



Write and deliver your own time-pressured, realistic crisis communications exercises to teams anywhere in the world.

Why TeamXp?

Impress clients, engage trainees and show quantifiable results with realistic crisis communications exercises that YOU easily and quickly create with the simple drag-and-drop authoring system – then deploy and run on any device running a HTML5 web browser.

Remaining calm in a media storm takes the confidence that comes from experience. Rehearsing with TeamXp builds experience, calmness and confidence.

Crisis team actions and responses are captured in a facilitator dashboard in real time which means you gain immediate insights to share with players so that mistakes aren't repeated in real life.

Realistic crisis communications training accelerates team experience, creates muscle memory and increases confidence and calmness. Remove any doubts about your team's ability to cope in a crisis and train with TeamXp.

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REHEARSE MORE. EVERYWHERE.

Crisis simulation software for realistic exercises that you create and control.



Six Elements of Conducttr TeamXp for Crisis Simulations



Scenario Editor

Use the editor to define and deploy your bespoke scenario to your private cloud space.



Simulation Space

Determine the security and anonymity required of participants and have them login via the secure web application.



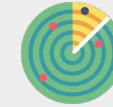
Facilitator Dashboard

An exercise moderator or adjudicator can observe and control scripted and emergent scenarios via a Facilitator Dashboard.



Personas & Role-players

Personas are the virtual actors that communicate with players. These can be computer-controlled (constructive) or operated by human role players.



Assessment

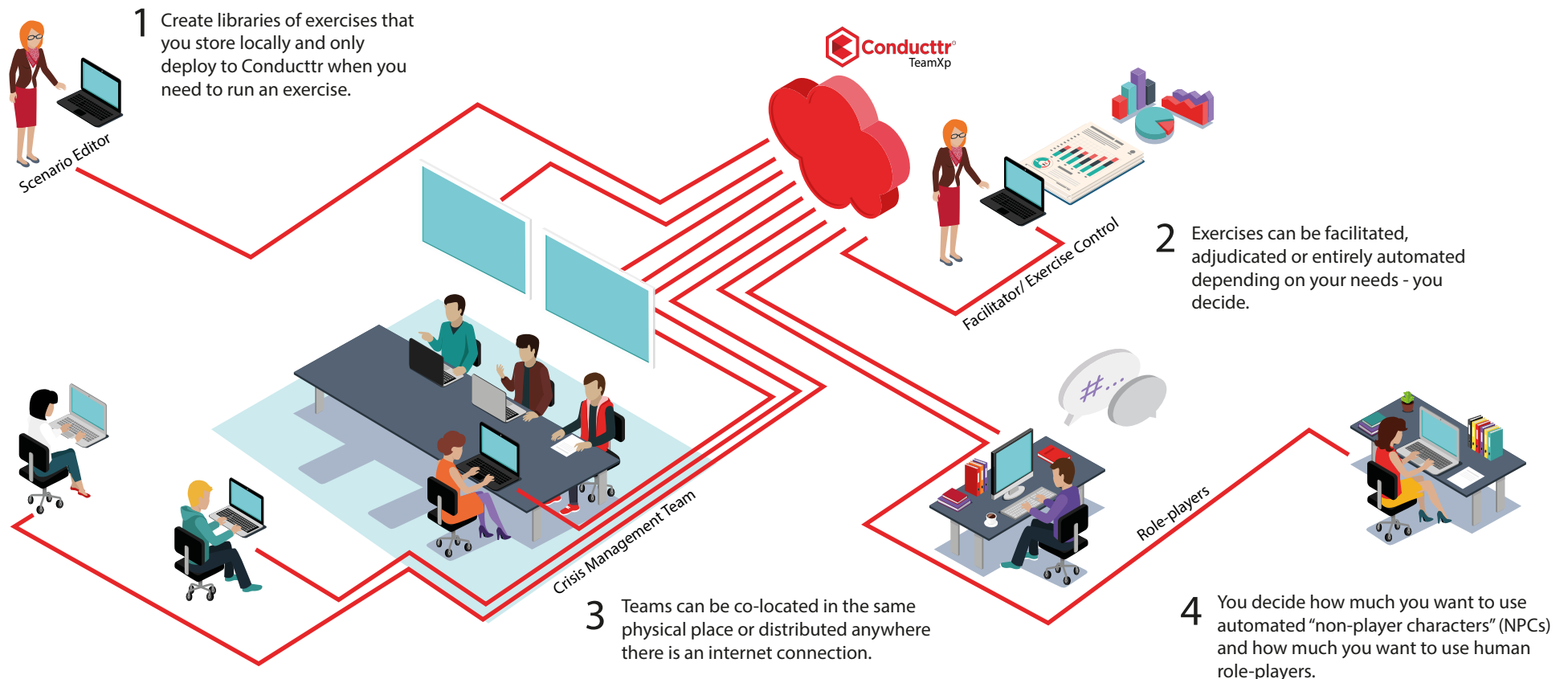
Use the Assessment Toolkit and human observers to capture desirable behaviours in real time and show players a capability radar of their performance.



