



TRAINING OBJECTIVES

MODULE 1

Intros & Keys to Meaningful Play (90 min)

- Setting Expectations with the Depths of Play
- Framing the Process around Experiential Learning
- Reflecting on Games in Real Time

MODULE 2

Maximizing & Proving the Impact of Play (120 min)

- Understanding Game Mechanics and Facilitation Levers
- Collecting Team Insights to Curate Effective Games
- Selling Play through Desired Outcomes

OVERNIGHT BREAK

MODULE 3

Developing Programs for Your Toolbelt (180 min)

- Translating Play Ideas into Actionable Use Cases
- Facilitating New Games and Improving through Feedback
- Accessing Our Product to Empower Your Engagements