



GAMIFICATION IN PRACTICE - USING IDEACHEF® METHOD AND TOOL

How can gamification foster your business? Builds engaged teams, develops innovation capabilities and facilitates challenge/problem solving.

Why should I sign up for this one-day training?

- **i)** To understand how gamification principles can influence your business as well as teams and employee engagement.
- **ii)** To develop critical innovation and creative challenge/problem solving capabilities.
- **iii)** To try ideaChef®, a cutting edge gamified approach.



Program

- **09,30 am-10,00 am** Warm up and alignment.
- **10,00 am-12,30 am** Gamification: key game principles that apply to all types of organizational challenges
- **12,30 am-01,30 pm** Networking Lunch
- **01,30 pm-02,30 pm** What is ideaChef® and how it works
- **02,30 pm-04,30 pm** ideaChef® game session - team work
- **04,30 pm-05,00 pm** Coffee break
- **05,00 pm-05,30 pm** Presentation of teams' results and closing remarks.

“Organizations must understand the potential of gamification to design behaviours, develop skills, enable innovation and begin to deploy low-risk applications.”
(Gartner, Inc. - «Gamification 2020: What Is the Future of Gamification?»)



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Registration and Dates

- Contact us to know dates, locations and participation fee.
- **Early bird fee until 10 working days before the session.***
*Participation fee includes full ideaChef® play experience as well as a certificate of participation, lunch, coffee break and a surprise giveaway.
- **Registration form:** <http://goo.gl/forms/LdNhZdvahb>.

Abilities developed during this training session

- Reply to challenges in a more structured way - helps to reach common decisions and conclusions, in the same direction.
- Development and enrich ideas - encourages contributions of all participants in a more balanced way and gather valuable feedback, even from shy and even less communicative participants.
- Create "recipes" that can be implemented - generate results developed by ALL team members and reached agreement on the actions to implement.
- Encourage innovation and entrepreneurship best practices - promote debate and cope with different points of view, take chances, question assumptions, explain things in a different and collaborative open way.

"85% of the tasks in our daily lives will include game elements by 2020" (IEEE, 2014)
(IEEE, 2014)



Testimonials

"I see ideaChef® as an introduction **tool to modernizing organizations needing to expand on innovation and creativity giving the companies its' competitive edge by focusing on developing the company culture with Human Capital being the catalyst.**"

Christina Pettersson | Creative Business Professional | Sweden



"ideaChef® breaks the norm and provides an alternative means to work on new ideas through a game. It's fun, engaging, and provides a sense of competition. **Participants engage fully, unlike a regular workshop or brainstorming session where not everybody expresses themselves and it is hard to come up with a conclusion that is representative of the whole group. At the end of the game, ideaChef provides a final report that creates a clear vision that represents the whole group. I highly recommend ideaChef to help create team spirit and build consensus about the best direction to take.**"

Jan Lindquist | Solution System Manager | Sweden

ideaChef® Training

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