Data

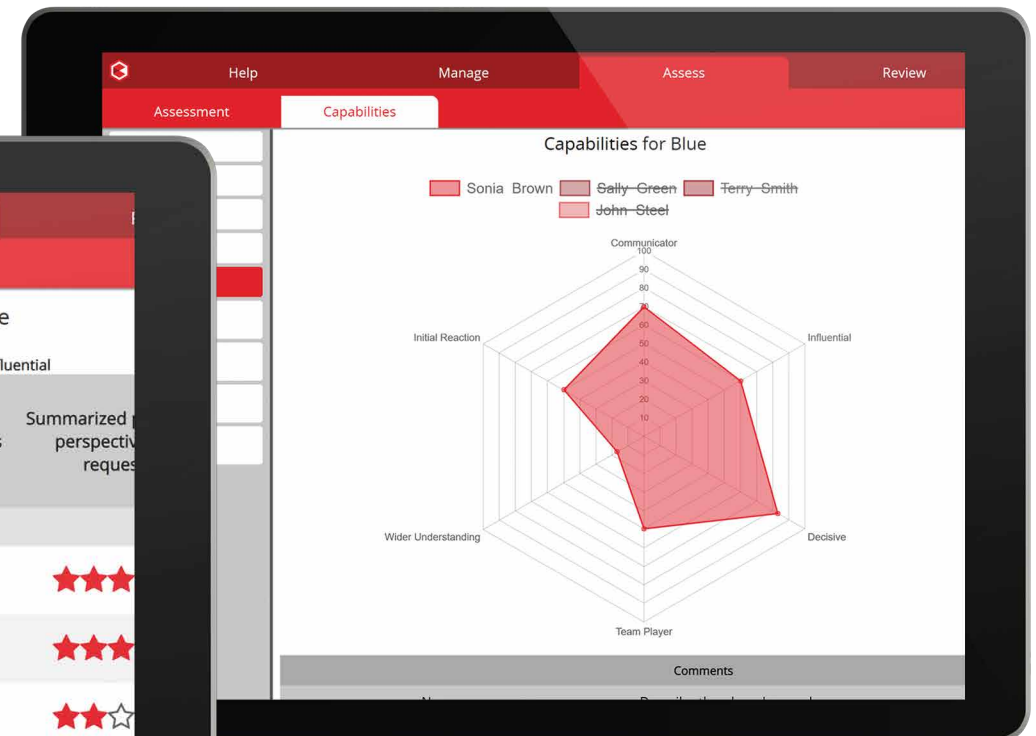
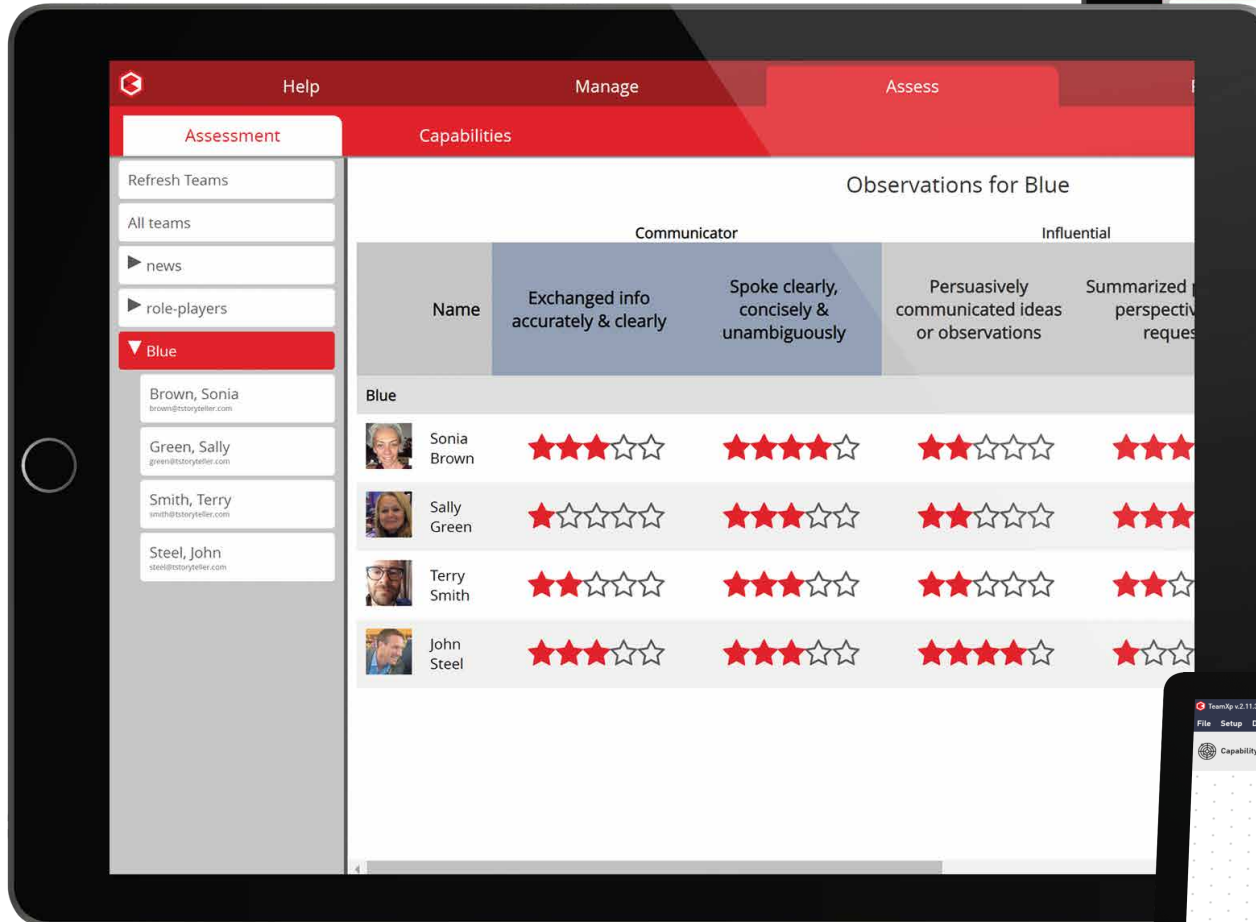
Real-time data is available via the Facilitator Dashboard and deep analysis via the editor.

