

Gamified Training for effective team motivation - Increased engagement and performance improvement -

Learn the most important skills to guide a High-Performance team.

Gamification Storyline:

In this Serious Business Game training you take on the role of former basketball legend Larry Nelson, nicknamed “Titan” who recently began coaching the Wild Wolves basketball team. However, the team’s performance has been steadily decreasing and they are on the verge of being eliminated from the league. With his position on the line Larry consults with national team coach Amelia Sandoval to raise the team’s motivation.

Find out what can weaken or strengthen motivational factors and discover what motivates each of the individuals on your team to master this challenge together. It is up to you to successfully inspire the players to lead the team back to the top.



Characteristics of the Serious Business Game:

- ✓ Learn with gamified training didactic methods.
- ✓ **Applicable and practical content for improved levels of motivation within your team.**
- ✓ Results-oriented learning with revolutionary gamification technologies.
- ✓ Use simulations for.
- ✓ Flexible, intuitive to use, quick and easy to train.
- ✓ An exciting gamification storyline facilitates targeted and experiential learning .
- ✓ **A unique learning experience!**

Yes, just try it out? Get a free test license www.Audit-Championship.com

The Audit Championship Team is your didactic contact for Serious Business Games in Internal Audit. We would be happy to provide you with an individual offer for your team: SmartLearning@Audit-Championship.com. Together with you, we develop concepts how you can support your Internal Audit Team independently of time and location in up to 14 languages simultaneously, worldwide.

Create a new and unique training experience for your Internal Audit Team!

Gamified Training for effective team motivation - *Increased engagement and performance improvement* -

Knowledge and skills:

TITAN is a serious business game that focuses on **practical application**. With the help of the realistic simulations and characters in the serious business game TITAN an **effective knowledge transfer** succeeds with this training. The gamified training elements stimulate a systematic didactic learning process.

This enables you and your employees as participants to achieve a significant improvement on team and individual employee level in daily activities or projects in the cooperation. Among other things, the following skills are improved:

- ✓ Coordination, taking initiative, handling pressure, decision making, leadership, coaching, integrity, results orientation, analytical thinking, continuous learning, information search, planning, interpersonal skills.

Further integrated skills for learning in the Serious Business Game:

- ✓ Pro-active action, organization, team-oriented work, self-confidence, self-awareness, empathy, flexibility, change management, assertiveness, innovation and creativity.



Gamified Training for effective team motivation

- Increased engagement and performance improvement -

Content overview:

In three levels of training, TITAN fosters effective learning by enabling users to practice the key skills needed to improve team motivation:

- ✓ Understand motivational factors as well as how they influence the level of motivation.
- ✓ Learn the value of personal motivation to find out what encourages and discourages each member of your team.
- ✓ Take steps to effectively motivate your team and maximize their performance.
- ✓ **Step by step**, using case studies and simulations, we will introduce you to methodical approaches that will help you to significantly improve your team's motivation. Consciously train your motivational and interaction skills to strengthen your team's willpower and engagement. Challenge not obedience from your employees, but their commitment.

Objectives | Why TITAN?

TITAN is designed for all professional profiles, especially for those who lead work teams and would like to know how to better motivate their staff. The training is applicable and useful in both professional and personal environments.

Thanks to this course:

- ✓ Recognize the drive of others to strengthen your shared pursuit of your goals.
- ✓ Study the importance of personal discussions as well as considering team members as individuals to catch them within interactions.
- ✓ Discover how to methodically maintain your team highly motivated.
- ✓ Learn how to encourage your team to see work itself as motivating and about the positive aspects of self-directed action.



Gamified Training for effective team motivation

- *Increased engagement and performance improvement* -

Methodology

The developed game-based learning method is a combination of **3 elements**:

- ✓ **High quality content** equivalent to a two-day on-site course, with a strong practical focus that is useful and directly applicable to the work
- ✓ The **use of gamification techniques** in terms of story telling, ranking motivation, scoring, different learning and game levels, and incentives through recognition and awards. This makes the training a motivating and exciting learning experience. This directly promotes the intrinsic motivation to learn on your and your employees' side.
- ✓ **Practical exercises** that allow you as a participant to practice directly in a safe and motivating environment and to implement the practical knowledge. You will **receive detailed feedback** in the form of individual learning loops.

How do you make it work? What are the IT requirements?

1. **The only thing you need** to use this business game training is an end device with internet access.
2. You can **access our performance-optimised business game platform** at any time, from anywhere in the world via your individual user profile or integrate the business game training into your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).
3. You will receive regular reports on the progress of your participants and training groups. This allows you to always keep an overview and motivate your teams in a goal-oriented manner.

