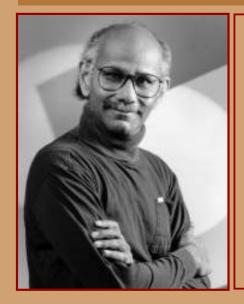
Interactive Training Strategies for Improving Performance



How to Design & Use Training Games, Learning Activities and Simulations

Workshop designer and presenter:
Dr Sivasailam 'Thiagi'* Thiagarajan
Internationally recognised expert in multinational collaboration and active learning in organisations

Gauteng: 5th-7th November 2008, Indaba Hotel, Fourways Cape Town: 10th-12th Nov 2008, President Hotel, Bantry Bay

*Pronounced 'Tee-ah-jee'

Five Features That Make Thiagi's Workshops Unique

Accelerated. Thiagi keeps you totally absorbed with a unique blend of expert presentations, reflective discussions, and **creative** activities

Functional. Thiagi uses the techniques that he teaches. By watching him in action, you pick up several effective strategies.

Authoritative. Thiagi knows what he's talking about. His workshop is based on sound theory, validated principles, and solid experience.

Practical. Thiagi has spent decades in organizational firing lines. He empowers you with realistic tools & techniques for immediate use in today's workplace.

Fun. Thiagi's contagious enthusiasm, inclusive humour, and irreverent flexibility makes you enjoy every moment of the workshop.

Target Group

This workshop is designed for trainers, instructional designers, facilitators and performance consultants. The workshop helps a wide range of practitioners from newcomers to experienced specialists to master skills and concepts related to different types of training games, simulations and learning exercises.

Workshop Description

This three-day Thiagi workshop practices what it preaches. It helps you design and conduct 24 different types of effective training games, simulations and activities. Based on 30 years of field research, these design formats enable you to create training faster, cheaper, and better. You will receive a hefty collection of training games during the workshop and have access to 2000+ web pages and additional games, activities, and facilitation tips.

Programme

Day 1

How to design training games and activities.

- Define training games and activities, distinguish among different types, and specify their advantages and limitations in corporate training.
- Identify the most appropriate training game and activity formats to suit specific performance objectives and participant characteristics.
- Experience, explore, design, develop, evaluate, and revise these types of training games and activities:
 - 1. Structured sharing
 - 2. Creativity techniques
 - 3. Interactive lectures
 - 4. Textra games

- **5. Item Processing**
- 6. Double Exposure
- 7. Card Games
- 8. Board Games
- 9. Matrix Games
- 10. Instructional Puzzles
- 11. Email Games
- 12. Improve Games

Day 2

How to design different types of training simulations.

- Define simulation games, distinguish among different types of simulation games, and specify their advantages and limitations in corporate training.
- Identify the most appropriate simulation game format (from among a dozen alternatives) to suit specific performance objectives and participant characteristics.
- Experience, explore, design, develop, evaluate, and revise these types of games using these formats:
 - 1. Action Learning
 - 2. Structured Fieldtrips
 - 3. Reflective Teamwork & Activities
 - 4. The Case Method

- **5.** Culture Assimilators
- 6. Cross-Cultural Dialogues
- 7. Production Simulations
- 8. Interactive Storytelling
- 9. Role Playing
- 10. Cash Games
- 11. PC Simulations
- 12. Jolts

Day 3

How to conduct training games, simulations and activities.

- Empower participants to determine the scope and sequence of activities in corporate training and teambuilding situations without neglecting the training goals & objectives.
- Make real-time modifications to the 16 dimensions of facilitation to better suit a specific group of corporate participants.
- Employ 12 strategies for preventing negative and disruptive behaviours in conducting team activities with corporate participants.
- Use a seven-stage debriefing model for reflecting on intense experiences and sharing insights derived from them.

Steve Sugar, author of Games That Teach, says, "When I want to create a learning environment or produce a thoughtful discussion, I turn to Thiagi's games."



Andy Kimball, President of QB International, says, "There are two types of training-game designers: there is Thiagi and there is the rest."

Bill Matthews exclaims, "Thiagi's games make me look good."

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Facilitator







Dates and Venue

Course Schedule

Fee

Registration

This workshop is designed and delivered by Dr "Thiagi" Thiagarajan.

Dr. Sivasailam "Thiagi" Thiagarajan is the president of Workshops by Thiagi, Inc which focuses on helping professionals improve their performance effectively and enjoyably.

Internationally recognised as an expert in multinational collaboration and active learning organisations. Thiagi has lived in three different countries and has consulted in 21 others. He has worked with 50 different organisations in high-tech, financial services, and management consulting areas. For these clients, Thiagi has consulted and conducted training in such areas as change management, leadership, diversity, creativity, teamwork, and organisational learning.

Thiagi has published 40 books, 90 games and simulations and more than 200 articles. He currently writes a monthly online newsletter.

Thiagi has been the president of the North American Simulation and Gaming Association (NASAGA) four times and of the International Society for Performance Improvement (ISPI) twice.

"Thiagi's games are always ingenious, easy to conduct, and open to several learning points." – Mel Silberman, author of *Active Training and 101 Ways to Make Training More Active*

"Thiagi's games provide powerful activities that are easily adapted to any learning environment." – Dr Darryl Sink, President, Darryl Sink & Associates

"Quite simply, Thiagi is the most prolific and creative designer of games and simulations in the world." – Glenn Parker, author of Cross-Functional Teams and Team Players and Teamwork

"Thiagi is a master in creating accelerated learning with simulations and games." – Boyd Watkins, President, Interel, Inc.

Johannesburg: 5th to 7th November 2008. Indaba Hotel, Fourways. Cape Town 10th to 12th Nov 2008. President Hotel, Bantry Bay.

Day 1: 9.30am to 5.30pm Day 2: 9.00am to 5.00pm Day 3: 9.00am to 4.30pm

* Refreshments served from 30 minutes before starting time.

R10,000 per person including all workshop materials and refreshments (Vat exclusive).

Please contact Nadine Burns for info and registration email nadine@gateways.co.za
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Cape Town (021) 4616573