SPIL GAMES' GIVE BACK DAY

As our business is built on people, we understand the importance of giving back to our local community. 'Give Back Day' will be founded as our way of contributing to various local causes. We will offer our time, energy and good vibes during Give Back Day!

We work every day to unite the world in play, and we want to expand this unity by joining some of the many charities working in the Netherlands. Our aim is that at least 70% of our employees will contribute their time to one charity program. This time, given by Spil Games, will amount to at least ½ day.

We will organize groups of 10-15 people to contribute to one of the charities in our local area. We will specifically include charity organizations based in Amsterdam, Hilversum and Utrecht, which is where the majority of our employees reside.

Why?

Within HR/internal comms, we're committed to making the business goals of 'working more iteratively & collaboratively' a reality. Looking at the feedback and more open communication that came as a result of the 'Brains and Balls' rally, we want to build on this success and go a step further.

What follows is a scalable, inexpensive, and highly effective idea. We propose this in a bid to help Spil Games grow into a company that does whatever it can to ensure its multi-disciplinary teams are working collaboratively.

There are many reasons why a company like ours might join the charity programs at least once per year.

TEAM BUILDING EXERCISE!

Breaking down silos will increase collaboration between departments. We saw a spark of this potential in the last Spil event, and that was only working in teams of four!
Just think how many thousands of euros it would cost to send the company on a professional team building event, where people really need to work together and build relationships between departments. Through this charity activity, not only will we save money, but we will also be helping people in our community who really need it, whilst generating loads of good karma within Spil Games. This is an excellent way to raise motivation, engagement, cooperation and collaboration across the whole company.

Our business is built on people. We understand the importance of giving back.

Give Back Day is our way of helping people in our community who really need it.

We'll offer our time, energy and enthusiasm, and we'll get lots back in return:

- Get out of your chair for a day
- Cooperate with unfamiliar Spil colleagues
- Feel good about your positive contribution

Where?

Onder Een Dak children's hospice in Amersfoort.

When?

Thursday 29th January 2015, running from roughly 09:30 to 16:30.

Who?

A group of 10-15 people from a variety of different Spil Games teams.

Why?

Teamwork, individual and group achievement, a new experience/challenge, a change of scenery, other positive stuff.

Doing what?

We'll be doing similar work to the previous Give Back Day.

Provisional programme:

09:30 – 10:00 Welcome & intro to Onder Een Dak; coffee/tea

10:00 – 12:00 Work tasks

12:00 – 13:00 Lunch break

13:00 – 15:00 Back to work

15:00 – 16:00 Quick coffee break, cleaning up, saying thanks and goodbye

Examples of work:

- Hang shower curtains
- Replace beamer lamp
- Paint walls
- Wallpaper and plaster walls
- Fill sandpits
- Put up shelves
- Fit hooks (to hang up coats)
- Paint skirting boards and doors (wood)

How do you rate your overall experience of Give Back Day?

Answered: 16   Skipped: 0

I enjoyed it immensely
I enjoyed it a bit
It was ok, I guess
I didn't like it

0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%
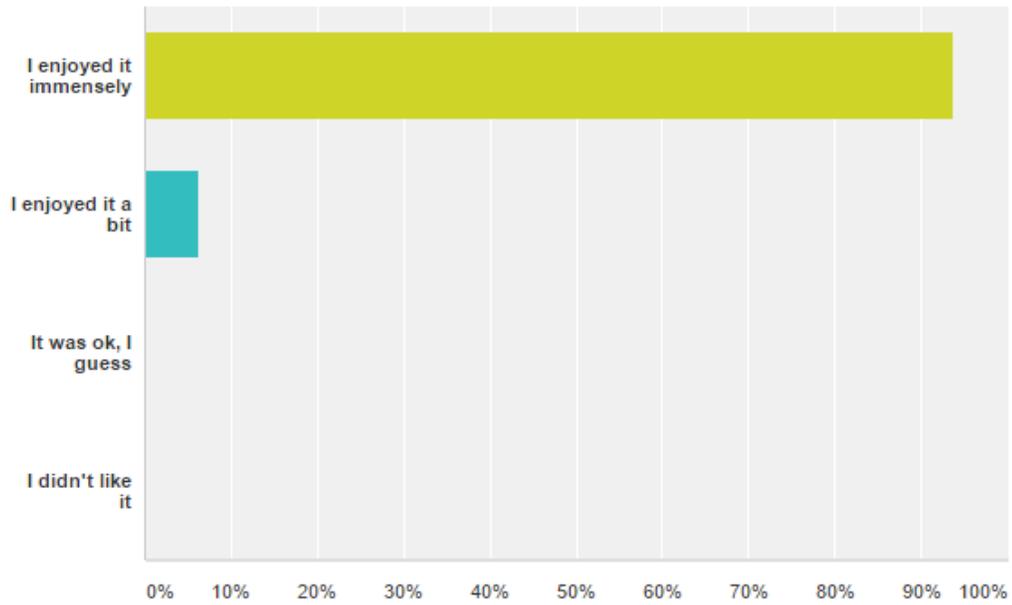
How do you rate the benefit to Onder Een Dak?

