Group training (max. 10 people)

Build your gamified learning culture
Ensuring your people want to learn and develop for themselves

How do we take learning and development to the next level and respond to the trends in the business, like learning in the flow of work, learning from and with others and constant development while, at the same time, taking the wider trends like work-life balance, flat hierarchies and collaborative working into account? If we can't – or don't want - to force people to develop, they need to want to do it for themselves. For that, you need a strong learning culture in place and gamification – meaning a smart combination of design, marketing and pedagogical methods - is a tried and tested way to build it.

Impact: The aim of the training is to give you the skills and knowledge you need to build a learning culture in your organisation through gamification.

Who is this for? The training is meant for anyone involved in learning and development, including line managers, learning and development specialists, subject matter experts, HR or IT. The training is highly tailored and modular, meaning that we use your current situation and build on it. You can take **all** or **any** of the modules available, although we recommend you follow the order below, as it forms the checklist for success. It is possible to **change the participants** between modules, so that the right people participate in the most relevant training for them.

Duration: 2h pre-work plus 3 h workshop / module.

Price: 1 500 € + VAT / module. Pick the ones you like! If you want the whole set, ask for quote.

Available modules (each module is one workshop with pre-work):

1. **The tools**: Designing your learning system for gamification using the digital tools you already have

2. **Drive initial engagement**: Getting your social hub up and running with gamification

3. **Create a strong base**: Designing and maintaining your resource banks to strengthen your learning culture

4. **Create or curate?** Where should your learning materials come from and how can you add gamification to more formal learning

5. **Handle controlled interactions:** Guiding learners in your social hub using gamification via human-to-human interaction and bots

6. **Handle uncontrolled interactions**: Gamification triggers for nudging learners when they interact with your social hub informally