Team Simulation Project: Check-in 1 Summary

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Team Members:

1. Colin Buchbinder

2. Aidan Stappenbeck

3. Andy Zheng

4. Andrew Zinzi

5. Kevin Mroczka

6. Christopher Ribaric

Research Question and Simulation Design:

- *How can different types of personalities affect team efficacy in solving an escape room.*

Task Design:

A leader that demonstrates one of the Big 5 Five Personality Traits

- Openness, Conscientiousness, Extraversion, Agreeableness, and Neuroticism

- We are designing an experiment where a team with different personality traits can impact a team's performance in terms of how quickly a team will be able to make their way through an escape room because of different types of personality.

Team Composition Variables:

- Number of agents: 5

- Agent roles: Team Members

- Key attributes/variables: Big Five personality types is what we are testing, everything else stays the same. However, we are testing how fast each group can get through the escape room (same escape room, same puzzles)
- Experimental variables: Personalities, 5 groups of members with all the same personalities, One group with one of each of the big 5 personality traits

Outcome Metrics:

- Process metrics: Time wasted arguing, time wasted through social loafing
- Performance metrics: Time it takes to get through the escape room
- Team experience metrics: How well the team worked together in order to leave the escape room, maybe a group finished quicker, but they had a low satisfaction rate with high effectiveness and vice versa

Connection to Course Concepts:

- What personalities are best in working together under pressure with a time crunch.
- Does social loafing impact how fast teams can get through the puzzle?
- How can a mix of personality traits also impact team performance?