

Gamified Training for emotional intelligence

- Identify areas of growth using emotional self-management -

Learn the most important skills to unlock the guide to emotional self-regulation to empower your professional success.

Gamification Storyline:

In this Serious Business Game Training you assume the role of Lisa Campbell and DEX. Paige Robotics Int. is the company where Lisa Campbell, a renowned psychologist specializing in behavior and emotions, works. Currently, the company is facing a significant challenge with the launch of its groundbreaking emotional intelligence recognition system called "Device for Emotional Experience" (DEX). Lisa will be conducting vital research to achieve the goal of replicating the human psyche to improve the interaction and relationship between people and machines. However, Lisa also faces personal challenges. Specifically, she is dealing with issues involving her mother. DEX will assist Lisa in navigating and understanding her emotions in the context of her relationship with her mother.

Characteristics of the Serious Business Game:

- ✓ Learn with gamified training didactic methods.
- ✓ **Applicable and practical content for emotional understanding.**
- ✓ Results-oriented learning with revolutionary gamification technologies.
- ✓ Use the simulations for experience-based learning.
- ✓ 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.Gamified-Training.com

Gamified-Training is your didactic contact for Serious Business Game Training. We would be happy to provide you with an individual offer for your team: GoFor@Gamified-Training.com. Together with you, we develop concepts how you can support your employees independently of time and location in up to 14 languages simultaneously, worldwide.

Create a new and unique training experience for your employees!



Gamified Training for emotional intelligence

- Identify areas of growth using emotional self-management -

Knowledge and skills:

DEX is a serious business game training that focuses on **practical application**. With the help of the realistic simulations and characters in the gamified training DEX 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.

With the help of realistic simulators, DEX stimulates effective learning by allowing users to practice key skills related to:

- ✓ Self-awareness, empathy, self-control, assertiveness, impact and influence, analytical thinking, coaching, handling pressure, conflict management, and conflict resolution.

Further integrated skills for learning in the Serious Business Game Training:

- ✓ Change management, flexibility, initiative, self-awareness, integrity, and interpersonal relationships.



DEX

Improve your
emotional intelligence
by playing!

Gamified Training for emotional intelligence

- Identify areas of growth using emotional self-management -

Content overview:

In three levels of training, DEX fosters effective learning by enabling users to practice the key skills needed to improve their emotional intelligence:

- ✓ Enhance your ability to recognize and understand the wide spectrum of emotions, both in yourself and others.
- ✓ Learn valuable techniques to manage and control your emotional responses. Gain mastery over your reactions to challenging situations, enabling you to make thoughtful and rational decisions.
- ✓ Learn how to create safe environments with open and non-judgmental spaces.
- ✓ **Step by step**, through case studies and simulations, we will introduce you to systematic approaches that will enhance your emotional intelligence. Consciously train your emotional awareness and interpersonal skills. Encourage genuine dedication, fostering emotional commitment.

Objectives | Why DEX?

DEX is designed for all professional profiles. It is for anyone wanting to learn and apply the skills related to emotional intelligence. The training is applicable and useful in both professional and personal environments.

Thanks to this course:

- ✓ Recognize your emotions and those of others. This awareness allows you to understand how emotions impact behavior and decision-making, fostering better relationships and effective communication.
- ✓ Identify the cause of the emotion and learn how to control and express your own emotions.
- ✓ Gain self-motivation, by understanding your own desires, goals, and values, you can maintain a sense of purpose and drive even in the face of challenges or setbacks.
- ✓ Interpret the emotions of others, you gain valuable insights into their perspectives and experiences. Understanding how others feel allows you to offer authentic support, build trust, and foster meaningful relationships.



Gamified Training for emotional intelligence

- Identify areas of growth using emotional self-management -

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.

