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BOB PIKE GROUP

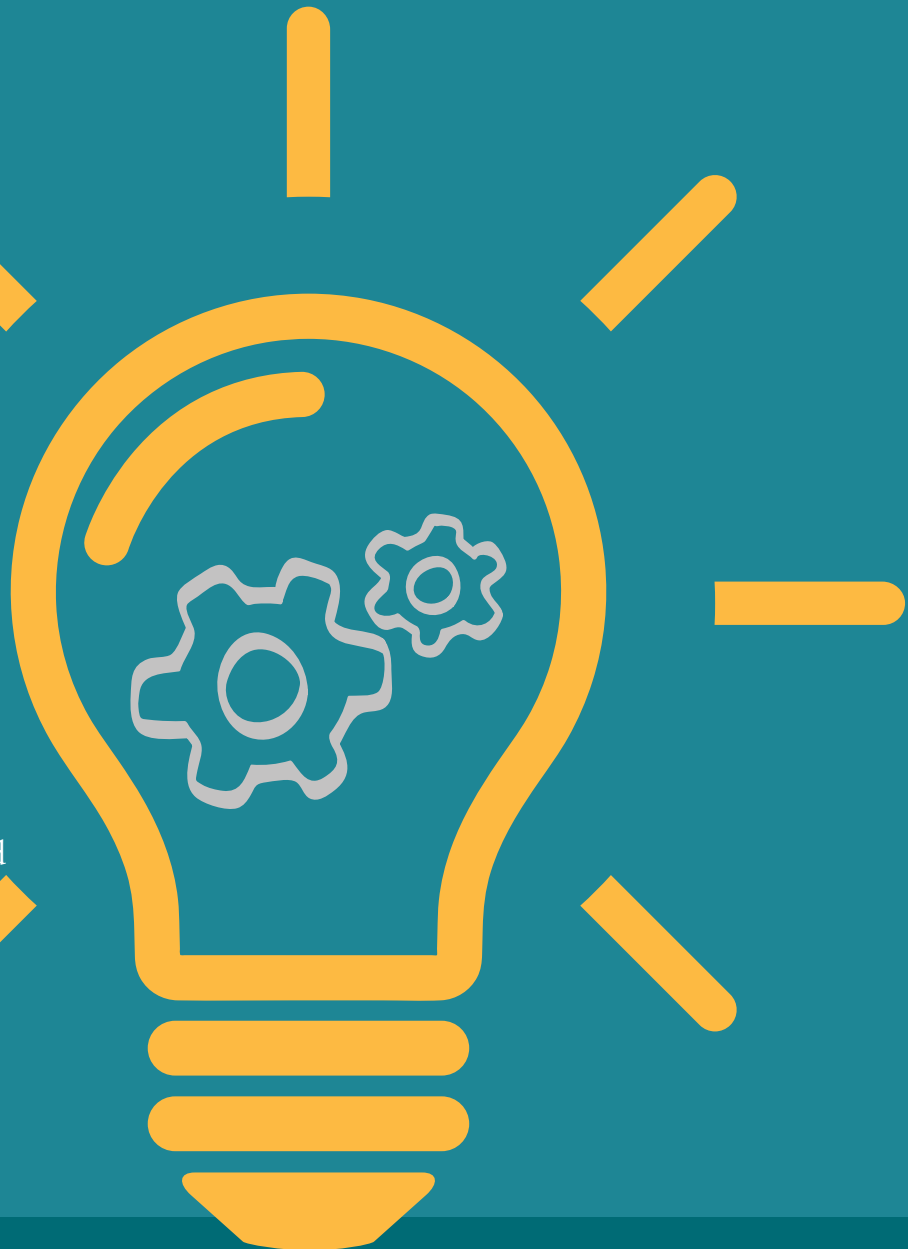
Engineer Curiosity



HOW GAME ELEMENTS TRANSFORM TRAINING

In this webinar you will:

- Discover how game mechanics increase recall
- Explore a repeatable design process to add game elements to your training
- Apply a proven debrief process after training games for maximum impact



Presented by
Erin Fullerman, MPCT

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Erin attended her first Bob Pike Group conference years ago and was immediately transformed as a trainer. The Instructor-Led Participant-Centered model took the “it’s not about me, it’s about you” idea to a new level. Ever since then, Erin has been passionate

about transforming the classroom and virtual classroom into places learners want to participate in their own learning and have fun at the same time.

Before joining The Bob Pike Group (BPG), Erin spent over a decade specializing in technical and online training. She created and presented classroom training and online courses for major television programs, Fortune 500 Companies, government agencies and prestigious universities. She designed teaching aids, user guides, technical manuals, and training programs for software applications.

