

Bruno Hourst and « Mieux-Apprendre » are glad to welcome

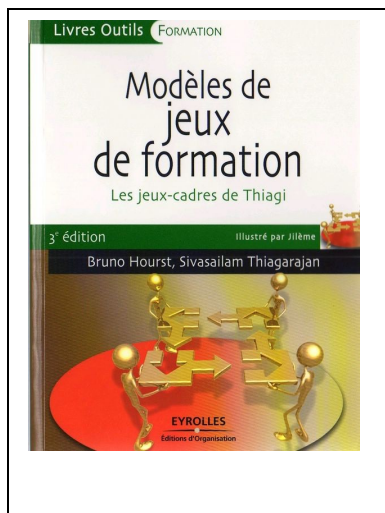


Interactive Techniques Strategies

November 16-17-18, 2010

A Treasure Chest of Games

November 19, 2010



Modèles de jeux de formation

- Les jeux-cadres de Thiagi -
by B. Hourst et S. Thiagarajan
3^{ème} édition Ed. d'Organisation

Who's Thiagi ?

Thiagi is internationally recognized as an expert in learning games for personal and company development. He has lived in three countries, consulted in 24, and worked with more than 50 different organizations.

For these clients, Thiagi has consulted and conducted training in such areas as change management, leadership, diversity, creativity, team work and organizational learning.

Thiagi's Games and Framgames make it possible to design training modules on virtually every topic.

Six good reasons to take part in one of Thiagi's workshop – or in both :

- **rich workshops** : Thiagi keeps you totally absorbed with a unique blend of expert presentations, reflective discussions and creative activities.
- **an immediate return on investment** : you can use what you've learned in the workshops straight away.
- **the master at work**: Thiagi uses the techniques that he teaches. Just by watching him in action, you pick up several effective strategies.
- **authoritative** : Thiagi knows what he's talking about. His workshops are based on sound theory, validated principles, and solid experience.
- **discovery of practical tools** : Thiagi has spent decades in organizational firing lines. He empowers you with realistic tools and techniques for immediate use in today's workplace.
- **a fun atmosphere** : Thiagi's contagious enthusiasm and inclusive humour makes you enjoy every moment of the workshop.



3-DAY WORKSHOP : *Interactive Training Strategies*

Facilitated by Sivasailam (Thiagi) Thiagarajan

Description : This three-day Thiagi workshop (with Tracy as co-facilitator) practices what it preaches. Participants learn new principles and procedures and apply them to creating and conducting different types of learning activities that meet their training objectives, audiences, and needs.

Target Group : Trainers, managers, consultants, and facilitators who work with individuals and teams.

Why This Workshop Is Unique

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

Functional. Thiagi and Tracy use the techniques that they teach. Just by watching them in action, you pick up several effective strategies.

Authoritative. Thiagi and Tracy know what they are talking about. This workshop is based on sound theory, validated principles, and solid experience.

Practical. Thiagi and Tracy have spent several years in organizational firing lines. They empower you with realistic tools and techniques for immediate use in today's workplace.

Fun. Thiagi's and Tracy's contagious enthusiasm, inclusive humor, and irreverent flexibility help you enjoy every moment of the workshop.

Program :

Day 1 An Introduction to the Design and Delivery of Learning Activities

Do you have a love-hate relationship with games and activities? Relax! This workshop demonstrates how to encourage your participants to interact with each other, with the training content, and with you, the facilitator. You begin the design part of the session by exploring 60 different interactive strategies. You learn to rapidly create five of these powerful strategies. In the facilitation part of the session, you learn how to conduct these interactive exercises without losing control, wasting time, and being attacked by participants.

Benefits and Learning Outcomes

Experience, select, create, and modify these types of training games:

- Openers (that set the right tone for your session)
- Structured Sharing activities (that tap into upon the wisdom of groups)
- Interactive Lectures (that add interaction to reinforce expert presentations)
- Textra Games (that are built around reading materials)
- Jolts (that last for less than 3 minutes and provide powerful insights)
- Closers (that bring your session to meaningful conclusion)
- Transform participants from hell to your supportive allies.
- Maximize reflection and insights through systematic debriefing.

