# Big Book of Virtual Teambuilding Games: Quick, Effective Activities to Build Communication, Trust and Collaboration from Anywhere! (Big Book Series)

*Mary Scannell, Michael Abrams, Mike Mulvihill*

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**Get remote team members to interact as if they're in the same room!**

Whether you're videoconferencing with team members across the world or e-mailing a colleague sitting ten feet away, the truth is evident: technology has permanently altered the way we communicate. The virtual workplace can facilitate quicker decision making and reduced overhead. But the lack of face-to-face interaction can also impede trust, innovation, and creativity among team members.

*The Big Book of Virtual Team-Building Games* is packed with games and activities for developing productive virtual teams across all digital platforms, including e-mail, mobile devices, web-based conferencing tools, and social media sites such as Facebook, Twitter, and Skype.

*The Big Book of Virtual Team-Building Games* helps you:

- Build a greater sense of community and reduce conflict
- Increase levels of engagement
- Get the most out of more-introverted team members
- Boost team members' productivity

Make sure that the only thing separating your people is distance. *The Big Book of Virtual Team-Building Games* is just the tool you need to develop trusting relationships, foster clear communication, and use technology to enhance the team's connections.

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