



ECHO

Serious game for coaching



General description:

Echo is a serious game about coaching in which students assume the role of a prestigious coach tasked with assisting an important public figure to effectively implement a global strategy to eliminate plastic from our oceans.

Through three simulated coaching sessions, students must utilize their skills and abilities to make sure their coachee defines their objectives, analyzes the reality of the situation, explores alternatives, and designs an action plan. There are many obstacles to overcome and barriers to break through along the way, but if students are able to leave their mark on the coachee, their mark will be left on the world!

Characteristics:

A learning program built around the game-based learning methodology:

- Applicable and practical.
- Revolutionary and powerful.
- Addictive and innovative.
- Experiential learning.
- Flexible, quick, and easy to play.
- Fun and entertaining.
- Unique.



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Methodology:

The game-based learning methodology developed by Gamelearn is a combination of 3 elements:

1. **Quality content**, equivalent to a two-day classroom course with a strong practical focus that is useful and is directly applicable to work.
2. **Gamification techniques** such as storytelling, rankings, levels, and badges so that learning becomes a different and fun experience that generates student engagement.
3. **Practical exercises** so that students may practice in a safe, stress-free environment and, at the same time, be given feedback on areas of improvement.

Objectives:

- Fuel talent development throughout your team.
- Discover a step-by-step coaching process.
- Learn techniques to command control over conversations across the various coaching stages.
- Develop the skills and tools necessary to become a great coach.





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Knowledge and skills:

Through coaching sessions within the game, students acquire a deep understanding of the abilities necessary to perform in real-life coaching scenarios. Students must choose between tactics such as empathy, assertive communication, and neutrality to achieve their goal. At the same time, they must effectively put into practice the use of open-ended questions in order to expend and develop the self-awareness of their trainee.

Echo reinforces the following skills and abilities:

- Coaching.
- Empathy.
- Assertive communication.
- Neutrality.
- Effective questioning.

Additional Skills:

- Continuous learning.
- Self-confidence.
- Information gathering.
- Effective communication.
- Balance.
- Focus.
- Flexibility.
- Adaptability.
- Initiative.
- Integrity.
- Leadership.
- Results driven.
- Critical thinking.
- Organization.
- Problem-solving.
- Decision-making.
- Self-control.
- Knowing oneself.





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Target audience:

Echo is intended for all professional profiles, especially leaders or directors who seek to unleash the maximum talent and performance potential of their team members.

Logistics:

1. Players only need an internet connection to play.
2. You can access the game from the Gamelearn platform or include it as an additional solution in your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).
3. You have access to the performance of your students and groups in real time.

