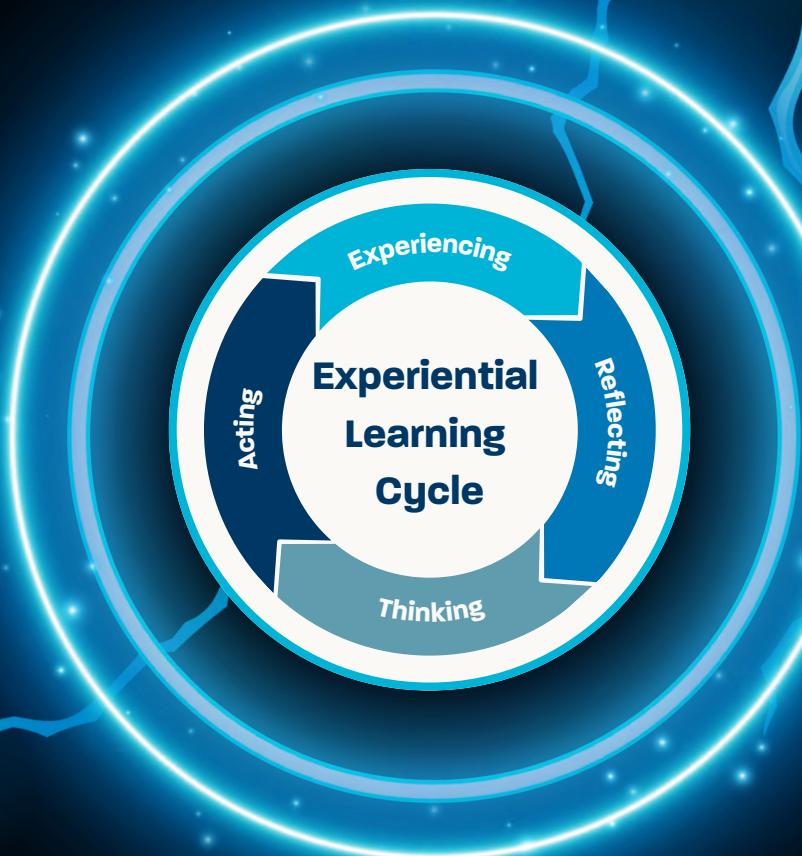


Business Simulations Guide 2026

Agile | Change Management | Scrum
IT Service Management / ITIL® | Lean
Project & Programme Management
People Development & Leadership

Harness the Power of Experiential Learning!



Kolb's Learning Cycle, a key model in experiential learning, involves four stages: Concrete Experience, Reflective Observation, Abstract Conceptualisation (thinking), and Active Experimentation (Acting).

This cycle harnesses the power of experiential learning by integrating experiences with reflection and application, promoting deeper understanding and adaptive knowledge.

 Watch Business
Simulation Video
Case Study

Quanta Business Simulations steer away from traditional training methods and instead put delegates into a situational based learning environment with real life scenarios, pressures and challenges.

Business Simulations:

- Strengthen the feedback loop via emotional connections with experiences
- Relaxes people to talk and reflect without the feeling of being attacked or judged
- Increases Retention of Knowledge
- Identifies and deals with hidden issues and conflict
- magnifies and explores actual working behaviour
- Compresses time for fast learning

NEW

Red Horizon- A Change Management Business Simulation

1 Day

The year is 2187, and Mars is in turmoil. The star ports are overflowing, political tensions are escalating, and the technical and environmental challenges are mounting. Can your team unite the fractured Planetary Council, overcome resistance, and deliver bold, lasting change? The future of the human race depends on it. Red Horizon is an innovative, immersive, and highly practical experiential learning activity.



Red Horizon brings to life the principles of leading transformational change and offers hands-on experience in applying a wide range of tools and techniques to support successful change initiatives across projects and programmes.

Organisations that invest in Red Horizon benefit from a stronger internal capability to lead and manage change. The simulation fosters a shared understanding of change principles across teams, encouraging alignment and collaboration.