Erin graduated from Youngstown State University with a degree in English Communications. She was the senior training specialist for ten years with Turning Technologies where she trained on audience response technology.

Clients trained include: The Dr. Oz Show, Live with Regis and Kelly, Who Wants to be a Millionaire, ABC Studios, NFL, MTV, Apple, Microsoft, Frito-Lay, PepsiCo, Exxon Mobile, AT&T, ACT, NASA, FAA, U.S. Coast Guard, U.S. Army, Navy, Marines, USDA, The Ohio State University, Harvard University, USC, Vanderbilt University, DeVry University and NYU.



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Game Plan





Game Design

Benefits	Cautions



Game Elements: 9 Reasons You Should Use Games



Facilitating the Debrief

1. Be the _____.
2. Establish the _____ format and then ask the questions.
3. Resist telling.
4. Begin with _____ questions about what took place during the game; the value in “winning” or getting as many answers correct.
5. Move to questions on how learner will apply this knowledge back on the job.
6. Use _____ questions that ask for opinions rather than facts.
7. Allow learners to write down their own ideas first and then share back with a small group.

Good discussion questions focus on a person’s opinion, experience or feelings. An application question that works for many games is: “What can this game teach us about....?”

_____? questions draw meaning from what happened.

_____? questions relate to behavior change in the future.

Carmine Consalvo in her book *Workplay*, describes debriefing this way, “Processing or debriefing refers to the questions and discussion that follows the game. It strives to elicit critical reflection based on observations regarding what happened in terms of both external interactions and internal reactions.”

Game Design Template

Learning Goal

As a result of this game, learners will:

Learning Objective

To achieve this goal, learners need to know, feel and/or do

Ideal Team Size (# of Players)

Time

Game Overview

Game Components/Materials

How to Play (Process)

Game Rules

Variations

Game Debrief



Build-a-Game Template

Purpose:

Props:

Inspiration:

Content:

Anticipated Time:

Number of Participants:

Instructions	What Was Missed



Resources

Games

C3Softworks (BRAVO!) – www.c3softworks.com

Easy-to-use training games that provide an interactive game board template to effectively deliver your content.

Puzzles – <http://puzzlemaker.com>

A puzzle generation tool for teachers, students and parents. Create and print customized word search, criss-cross, math puzzles, and more using your own word lists.

Word Search Labs – www.wordsearchlabs.com

One of the simplest ways to build, print, share and solve word searches online.

Raptivity – www.raptivity.com

Tool suite that allows you to create interactive eLearning content in short time and reduced cost

UMU – www.umu.com

UMU stands for You, Me, and Us. This site helps you connect and engage your learners wherever, and whenever they're learning. You can use UMU to create self-paced course, interact with a live audience, or continually engage people throughout a blended learning program.

Kahoot – <https://kahoot.com/>

Kahoot! is a game-based platform that makes learning awesome for millions of people all over the world. Sign up to create and play fun quiz games!





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Upcoming Seminars and Webinars

For a complete listing of our upcoming seminars and webinars go to www.BobPikeGroup.com or call The Bob Pike Group (800) 383-9210



The Bob Pike Group

The Bob Pike Group's Creative Training Techniques™ help people learn twice as much in half the time. Each project is designed from the ground up using activities that have attendees participating in their own learning. These tools allow learners to “catch” what’s being taught while having fun. Participants take ownership of their learning and quickly discover on-the-job applications for their training.

Our participant-centered approach is successful because it focuses on the needs of learners. We understand that attention spans are short, so we routinely capture people’s interests. Even television directors understand this challenge, and they change camera angles every six seconds to keep viewers hooked.

Our techniques, grounded in adult learning theory and brain-based research, create buy-in, enthusiasm, and ultimately change behavior. After all, learning doesn’t occur until behavior changes. Companies large and small work with us to save time and money on training while improving measurable results.

The Bob Pike Group design and training consultants are experts with real-world experience so they know what it’s like to be on the frontlines of industries like technology, healthcare, government, and manufacturing.

We are the industry-leading firm to train your trainers, design your training programs and develop your leaders. Over 300,000 people on five continents have changed the way they train forever because our interactive methods achieve more with less.

If you would like to discuss any training or consulting topic in more detail or you would like more information on The Bob Pike Group’s comprehensive system of performance solutions, please fill out the form or call us at 1-800-383-9210 and ask for one of our Client Solution Directors. We would like to assist you in your on-going personal and professional development goals for your organization.

