

Virtual Team Challenge (VTC): Teacher quick-start guide

Welcome to the Deloitte Virtual Team Challenge (VTC)! In this business simulation, your students will help the fictitious town of New City to recover from a disastrous oil spill. Teams compete nationally for awards and prizes. Visit www.virtualteamchallenge.com for the Official Rules. This guide will help you to get started. You can read the Teacher Handbook for more information.

Equipment students need to play

To play the VTC, students need access to a computer with a good Internet connection and a browser that supports WebGL. To see if the game runs on your equipment from your school, go to our site, then click Play Game and choose Test Game from the game menu.

Game schedule and tasks

The game runs twice a year for 6 weeks, once in the Fall and once in the Spring. The game consists of 3 tasks and takes about 5 to 10 hours of classroom time. You can schedule that time as you like as long as your students finish during the 6 weeks. About 6 weeks prior to the game launch, the registration period begins.

The teacher's role in the VTC

Follow these steps to register yourself and to get your students ready to play:

1. Register as a teacher. Visit <https://www2.deloitte.com/us/virtualteamchallenge>, click Sign In/Register, and follow the instructions.
2. Enroll your students. Click the Setup Teams tab and follow the instructions under Add Students to register each student.
3. Give each student a Parental Consent form. Each student must hand in a signed Parental Consent form before they can play. Find these forms on the Teacher Resources tab.
4. Create teams. Click the Create Teams tab. Divide your class into teams of 4 players. If a class can't be divided evenly into teams of 4 students each, teams of 3 students are allowed. Teams of 2 are also allowed, but they are not eligible to win the competition. Computer-generated player average scores will be provided to fill out teams with fewer than 4 players. Create as many teams as you will need.
5. Assign each student to a team and a role. Click the Assign Roles tab. In the game, each student on a team plays a different role. The roles are described on the site. Assign each student to a team and a role on that team.
6. Have each student play through the Tutorial for practice. Once your students are on teams, they should visit the site and click Play Game, then select Student Login from the game menu. Once they enter their Username and Password they can login. This will send them to the Tutorial. This helps students to get a feel for the game before it launches. As the student plays, the game automatically saves his or her progress. *NOTE: There is also a Tutorial for teachers. Select Test Game from the game menu and tell Evelyn you are a teacher.*

Once the game launches, here is what you must do to allow your students to play:

- Advance your teams to Task 1. Once the 6-week game period begins, click the Task Advance tab on the site and advance each of your teams from the Tutorial to Task 1.
- Advance your teams to Task 2. As teams complete Task 1, advance them to Task 2.
- Advance your teams to Task 3: As teams complete Task 2, advance them to Task 3 (the final task).

This is optional, but helps students to get more out of the game.

- Deliver in-class curriculum materials and Task videos. In-class curriculum materials and videos are available for download on the Teacher Resources tab on the site. The materials can help to



bring the game's learning topics into the classroom and the videos, available once the game launches, set up and embellish upon the story in the game. *NOTE: Teachers can still register themselves and their students once the 6-week game period has begun, but you are encouraged to register your students as early as you can so they get as much time as possible to complete the game.*

Long Load Time/Game Lags?

If the game takes more than a few minutes to load and/or is running very slowly or lagging:

- Select System Check from the Game Menu and follow any given recommendations.
- Try staggering your students. Have a third of the class load the game, then once they are loaded, the next third and so on. Sometimes this helps low bandwidth schools.
- Limit Dialog Audio: In the game, students should click the Options button and select Limit Dialog Audio. This shuts off voiceover, which uses a lot of bandwidth, and should improve game play in low-bandwidth schools. (The voiceover doesn't add information to the written dialog so losing it is not a disadvantage.)

Error Message while Loading?

If you get an error message that mentions memory or cache.

- Empty your browser's cache and try the game again. Read the site's FAQs for help emptying the cache.
- If that doesn't help, try another browser.

Getting Help

Most questions are answered on the website, including the FAQs section. For further help, email support@virtualteamchallenge.com or call 415-439-0520 10 AM to 7 PM ET.

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