

The host with the most, Webex style

Aim of the game

The reason people generally don't like change is that they're afraid of the unknown. This exercise will encourage your employees to try something new. By rewarding hosts for scheduling and hosting Webex meetings, and sharing the results in the form of a leader board, you can incentivise others to host and run Webex meetings of their own.

How to play

1. Specify a time period for the competition, e.g. 1 or 2 months.
2. Announce the contest and what's at stake.
3. At the start of each week, have your admins run a report using the Webex Control Hub or the Webex Administration portal covering the previous week and collect the data.
4. Create a simple table in Excel and highlight the top 5, 10, 15 or 20 people in the business who ran the most Webex meetings during the previous week.
5. Post the leader board on your intranet or include it in a weekly email, congratulating the top performers -adapt the delivery to match your internal comms practices.



How it helps

Publishing the leaderboard each week should inspire non-Webex users to try and get their name on it. Seeing that their colleagues are using the tool – and being rewarded for it – will help them break out of their comfort zone and embrace a better way of working.

The Webex Pub Quiz

Aim of the game

This game will show your people how they can interact using the various features of Webex. It will help them learn the software basics, plus how to work with Webex in a meeting environment. It's great for team meetings, end-of-year get-togethers, or just having some fun after a hard project.

How to play

1. Schedule a meeting from Webex, and utilize features like breakout rooms and Slido polling to increase engagement.
2. Either split them into quiz teams yourself or advertise the quiz internally, asking people to sign up in teams of at least 2.
3. Create your own questions or use this site to download a series of questions before the event.
4. Add some 'Spot the difference' images to share, which the teams have to annotate to highlight the missing objects.
5. Add a 'Where's Wally/Waldo?' picture to share – the first team to find and point him out wins the point.
6. Add some Pictionary-type words for each team and hold a whiteboard round, where the team has to work out what each participant is drawing.
7. Set up a points system, e.g. 1 point per correct answer.
8. Create a scoreboard so you can keep track of which team answers the most questions correctly.
9. Select 1 or 2 people to be the quizmaster.
10. Aim for a running time of 20–30 minutes.
11. Have fun!



How it helps

By the time the quiz has finished, everyone should have used most of the Webex features, such as video, sharing, whiteboarding and annotating. This will give your people more confidence in using these services, which they can put into practice in their own meetings.

Virtual charades with Webex

Aim of the game

When first using video conferencing software, many people are anxious about being on camera. Besides helping them overcome this fear, this game will also show them how video actually improves relationships between attendees, and how it makes meetings more human.

How to play

Choose someone to start the game or if you like, divide into teams. The player thinks of a book title, movie title, song title, famous person's name, or saying. Whatever they choose, it should be something others will be familiar with. If you like, designate a category, like sports or Disney.

The player then pantomimes the title, name or saying for their team mates and the first person/team to guess correctly gets a point.

Common actions used in charades:

- **Indicate a book:** pretend to open up or read a book.
- **Indicate a song:** pretend to sing.

- **Indicate a movie:** pretend to crank an old movie camera.
- **Indicate the number of words:** Hold up one finger, pantomiming the first word, two fingers before the second, and so on.
- To pantomime a word that rhymes with the word you want players to guess, first tug on your ear to indicate "sounds like".

The person or team with the most points at the end of the game wins.

Aim for a running time of 15-20 minutes depending on how many are in the meeting. Or use this as an ice breaker to open each team meeting.



How it helps

This game should help your people feel much more comfortable with being on camera and show them how light affects what people see. They'll learn that if they're in a good location for a meeting, they'll be more conscious of their background, for example, the lighting, and where to position their camera. They'll also discover how powerful video is during meetings, and in particular how body language can be used to aid communication.

The world's most random story, Webex style


Aim of the game

Getting employees to use new technology can be tricky, but if you add an element of fun, people generally start to get onboard. This 'create a story' game will encourage people to contribute to the Webex space and help them realize its purpose. It will show them how fast people can respond and hopefully keep them coming back to the space to see how the story has evolved. The exercise should also turn out to be quite funny!

How to play

1. Create a space and call it "Our one-word story".
2. Invite as many people as you can – you could use Powerpack to invite large groups of people all at once.
3. Copy and paste the following into the space to set the scene:

Let's try a social experiment and have some fun too. We're all going to help create a story together – however, you can only use one word each, per day, to contribute.

That may mean we get notification overload. So if you want to mute the space and come back later to see how our story is going, you can do so by clicking on the  icon at the top left of the space, then 'Notifications' and choosing the option you want. I'd recommend 'Off' so your laptop or phone isn't buzzing all day.

If the story is good enough, maybe we can publish it on the intranet? I will get things started, then it's down to all of us to come up with words and make a story... keep it clean though ;)

Oh, and please feel free to invite more people to this space!



How it helps

By the end, if there is one, you should have a wealth of people in the space who have contributed to the story.

Along the way, they will have:

- Experienced notifications and learned how to handle them.
- Witnessed best practice in introducing the purpose of the space to its members.

They may also have:

- Noticed others using emojis and text format features to bring meaning to the words.
- Seen read receipts, so they understand that people can see who has read their message.
- Learned how to add people to the space.