How it Works



Identify Skill Gaps

Use one or more observers to watch players and assess ▼

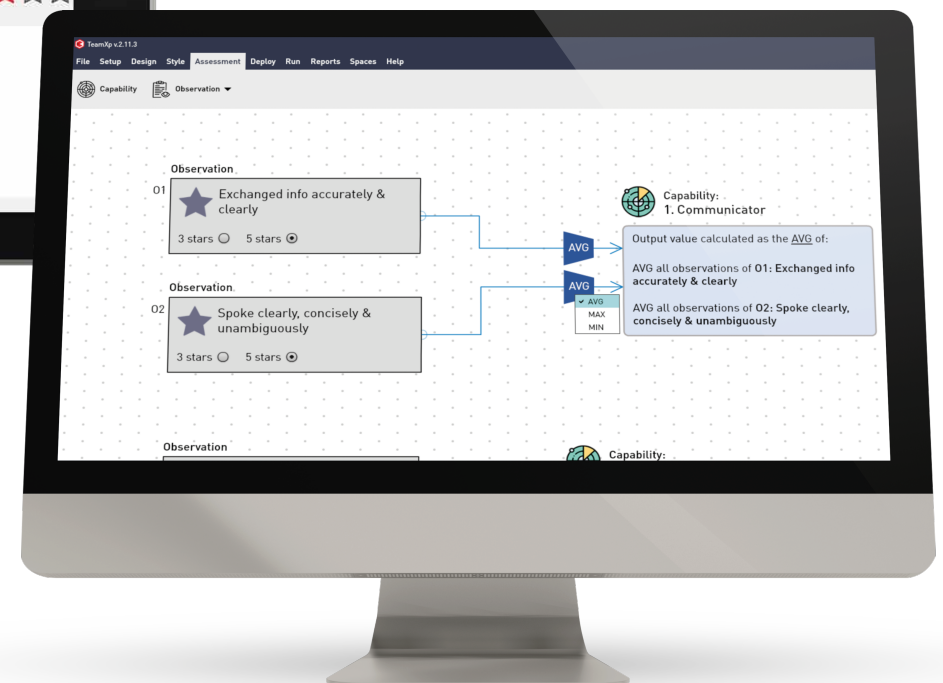


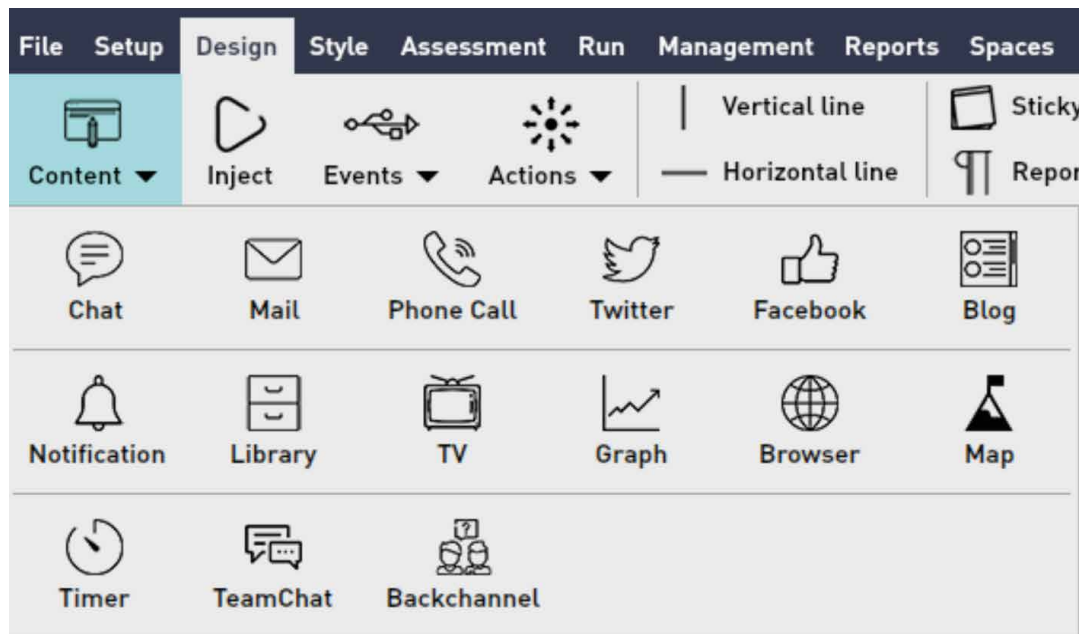
You decide what the assessment criteria should be ▼

When human observers are available, use the Assessment Toolkit to design your own schema of observable behaviours and how these map to capabilities.

Now upload to your private Space and then, during a live exercise, observers can capture qualitative assessments by scoring exhibited behaviours and checking expected actions. They can also make textual notes on each player and record voice notes with the TeamXp Audio Recording app on Android mobiles.

Feedback to players is immediate and specific; and with the capability radar diagram visually indicative where strengths and weaknesses lie.





There's a wide range of communications channels available - but you don't have to use them all! ▲

Have role-players respond to automated responses ▼



Frequently Asked Questions

How long does it take to create an exercise?

If you already have a scenario then you can sketch out a half day exercise in about 2-4hrs. You're then free to spend as much additional time as you wish adding images, video, audio and PDFs. With the exercise running, you'll free yourself to gain valuable insights and offer advice to players rather than the routine management of the exercise.

How easy is it to use?

If you can use Powerpoint then you can use TeamXp to create your own exercises! It's very simple to get started and flexible enough to fit around the way you like to run exercises.

What support do you provide?

If you need assistance, we're here to help! We offer a range of training courses and a design & implementation service to work with you translating your knowledge or an existing exercise into an interactive experience. You can also raise a support ticket at any time and we'll respond within 24hrs. If you raise the ticket during 9am-5pm London then 99% of the time you'll get a response within the hour. Our two primary support languages are English and Spanish.

It looks amazing but are my teams ready for this?

Yes! Firstly, you don't need to throw everything out and start from scratch. For example, consider adding just the social media channels to add a realistic pattern-of-life to exercises. Secondly, you don't need to publish on all the available channels; consider the social media channels and chat first, then add email and phone calls. Thirdly, you don't need to run in real time. Allow yourself to publish content on TeamXp but collect player discussion and actions as you do now.

Why is it so inexpensive?

Our goal is to become the go-to software synonymous with crisis simulation. We've created a pricing plan that's right for every company and scales as your needs increase. Spreading the development and operating costs across a wide range of companies allows us to keep the price low.