

Gamified Training for nonverbal communication

- The ability to speak without words -

Master core skills on the meaning of nonverbal signals.

Gamification Storyline:

In this Serious Business Game Training, you will take on the role of Didier, a young junior detective in the Paris police department. Didier starts work today in the behavioral analysis department.

On the same day, a temporary exhibition of "Zulu art" opens in a museum in the city. But before the opening, a wallet theft occurs during a private event. Didier is assigned to the case. Using his knowledge of non-verbal communication, he will discover during the various interrogations that this petty theft hides another unexpected robbery.

At Didier's side, enter the world of nonverbal communication and train your ability to read and speak between the lines.

Characteristics of the Serious Business Game:

- ✓ Learn with gamified training didactic methods.
- ✓ **Applicable and practical content for nonverbal communication.**
- ✓ 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 15 languages simultaneously, worldwide.

Create a new and unique training experience for your employees!

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Knowledge and skills:

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

- ✓ Analytical thinking, focus, information seeking, flexibility, effective communication, empathy, assertiveness, problem solving, decision making, teamwork and leadership.

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

- ✓ Continuous learning, coaching, self-awareness, self-control, self-confidence, integrity, balance, initiative, impact and influence, negotiation, interpersonal relationships and customer service.



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Content overview:

In six levels of training, Zulu fosters effective learning by enabling users to practice the key skills needed to analyze and use nonverbal communication:

- ✓ Recognize and interpret nonverbal signals through hands-on exercises.
- ✓ Learn to use nonverbal signals in a targeted manner.
- ✓ Learn the importance of micro-expressions.
- ✓ Discover strategies to identify insincerity and lies.
- ✓ **Step by step**, using case studies and simulations, we will introduce you to methodical approaches that will help you recognize the true emotions of your counterpart. Train your eye for the messages that your counterpart does not express. Use the potential of non-verbal signals as a versatile source of information.

Objectives | Why ZULU?

ZULU is aimed at all profiles in a company, especially those who want to study nonverbal communication in depth and learn about the diverse communication channels, how they differ from each other, draw conclusions and find out how to recognize a lie. This training is designed to help you gain access to the world of nonverbal communication.

Thanks to this course:

- ✓ Learn about the different channels of nonverbal communication.
- ✓ Learn how to evaluate the information conveyed through nonverbal communication.
- ✓ Practice recognizing and interpreting the different indicators of nonverbal communication.
- ✓ Find out how to recognize lies.



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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.

