

# Zombie Attacks!

A Gateway Activity with a collaborative approach to teaching Group Work Skills

Presented by: Richard Bond & Paul Butler



**Richard Bond:** Ask Adviser

**Paul Butler:** Motion Design Lecturer  
Digital Media Division (ECE)

Richard.bond@brunel.ac.uk

Paul.butler@brunel.ac.uk

# Zombies!







Each member of the group chooses a profession  
that they will do on the island





The food supplies will not last for this many people to get to the island

# Links to Industry





Discussion  
on  
individual  
strengths





A black and white photograph of a large crowd of people, many with their mouths open as if shouting or cheering. A large, semi-transparent red diagonal line runs from the top-left to the bottom-right across the entire image. The text "Low Stakes to High Stakes" is centered over the image, with "Low" and "High" in red and "Stakes to Stakes" in black.

**Low** Stakes to **High** Stakes



Moving from **Play** to **Reality**

# Scenario 1.

You are working with a great group made up of your friends. Often meeting at the coffee shop as it gives an informal atmosphere and you can enjoy the work. No-one in the group nags or bosses anyone else around.

You have done some reading around for this project and written a few things down and you hope that it will be useful.

You assume everyone else is doing that too; after all, they all turn up and seem engaged in the project.



The background features a complex illustration of various professional and industrial activities. It includes several large, interlocking grey gears. Within and around these gears are numerous small, stylized human figures in various poses: some are working at computers, others are climbing ladders, some are holding tools, and others are in discussion. The overall theme is one of industry, teamwork, and professional growth. A large, semi-transparent red arrow points downwards from the top text to the bottom text.

**Industry experience**

**Professional Expert**

# Models & Theories

A dark red circle with a white outline, containing the name 'Tuckman' in white text. The letter 'a' is highlighted in red.

Tuckman

A dark red circle with a white outline, containing the name 'Gibbs' in white text. The letter 'i' is highlighted in red.

Gibbs

A dark red circle with a white outline, containing the name 'Dweck' in white text. The letter 'e' is highlighted in red.

Dweck

# **How to work in a team**

## **Ground Rules**

**(Nothing is set in stone)**





# Identify Strengths and Areas to Improve

S



strengths

W



challenges

O



opportunities

T



threats



**96% stated  
the session was  
'Very Useful' or  
'Useful'**

**What do  
students  
think?**



**96% stated  
the session was  
'Very Useful' or  
'Useful'**

**Most useful part  
of the  
session was the  
scenarios**

**What do  
students  
think?**



A grayscale background image of several people wearing zombie makeup, including blood and torn skin, with some having wide, staring eyes. They are positioned behind three large red speech bubbles.

**96% stated  
the session was  
'Very Useful' or  
'Useful'**

**Most useful part  
of the  
session was the  
scenarios**

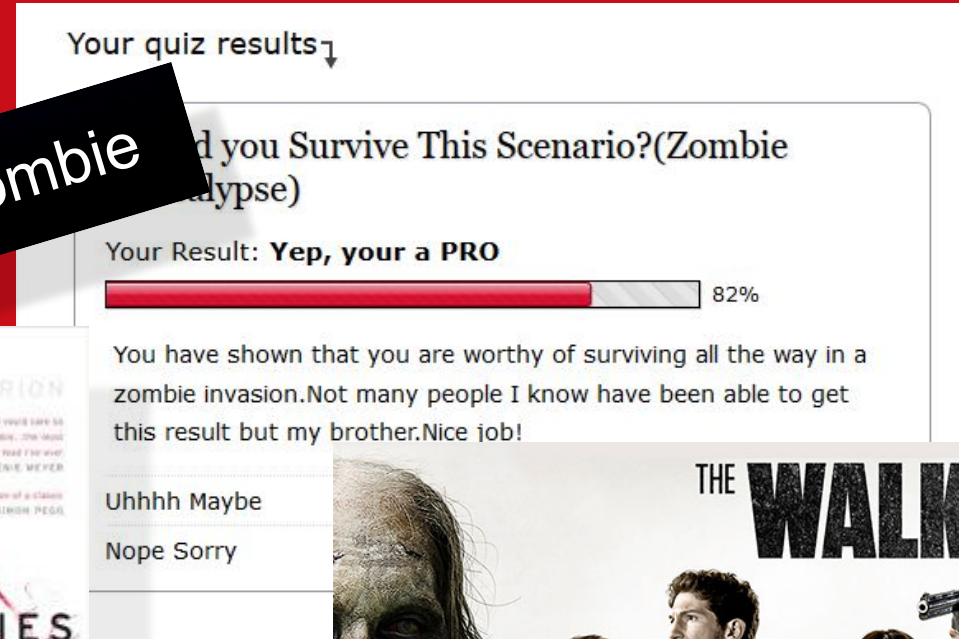
**Majority agreed  
keeping the  
activity because it  
was fun!**

**What do  
students  
think?**

# Why Zombies?



<https://brunelstudents.com/societies/zombie>



For a detailed discussion of zombies, zombie worlds, and the philosophical issues surrounding them, see David Chalmers' *The Conscious Mind: In Search of a Fundamental Theory* (New York: Oxford University Press, 1996.)

# Future Directions





# Questions?



**Richard Bond:** Ask Adviser [Richard.bond@brunel.ac.uk](mailto:Richard.bond@brunel.ac.uk)

