

Serious Game on giving effective feedback.



General description:

Somewhere in Kentucky, a sustainable community does its best to survive a suffocating drought that's lasted almost three years.

To keep the ecovillage alive, Gina proposes an idea to make sure everyone has enough water: build a well. Her ability to help her team reach their main goal will depend on her ability to give effective feedback.

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 refreshing and fun experience that generates student engagement.
3. **An advanced simulator** that recreates real-life situations so that the student can practice in a safe and stress-free environment while also receiving personalized feedback with areas for improvement.

Objectives:

- Understand how to use feedback to drive the improvement of those around you.
- Discover an easy, effective process for modifying behavior.
- Learn tricks and tips for giving both positive and constructive feedback.
- Practice your feedback skills in over a dozen practical cases using the game's realistic, integrated simulator.



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Program:

The course teaches users to give effective feedback, taking into account what steps need to be taken to modify behaviors:

- The benefits of feedback for your growth and development, and that of the people around you.
- How and when to give constructive feedback.
- How and when to give positive feedback.

Knowledge and skills:

With the help of Aqua's realistic simulators, the game stimulates effective learning by allowing users to practice the main skills necessary for giving effective feedback:

- Continuous learning, coaching, effective communication, empathy, results orientation, leadership, interpersonal relationships, problem-solving, decision-making, teamwork, etc.

Other integrated skills:

- Assertiveness, self-confidence, self-control, self-awareness, coordination, focus, flexibility, impact and influence, initiative, integrity, etc.



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Target audience:

Aqua is geared towards all types of professional profiles, especially those looking to improve their communication skills in their personal or work life.

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.

