Game-Based Learning for Leadership and Team Management

www.game-learn.com

soft skills training through video games

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A step-by-step manual for managing high-performance teams

An online training course that teaches and strengthens the skills needed for managing high-performance teams through practice and play.

A leadership and team management manual designed after 12 years of research based on interviews with hundreds of CEOs, presidents and managers all over the world. With tips, techniques and strategies tested in classroom training for 15 years.

A video game in which the user must lead a team to survive and make it off the island where they are trapped. The users will enjoy a unique survival adventure while learning and practicing lessons about the reality of teams, leadership, motivation, conflict resolution, delegation, empowerment...

A revolutionary learning program that combines the three key elements of game-based learning:

1. The quality content of a complete leadership and team management course with a totally practical approach.

2. A sophisticated simulator that guarantees experiential learning so that users can practice and receive personalized feedback on areas where they need to improve.

3. A graphic adventure video game that turns training into something that gets people hooked and amuses and entertains them, which translates into higher completion rates.
Thanks to Pacific, the user:

- Practices techniques to increase the effectiveness and efficiency of his or her teams.
- Learns hundreds of ideas for team-building, motivating and rewarding.
- Strengthens his or her communication skills to improve task delegation, give feedback, perform coaching, and evaluate performance.
- Learns tips for resolving conflicts within the team.
- Increases self-confidence and trust in his or her leadership and personnel management skills.

Thanks to Pacific, the company:

- Provides its managers and future managers with a practical system that improves HR management, perfects processes and increases the profits of the organization.
- Achieves high completion rates, applicability and engagement (and fun!).
- Develops skills much more effectively, thanks to the experiential learning and personalized feedback.
- Acquires a cost-effective (training at online prices) and quick way to transmit a consistent message in different geographic locations.

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Available in several languages.

Online follow-up of each participant activity and progress.

No software installation needed. Cloud based.

Only internet connection required.

Multi-Device
Module I: Inside out
- Knowing myself and analyzing how my nature affects the team.
- Detecting if I am contributing to a problem.
- Considering how I can improve, teach by example and use feedback as a tool for continuous improvement.

Module II: Give meaning to the team
- Establishing the mission and vision of the team.
- Setting rules, principles and values for the work the team is doing.
- Planning short-term and long-term goals. Both as a group and as individuals.
- Establishing the functions and responsibilities of the people on the team.

Module III: Build team spirit
- Encouraging deep mutual understanding among the members of the team.
- Analyzing the strong and weak points of the people and of the team.
- Creating an environment of trust and interdependence. Promotion of teamwork.
- Using team-building to improve team spirit and performance.

Module IV: Motivate
- Detecting and comprehending the needs and motivations of each person.
- Comprehending and utilizing motivational factors.
- Using resources and tools to increase the motivation of the team and of its members.
- Using communication as a tool for motivating.
- Recognizing and rewarding results.

Module V: Develop
- Improving the communication skills of everyone in the team. Interpersonal communication.
- Solving problems and making decisions.
- Resolving conflicts quickly and efficiently.
- Improving the efficiency and effectiveness of daily work. Time management.

Module VI: Strengthen
- Understanding the mechanisms of effective delegation.
- Using delegation.
- Giving and receiving positive and negative feedback.
- Communication as a catalyst for performance.
- Evaluating performance.
- Coaching.
Gamelearn is leader in soft skills training through video games. With 15 years of experience, it has trained more than 100,000 professionals and boosted performance in more than 600 companies all over the world.

Our course-video games contribute to the development of the essential skills required for personal and professional success: leadership, negotiation and time management.

To learn more about Gamelearn and its pioneering training model, visit: www.game-learn.com

**Awards and Accolades**

- 2015 Top 20 Training Company
  - Training Industry
- 2015 Top Learning Organization
  - Elearning! Media Group
- 2014 Top 20 Training Company
  - Training Industry
- 2014 Top Learning Organization
  - Elearning! Media Group
- Top 10 European Startup
  - San Francisco Demo
- Top 5 Spain’s Startup
  - Spain Startup Summit
- HHRR Innovation E&E Awards
  - Diario Expansión
- Best Service Award
  - CIPD’12 Manchester Exhibition

**In collaboration with**

- Cofinanced EXP: TSI-100900-2014-61
- State Program for Promotion of Talent and Employability, included in the State Plan for Scientific, Technology and Innovation Research 2013-2016
- Programa Target USA
- Export Assistance Program