team the best way to tackle it. Also, as in the real business world, you are expected to behave in an appropriate and adult way while you are in the VTC.

If you have any questions about the VTC, please refer to the "Frequently Asked Questions" ([FAQ](#)) section of the website and the Official Rules.

Technical questions should be emailed to [support@virtualteamchallenge.com](mailto:support@virtualteamchallenge.com).

In areas where information is shared with team members, the VTC and the simulation community, participants are expected to use appropriate language. This extends to the messaging capabilities of the simulation world.

Rule interpretations made as necessary by Deloitte will be final. Teachers who have questions about scoring or the Official Rules should email them to [support@virtualteamchallenge.com](mailto:support@virtualteamchallenge.com).

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