

# Course : Leading a creativity workshop with gamification

**Practical course - 3.5 hours - Ref. 9GA**

**Price : 430 CHF E.T.**

Gamification is a method for generating engagement. It will enable you to generate innovative and creative ideas in your future workshops.

## Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Discover gamification concepts
- ✓ Using gamification tools
- ✓ Running a gamification workshop

## Intended audience

Anyone wishing to learn about gamification.

## Prerequisites

No special knowledge required.

## Practical details

### Teaching methods

A hands-on workshop in sub-groups to generate gamification ideas. Use of Gamifi'cartes.

## Course schedule

### 1 Introduction to gamification

- Define the notions of workshop and gamification.
- Presentation of the framework and role of group dynamics in the creativity process.
- Examples of gamification.

### Storyboarding workshops

Presentation of gamification and workshop objectives.

## PARTICIPANTS

Anyone wishing to learn about gamification.

## PREREQUISITES

No special knowledge required.

## TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

## ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more.

Participants also complete a placement test before and after the course to measure the skills they've developed.

## TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

## 2 Gamification workshop facilitation

- Set your goals.
- Building personas.
- Use motivational levers to encourage commitment.
- Generate ideas with Gamifi'cartes.

### Hands-on work

Travaux en sous-groupes pour générer des idées sur la gamification et s'approprier le déroulé de l'atelier.

## 3 Best practices for running a workshop

- Customize your animation.
- Apply the gamification ideas identified.
- Differentiate between physical and virtual workshops.

### Storyboarding workshops

Discussion of best practices in facilitating gamified workshops. Debriefing, questions.

### TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

### ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at [psh-accueil@orsys.fr](mailto:psh-accueil@orsys.fr) to review your request and its feasibility.