Day 2 How To Design and Use Different Types of Training Games and Learning Activities

Can you count the benefits of using games and activities in your training sessions?

Here's a sample list:

- Games and activities attract and maintain the interest of the new generation that is entering the workplace in greater numbers.
- They cater to different types of intelligence and learning styles.
- They blend education and entertainment to keep participants engaged.
- They utilize the proven advantages of active participation.
- Because they provide frequent opportunities for practice and feedback, they produce performance-based learning outcomes.
- They capture the advantages of teamwork and collaborative learning.
- They transform trainers into facilitators.

If you agree with all these statements but you are worried that it requires a lot of skill and time to design training games and learning activities, wait until you experience Thiagi's framegame approach and design an effective training game in a matter of minutes.

Benefits and Learning Outcomes

- Explain the key characteristics, advantages, and limitations of games and activities in corporate training.
- Experience, explore, design, develop, evaluate, revise, and conduct these types of training games:
 1. Board games
 2. Card games
 3. Improv games
 4. Instructional puzzles
 5. Matrix games

Day 3 How To Design and Use Different Types of Simulation Games

Can you provide real-world learning opportunities — without incurring the risks and costs associated with them?

Yes, you can — by using simulations. Because simulation activities are very similar to on-the-job training, they ensure effective transfer and application of what you learn in the workshop to the work place.

- Simulation games provide immediate and realistic feedback.
- They reduce the risk to the players.
- Any inappropriate decision or action during the play results in negative consequences — but only in a make-believe environment.
- Simulation games also provide opportunities for repeated practice.
- You can discover important principles and practices through trial-and-error experimentation.

Different types of effective simulation activities focus on selected aspects of reality. This workshop provides you with skills associated with the design and delivery of a variety of simulation games.

Benefits and Learning Outcomes

- Explain the key characteristics, advantages, and limitations of simulation games in corporate training.
- Experience, explore, design, develop, evaluate, revise, and conduct these types of simulation games:
 - Interactive Stories
 - Production Simulations
 - Reflective Teamwork Activities
 - Role-playing
 - Simulations with Playing Cards

Workshop n°2 *A Treasure Chest of Games*

A Rapid Hands-On Introduction to the Power of Learning Games in Education and Training

Facilitated by Sivasailam (Thiagi) Thiagarajan, Tracy Tagliati, Bruno Hourst & Patrick Dorpmund

Description : This one-day workshop features four international experts in the area of designing and using learning games and activities: **Thiagi, Tracy Tagliati, Bruno Hourst** and **Patrick Dorpmund**. All four facilitators have been designing and using games both with children in schools and adults in corporations, government agencies, and non-profit groups. In today's educational extravaganza, they will use interactive learning techniques to share their best practices, practical guidelines, and experiential knowledge to people who are eager to improve their teaching and training.

The day's activities will be divided into four sections, each featuring a different expert. In all four sections, you will have plenty of opportunities to experience the learning games, analyze their structure, discover how to modify them, and plan to use them in an effective manner. You will also learn how to adapt the tools and techniques to suit your needs, objectives, constraints, and resources. Throughout the day, you will participate in a wide variety of learning games, all of which are flexible, modifiable, and easily usable.

Target group : Persons looking for tools to teach, train, transmit or present information.

Program : **Thiagi *Learning Games: What, Why, and How?***

In this session, Thiagi will explore a variety of reasons (based on psychological research and field experience) that make learning games effective and highly motivating teaching tools, especially for the new generation of learners. You will participate in this exploration not as passive listeners but as active creators. Thiagi will also explore different types of learning activities and how they have special application to different types of learning objectives. During this session, you will learn how to handle resistance toward the use of learning games from administrators, managers, parents, and students themselves.

Tracy Tagliati *PRESTO! - Activities That Are Fun and Quick and Make Learning Stick!*

In this session, you will experience a variety of hands-on, high-energy, 3-minute games and activities that work like Magic to engage, entertain and serve as effective learning tools. Whether you are a teacher or a trainer, you will find games that you can use immediately in your own classroom with any topic, any age group, and any audience. They promise to keep your learners involved from the moment they walk in the door until the moment they leave.

