

notions of vision or a story then it becomes difficult to communicate how things are actually going. It's far better that the question "*Where are you*" receives a response of a co-ordinate on a map than a response of "*I've just walked along a path, I'm by a tree and I can see lots of orcs. The sun is shining*".

In fact, abundant communication mechanisms rather than efficient communication can itself become a problem without good situational awareness as new players constantly ask "*where should we go*" as they run around in a daze. This can take up valuable time from other team members and weaken your overall strength. Preparation itself is almost non-existent in corporates. In some areas we might attempt scenario planning and a few exec games about imagining you're a startup trying to disrupt your business but on the whole we're often so busy with immediate work such as firefighting and keeping up with competitors that we create little time to prepare.

There's an awful lot to be said for learning about these aspects from online games. Anyone under the illusion that business is some bastion of strategic play should spend a few minutes watching an experienced group run an organised raid. Those people tend to use levels of strategic play and doctrine that most businesses can only dream of. Fortunately, in business we're often up against other organisations that equally lack situational awareness, suffer from isolation, have weak team play, ineffective but abundant communication and lack preparation.