

LEARNING THROUGH GAMING

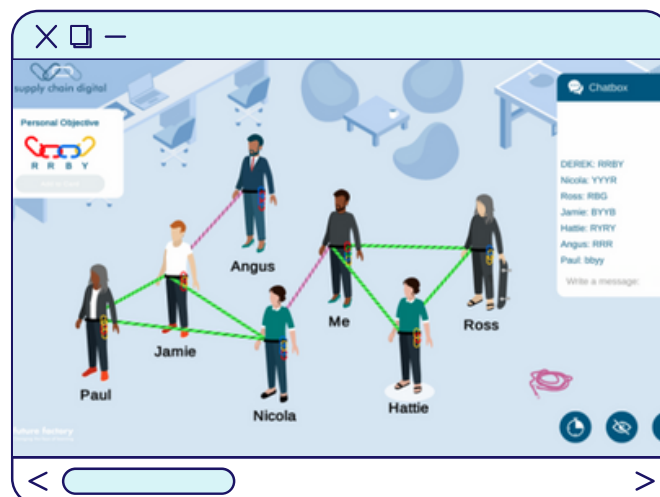
START

Ceed are delighted to bring a brand new programme to our members. We have partnered with Skills Development Scotland (SDS) to introduce a new digital training programme which provides developmental opportunities through gaming. This new Gamification Platform, which has been developed by TeamVine, offers a suite of digital tools to support learning and skills development derived from many successful face-to-face products, with a broad spectrum of skills enhancement through use and facilitated feedback.

By mirroring real-life organisational problems, the use of digital games allow users to practice new behaviours and strategies for remote working in a controlled environment. Through reflection on their performance, they will discover insights that are transferable to their day-to-day roles in turn developing their Creativity, Problem-solving and Communication skills.

WHAT IS GAMIFICATION?

Gamification is the use of game mechanics in non-game environments, like in-house training. Game mechanics can be things like rewards, rules, levels, leaderboards, progress bars and missions. The use of these tools have positive effects on users and can encourage individuals to behave a certain way.



SESSION 1 - SUPPLY CHAIN

This session uses gaming techniques to mirror organisation structures, siloed working practices, the tension between individual, team and organisational objectives. It is the perfect tool to facilitate discussion on how to optimise remote working behaviours and practices, delivering smoother running projects by globally distributed staff working across multiple sites.

SKILLS DEVELOPED

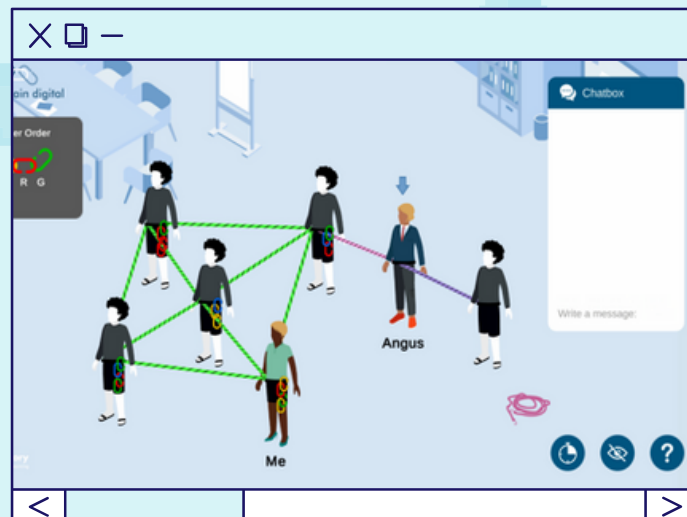
- Working remotely
- Working in matrix
- Exemplifying company values
- Empathetic engagement
- Team working
- Problem solving
- Collaboration
- Eroding bottlenecks and silos

SESSION 2 - CUSTOMER ORDER

In customer order, a customer is introduced to make a requisition from the supplier (manufacturer, service provider or leader requesting delivery from a team). It is a powerful way of mapping the customer journey through this multiplayer digital experience.

SKILLS DEVELOPED

- Inter department collaboration
- Empowering customer centricity
- Continuous improvement
- Teamworking
- Strategic thinking



SESSION 3 - SIGN LINES

This session focuses on strategy. Players have 29 minutes 30 seconds to crack the code through gaming and understand the strategy. They then have 30 seconds to execute it as a collaborative team and to a precise specification.

SKILLS DEVELOPED

- Transparent Communication
- Listening
- Being heard
- Persuasiveness
- Strategic thinking
- Team based problem solving
- Working at pace digitally

SESSION 4 - INTERVENTION

The final session in the series highlights ownership and accountability at the individual and team level. Using gamification, you will learn the impact and cost of cumulative errors going unchecked when remote working – and how to fix them. But the clock is ticking! The game plays over four 10-minute financial quarters.

SKILLS DEVELOPED

- Strategic thinking
- Organisational planning
- Influence and assertiveness
- Ownership and accountability
- Smoother running projects
- Team-based problem solving
- Presenting coherent business cases

NEXT STEPS

This exciting new programme will run monthly on Thursday afternoons, starting 12 August 2021. You can sign up for the full programme or individual sessions.

9 September - Supply Chain

Start time: 1.00pm
End time: 4.00pm
Register [here](#)

11 October - Customer Order

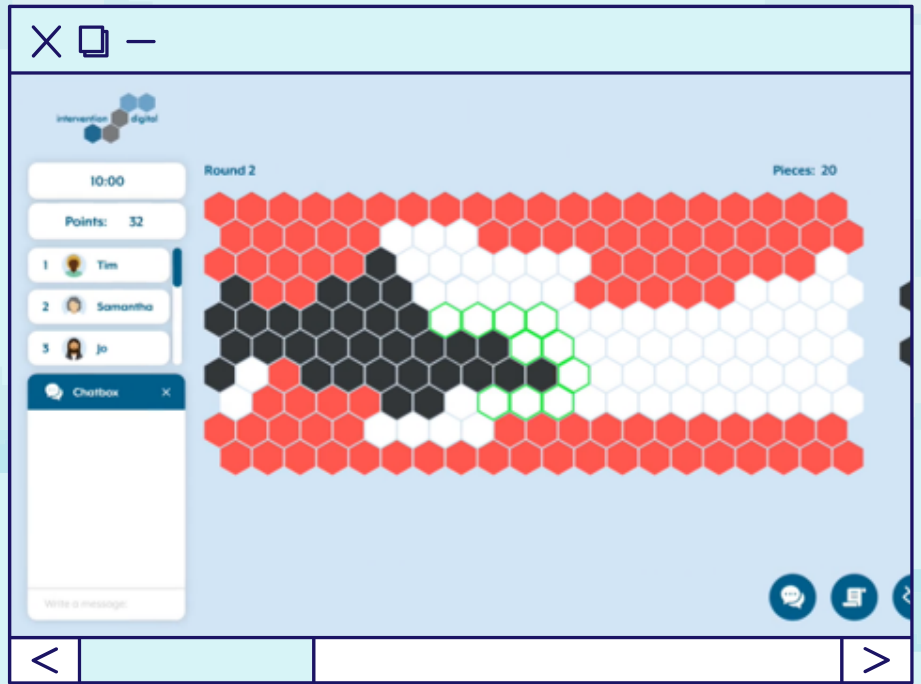
Start time: 1.00pm
End time: 4.00pm
Register [here](#)

11 November - Sign Lines

Start time: 1.00pm
End time: 4.00pm
Register [here](#)

8 December - Intervention

Start time: 1.00pm
End time: 4.00pm
Register [here](#)



To register for the full programme contact Gillian Wishart

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