Answered: 16   Skipped: 0

A lot
A little
None

0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%
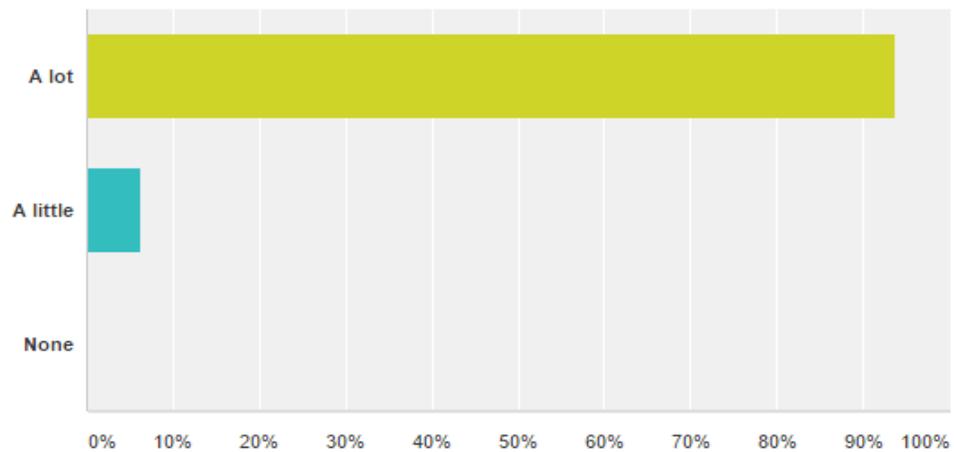
Do you think you and your colleagues benefited from this experience?

Answered: 16   Skipped: 0

Absolutely yes	(green bar ~95%)
Not sure	(teal bar ~5%)
Not at all	

0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%
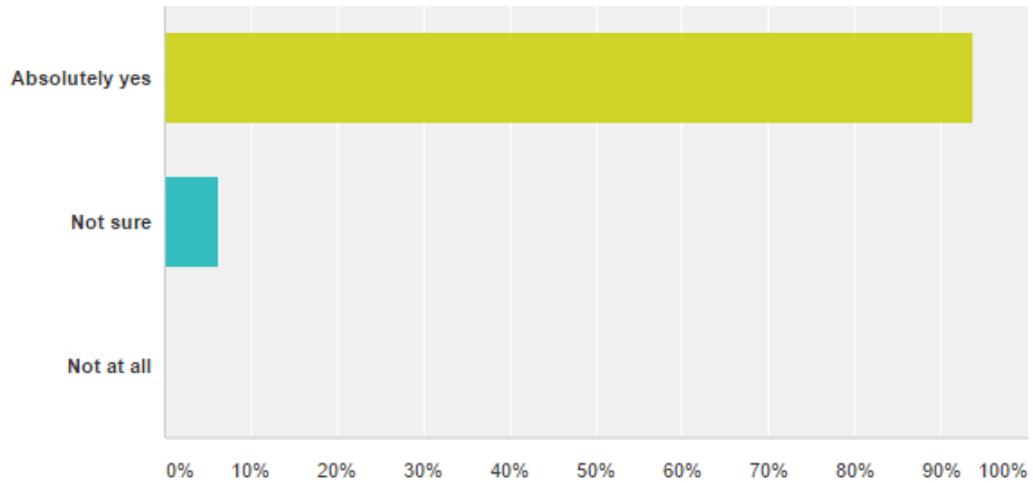
Would you recommend your colleagues to participate in future Give Back Days?

Answered: 16   Skipped: 0

Absolutely yes	16 (100.00%) (yellow bar 100%)
Maybe	
Not really	

0% 10% 20% 30% 40% 50% 60% 70% 80% 90% 100%