The Thiagi Group, Inc.

Interactive Techniques for Instructor-Led Training

Sivasailam ("Thiagi") Thiagarajan

1-Day Workshop – October 30, 2012 – New York, NY

Thiagi Presents . . .

Interactive Techniques for Instructor-Led Training

Cell phones, Facebook, text, and Twitter – there's a lot of competition for the attention of your training participants! If you don't engage them, someone else will. This one-day workshop will give you the training strategies and facilitation techniques you need to cut through the chatter so your participants can improve their performance.

Part 1. Designing Interactive Strategies

The best way to improve your training is to encourage participants to interact with each other, with the content, and with you. In this workshop, Thiagi reveals five secrets of effective interactive training that is faster, cheaper, and better. Begin by rapidly exploring 60 different training strategies. Later, master additional details of selected strategies:

- Structured sharing that helps practitioners exchange their expertise with each other
- Interactive lectures that enable you to retain control of the session while participants interact with each other
- Textra games that transform your dull, dry handouts and bring them to life
- Simulation games that use inexpensive materials and methods to reflect the realities of the workplace
- Jolts that last for a few minutes and provide powerful insights and concepts

With Thiagi's framegame approach, you will learn how to load your content on to existing templates to create your own games in a matter of minutes. You will also learn how to avoid irrelevant fluff and fun and immerse your participants in engaging activities.

Part 2. Conducting Training Games and Activities

Are you excited about training games and activities but anxious about losing control, wasting time, and being attacked by participants? Based on 20 years of field experience and research, Thiagi shares with you three important secrets of effective training facilitation:

1. Identify seven critical dimensions of activities-based training (including pace, intensity, competition, and playfulness). Learn how to select, maintain, and balance appropriate intensities of these dimensions.

2. Recognize participants from hell and their disruptive behavior patterns. Learn strategies for discouraging such patterns and specific tactics for handling each pattern.

3. Identify the importance of the debriefing process for linking the training game or activity to the workplace reality. Learn a powerful six-phase model for maximizing learning from experience.

Basic Information

What?
Interactive Techniques for Instructor-Led Training

When?
October 30, 2012
9:00 – 4:00 (8:30 Check In)

Where?
Courtyard by Marriott
Upper East Side
410 East 92nd Street
New York, NY

How Much?
$495

By Whom?
This workshop is designed and delivered by Thiagi. No bait and switch.

For Whom?
Trainers, facilitators, instructional designers, performance consultants, and managers

Dr. Sivasailam "Thiagi" Thiagarajan is is Resident Mad Scientist (aka Director of Research and Development) at the Thiagi Group, an organization that helps people accomplish more through interactive strategies for improving performance.

Internationally recognized as an expert in human performance technology, Thiagi has lived in three different countries and has consulted in 21 others.

Thiagi has published 40 books, 190 games and simulations, and more than 200 articles. Thiagi writes a monthly online newsletter, **Play for Performance**. He served as the editor of **NSPI Journal** and **Performance & Improvement** for more than 10 years. He currently edits the simulation/game section in Sage Publication's interdisciplinary journal, **Simulation & Gaming**.

Thiagi has been the president and vice president of the International Society for Performance Improvement (ISPI) and has received 21 different awards and Presidential Citations, including the society's highest award, **Honorary Life Member**.

Thiagi has also been the four-time president of the North American Simulation and Gaming Associating (NASAGA). He has received the **Honorary Life Member Award** and the **Ifill-Raynolds Award** from NASAGA for outstanding contributions to the field of simulation and gaming.