Apollo 13: An IT Service Management Business Simulation

1 Day

87 hours from home. Your spacecraft is slowly dying. You have a serious problem, unless you and the ground support staff start working as a team to solve it, the crew won't make it back to earth! But remember, time is running out. And fast. Welcome to Apollo 13 – an IT Service Management (ITSM) case experience.



Gain first-hand knowledge of ITSM theory and learn how ITSM processes are used to assure IT services deliver real outcomes. Understand how best practice informs and supports the very best use of available resource to achieve organisational goals. Learn how good design can improve the performance of the services throughout their life. Understand the benefits of designing, implementing and operating services as a team rather than working in siloes.

Mars Lander: An Agile IT Service Management Business Simulation

1 Day

Can you deliver IT services that meet your organisation's needs while successfully completing your Mars mission? To manage Service Delivery effectively, you'll need to be Agile, Lean, and work cohesively as a team. Synchronising software and hardware development with service operations and responding rapidly to changes will be crucial. Additionally, in today's environment, reliance on an ecosystem of partners and suppliers requires them to be equally aligned and flexible.



You will need to Apply ITIL® principles and embrace Agile Service Management. But what does that truly entail? In this intensive one-day simulation, you'll learn, experience, and understand the value and importance of these practices within the context of your organisation.

Any organisation aiming to integrate Lean, Agile, or DevOps principles into their Service Management approach—and unlock more value from their IT investments—can benefit from spending a day delivering the MarsLander mission!

Project Phoenix: A Project Management Business Simulation

1 Day

The crowds are waiting, competitors are watching expectantly. Can Project Phoenix resurrect your theme park's dwindling trade or is the ride of your life likely to derail before it even begins? You need to bring all your Project Management excellence to ensure success. Can you live up to those high expectations?



You will take on the roles of a project management team tasked with selecting and implementing an initiative to reverse the dwindling trade of the theme park business 'Tolerant Sow'. Delegates will experience the following parts of the project life cycle: Requirements Management, Resource Scheduling, Project Implementation and Post Project Review. You also have the option of being exposed to one additional module from Developing a Business Case, Stakeholder Analysis, or Risk Management.

Raise the Terror: A Scrum Business Simulation

1 Day

Your gear is packed, the hatches are battened, now it is down to your team to find the HMS Terror, Franklin's ill-fated last command. You will have to use all your Scrum skills to balance the salvage operation with your secondary commission to carry out important scientific research in the area and return to port before the ice sets in.



Individuals returning from the business simulation will be able to dive into Scrum at the deep end having practiced their skills in a controlled environment. They will understand what value means to the business, and particularly how rapidly releasing features to customers ensures that this is maximised. Vitally, being a simulation, Raise the Terror business game will help to bridge the gap between knowing Scrum and living Scrum.

Carworks: A Lean Business Simulation

1 Day

By managing a simulated car factory over a series of rounds, you will identify areas for improvement, and using the tools and techniques you have learnt, apply these to later rounds and see the impact that they have on production, customer satisfaction and profitability.



The simulation offers the opportunity to put into practise Lean theory and to see the impact of these principles. It does this in a highly practical way using experiential learning theory as its basis. This game will provide you with the framework and tools required to ensure that your team or department never stand still.

Heist! The Ultimate Team Collaboration Challenge

0.5 Day

Heist! is an immersive experiential learning activity that challenges participants to solve a daring bank robbery by working together in teams.

Through a series of interconnected puzzles and collaborative tasks, teams must gather clues, share information, and strategise to identify the criminals and recover the stolen loot.

This engaging game is designed to develop essential skills such as collaboration, communication, and leadership, making it an ideal exercise for building stronger, more cohesive teams.

Perfect for use as a stand-alone activity or as part of a broader learning experience, Heist! turns teamwork into an exciting and memorable adventure.



Get in touch!

What are your goals? What are your challenges?

We'd love to know and we're sure that we can help! Get in touch using the contact details below.



0800 018 5597



enquiries@quanta.co.uk

Acknowledgements

ITIL® is a registered trade mark of AXELOS Limited, used under permission of AXELOS Limited. All rights reserved.