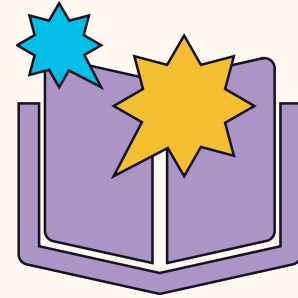


Comic Book Challenge



Activity Summary:

In this high energy challenge, participants work in teams to create complete comic strips. The challenge involves ideation, storytelling, creating images(pictures) to make the comic strip fun and putting it together as an actual comic book through an app. The activity involves technology too, from clicking pictures using smartphones to editing the pictures using a comic app to using a customized printer for creating hard copies. In a high energy final the teams present their final creations to the larger team. The comics can also be created around organizational themes like the business priorities for the year, major initiatives, organizational values and culture.



Duration

120-150 minutes



Where this can be run

Indoor



Group size

10 – 40

Is this workshop right for my team?

- ▶ Team-work and Collaboration
- ▶ Continuous Quality improvement
- ▶ Planning and Execution
- ▶ Effective communication
- ▶ Challenging the existing mindset
- ▶ Innovation and Creativity



What you can expect:

- The team is gathered together at a central location to brief and set the context for the activity.
- The participants are briefed about the rules and objectives of the activity using the slide deck. Depending on the size of the group, teams are formed with 8-10 people in each team.
- Each team is given a kit with all the materials necessary to create a comic book including tablet, printer and stationery. Teams have a stipulated time for putting together the comic book.
- The team members plan and execute different activities involved in creating the comic strips right from ideation and storytelling to taking pictures and aligning them using apps on smartphones and tablet.
- As the teams start the challenge, teams soon realize, that they need flawless planning and execution to complete the task.
- The teams can win additional materials for creating the comics book by winning small challenges organized during the activity.
- Towards the end, the teams create hard copies of their comics book with the help of printer and sticker paper sheets.
- After completing the comic book is over, the teams showcase their comics to the other teams for their reviews. Once all the teams have read through the comic books created by all the teams, they choose the winning team based on content, design and popularity.

Flowchart of the intervention

Opening: Intro, Energizers &

What is in store

(Approx 15 minutes)

Activity Play

(Approx 60-75 minutes)

Regroup and debrief

(Approx 15 minutes)

Sharing of team photo and video highlights

(Approx 10 minutes)

Until the next time
Good bye!

Energisers



Follow the Leader



Orchestra

BONUS

Video highlights,
photos & participant
certificates –
socially shareable!



Say hello!

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