

In cooperation with:

Centre for Communication and  
Sales Training PTE LTD



# The Thiagi Group, Inc.



## Interactive Training Strategies

Sivasailam ("Thiagi") Thiagarajan  
Tracy Tagliati



3-Day Workshop: January 11, 12, and 13, 2011  
1-Day Follow-Up/Certification Workshop: January 14, 2011



---

## Interactive Training Strategies

Sivasailam (Thiagi) Thiagarajan

Tracy Tagliati

January 11 – 13, 2011

### 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 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 with additional games, activities, and facilitation tips.

### Objectives and Benefits

#### 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 format to suit specific performance objectives and characteristics of participants.
- Experience, explore, design, develop, evaluate, and revise training games and activities, including the following types:

1. Board Games

2. Card Games

3. Closers

4. Interactive Lectures

5. Openers

6. Structured Sharing

7. Textra 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 characteristics of participants.**
- **Experience, explore, design, develop, evaluate, and revise simulation games using these formats:**

1. The Case Method

4. Jolts

7. Reflective Teamwork Activities

2. Cash Games

5. PC Simulations

8. Interactive Storytelling

3. Interactive Storytelling

6. Production Simulations

9. Training Devices

## 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 and 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.**





---

## Follow-Up and Certification Workshop

January 14, 2011

### Target Group

This workshop is designed for participants who have completed Thiagi's 3-day *Interactive Training Strategies* workshop during the past 2 years (including the workshop conducted during the past three days).

### Workshop Description

Completing this workshop will enable you to conduct Thiagi workshops in your organization. In addition, any activities-based training workshop that you design to meet a set of standards can carry a seal of recommendation by the Thiagi Group. A key component of this workshop is a design clinic in which Thiagi and Tracy will provide personal consultation and feedback on an interactive training activity that you are currently designing (or planning to design). Additional sessions will explore the benefits and responsibilities of being a Thiagi certified facilitator.





This workshop is facilitated by Dr. Sivasailam “Thiagi” Thiagarajan.

Dr. Sivasailam “Thiagi” Thiagarajan is the CEO of Workshops by Thiagi, Inc. and a partner in van den Bergh Thiagi Associates GmbH. Both these organizations focus on helping professionals improve their performance effectively and enjoyably.

Internationally recognized as an expert in active learning, Thiagi has lived in three different countries and has conducted training workshops in 24. He has worked with more than 50 different organizations in high-tech, financial services, and management consulting areas.

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

This is what several experts have to say about Thiagi’s special talents in designing and delivering creative training:

- **Glenn Parker**, author of *Team Players and Teamwork*: “Quite simply, Thiagi is the most prolific and creative designer of games and simulations in the world.”
- **Mel Silberman**, author of *Active Training and 101 Ways to Make Training More Active*: “Thiagi’s training games are always ingenious, easy to conduct, and open to several learning points.”
- **Steve Sugar**, author of *Games That Teach*: “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: “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.”



Tracy Tagliati co-facilitates this workshop.

Tracy Tagliati has led a nomadic life: Born in Mildenhall, England, she grew up as a military brat in Europe, Japan, and throughout the United States. Settling in Los Angeles, CA, she joined the Thiagi Group. Prior to that, Tracy was a VP Mindset Development, and a corporate trainer at Mercury Insurance Group. She is active in ASTD and the International Society for Performance and Instruction (ISPI) (both at the national and the local chapter levels), and is a member of the Executive Board of the North American Simulation and Gaming Association (NASAGA).

#### Five Features That Make This Workshop Unique

1. **Accelerated.** Thiagi keeps you totally absorbed with a unique blend of expert presentations, reflective discussions, and creative activities.
2. **Functional.** Thiagi uses the techniques that he teaches. Just by watching him in action, you pick up several effective strategies.
3. **Authoritative.** Thiagi knows what he's talking about. His workshop is based on sound theory, validated principles, and solid experience.
4. **Practical.** Thiagi has spent decades in organizational firing lines. He empowers you with realistic tools and techniques for immediate use in today's workplace.
5. **Fun.** Thiagi's contagious enthusiasm, inclusive humour, and irreverent flexibility makes you enjoy every moment of the workshop.





