

In more recent years, I've even started to recommend that executives spend a month or two in some form of coaching that involves playing a massive multiplayer online role playing game (MMORPG) such as World of Warcraft (WoW). You might think that this sounds like goofing off from the real work of business but for those who are uninitiated then there are some basic practices that an MMORPG will teach you. These include: -

*The importance of situational awareness.* Before launching your team of elves and dwarves into the midst of a battle then the first thing you do is scout out the landscape and improve your situational awareness. Understanding the landscape is critical to strategic play, to learning, to using force multipliers and to not getting spanked i.e. beaten soundly by the opponent. Play the game long enough and you'll know this by instinct along with moaning at players who haven't bothered to look at the map hence wasting both their and your time with constant questions of "Where is this?" or "How do we get there?"

*The importance of aptitude.* The biggest battles require a multitude of aptitudes from damage (those who do our spanking usually from range) to tanking (defensive protection) to healing (those tanks get spanked a lot and need healing) to crowd control (those mage sleep spells aren't there for just looking at). The way you play and how the roles are deployed depends upon the scenario. Of course, without situational awareness then you're at a huge disadvantage as you can often turn up with precisely the wrong sort of forces.