---

## What Participants Say About Thiagi's Workshops:

We hit the ground running with an introductory game and didn't stop gaming throughout the course. Lots of fun and lots of ideas which I have already used, modified and had fun and success with in my courses ... even rescheduling my own training two days later so as to incorporate the Thirty-Five Game as a feedback session. It worked like a dream.

**Eileen Küpper**

Lecturer, University of Applied Sciences Bonn-Rhein-Sieg, Intercultural Communication Trainer, Germany

Inspiration, reflection, networking, and above all: Thiagi's wisdom, humor, and warmth. Three enriching days with much more than methods and techniques.

**Irmgard Strach-Kirchner**

Chefredakteurin Südwind-Magazin, Vienna, Austria

An exceptional, intellectual and amazing playful workshop ... Thiagi's expertise, enthusiasm and humor create an ideal learning environment to share and experience new training techniques and methods. A must for facilitators, trainers and those looking for a fun, interactive way to teach.

**Patti Janega**

Consultant, Torino, Italy

During my first day in Thiagi's workshop I gathered ideas and material to substantially and immediately enrich two new business proposals I was preparing – and I remember laughing a lot. The second day was when I really learnt how to drive my clients with content generated by themselves or outside sources that I did not need to master myself – and again I laughed a lot. On the third day, I understood how I might let myself be driven by participants in my workshops – and there was yet more laughter. Three months later, I find myself reflecting to further enrich what was my most engaging learning experience ever – and, yes, I am still laughing!

**Dimis Michaelides**

Business Consultant, Speaker and Magician, Managing Director of Performa Consulting ([www.performa.net](http://www.performa.net))

Coming up with learning activities is one of my greatest challenges. Thiagi's workshop gave me exactly what I needed. The workshop is so hands-on and practical that Thiagi and the other participants helped me design an entire course right in class. My company now uses that course around the world to train its leaders and managers.

**Steve Hayden**

Worldwide Employee Development, Apple Inc., Cupertino, California, USA

Thiagi's Workshop on Interactive Training Strategies in Winterthur was packed full of cutting-edge ideas to engage training participants in learning and retaining essential training goals. I was looking to find new ways to enliven the training sessions I conduct for diplomats and those participating in international negotiations. What I gained from Thiagi were a whole set of new interactive activities and methodologies for teaching these skills. What was unique about this workshop was that he taught us not only frameworks for activities that can be used in multiple ways, but also how to streamline and simplify the training design portion to include your participants in tailoring the design as you go – refocusing “on the spot.” It was an amazing three days, and Thiagi brought out the best in our great group of participants from around the globe. Playing interactive games was never so educational and fun!

**Marianne Goodwin**

President, Goodwin International LLC

Venue

Grand Park City Hall.  
All sessions are held at Grand Park City Hall which is located at 10 Coleman Street, Singapore 179809.

Fees: S\$ 2250

Tuition includes

Course fee, lunch and refreshments, reading packet, printed course materials, confirmation of attendance.

Registration procedure

Participants may send the entire fee or a deposit of S\$ 500 per person. Registrations without a deposit will be put on a waiting list for the requested workshop. Fees are refundable in accordance with the cancellation policy (see below). Final payments are due 30 days prior to the first day of the session. We encourage early registration to assure a place in your workshop. We will accept registrations until a workshop is full or the session begins.

Discounts

If you register before...	3-Day Workshop	1-Day Certification Workshop
November 16, 2010	S\$ 1850	S\$ 350
December 16, 2010	S\$ 1950	S\$ 400

Group Discount

Groups of three or more who enroll at the same time will get a 10 percent reduction of their registration fees.

Cancellation

Refund of fees (minus a \$300.- cancellation fee) will be made after receipt of a written request in accordance with the following policy: 100 % – 60 days prior, 50 % – 30 days prior to the first day of session. Cancellation due to illness or death of facilitator: reimbursement of full course fees. No other reimbursements made.

Important

We recommend early reservation, as the number of reserved rooms is limited on a first-come-first-served basis.

For Further Information

Please email: [ccst28@singnet.com.sg](mailto:ccst28@singnet.com.sg) or [ccst28@gmail.com](mailto:ccst28@gmail.com)

Please call Shann at 68325919 or Stanis at 98522440