Bruno Hourst *Reformatting training*

When companies invest into training, using up valuable personnel, financial and time resources, they justifiably expect a return on investment. Too frequently, however, in-company training is perceived as insufficient, if not outright dull and a waste of time. No wonder - many a trainer actually does this as a supplementary activity on top of his job, has little time to prepare and no professional support to create or improve on his training programme. This section of the workshop offers advice on how to design sessions to make them interesting and successful.

Patrick Dorpmund *Lively lectures*

At some point in our professional lives, we've all had to do a lecture on some topic. We've all experienced how people suddenly become passive and force us into the role of a radio they are - or aren't - listening to. The phenomenon of passiveness while listening is so well-known that professional presenters even recommend saying the same thing three times: at the beginning of the lecture, during the lecture and at the end of the lecture. Lecture games are just breaking the vicious circle of passiveness: they involve listeners, help them into a more - or even completely - active role. Lecture games signal the end of *Death By PowerPoint*, of the comatose lecture participant, of programmed boredom. The lecture itself becomes something of a dialog that participants suddenly remember, hence improving retention and lecture efficiency.

Witness accounts and quotations of Thiagi game users

« Quite simply, Thiagi is the most prolific and creative designer of games and simulations in the world. » Glenn Parker, author of *Team Players and Teamwork*

« Every time I want to create a stimulating learning environment or start a rich conversation, I think of Thiagi's games » Steve Sugar, author of *Games That Teach*

« There are two types of training games conceptors : Thiagi and the others » Andy Kimball, president of *QB International*

« Since I started using framegames in official commissions, the deputies have become so active I have to slow them down. From taciturn, sleepy, reserved, they have become open, dynamic, enthusiastic... its a thousand times better than Prozac and it's cheaper for the NHS ! » R. L., Calvados Chamber of Agriculture

« Use framegames and interactive lecture as much as you can. Invent, imagine, try... have fun, it's great, for you as well as for the participants » Henri B., trainer

« Inspiration, reflection, team work and above all : Thiagi's wisdom, warmth and humor: three rich days that bring much more than just techniques and methods. » I. Strach-Kirchner, Chief editor of Austrian newspaper *Südwind*

Practical Informations

Language

- Thiagi is Indian, lives in the US, and speaks perfect English. Workshop language is English.
- All along the 3-day workshop, there will be a simultaneous translation via headphones for people who choose it. An intermediate level of English is preferable but not necessary.
- For the one-day workshop, Patrick Dorpmund will provide a simultaneous translation of parts of the workshop moderated by Thiagi or Tracy. No knowledge in English is required to attend.

Fees

Workshop n° 1 (3 days) :

1100 € taxes excluded

Caution : the number of participants is limited for this workshop.

Workshop n° 2 (1 day) :

Professionals : **350** € taxes excluded

Individuals : **120** € taxes included

The amounts include training material and drinks during training. Meals and accommodation are not included.

A training certificate can be provided

Registration

Participants may send the entire fee or a minimum deposit :

- 3-day workshop : 300 €
- 1-day workshop : 100 € (professionals) / 60 € (individuals).

Registrations without deposit will be put on a waiting list.

Payments must be made in Euros.

Final payments are due **October 1st , 2010 at the latest**.

Cancellation

Cancellations will be refunded :

- integrally if 60 days prior to training,
- 50% if 30 to 60 days prior to training.

In case of a workshop cancellation, the whole payment will be refunded.

Times&Setting

9.00 am – 5.00 pm (last day of 3-day workshop : until 4.00 pm)

Résidence Concordia

41, rue Tournefort

75005 Paris

Accommodation

A list of hotels close to the training site is available.

REGISTRATION FORM to be sent with your payment to: Mieux-Apprendre - Inscriptions Formations - 6, Grande Rue – FR 21120 TARSUL

IDENTIFICATION OF THE TRAINEE

NAME : _____ First name : _____ Phone : _____ Mail : _____

Address : _____ Zip Code : _____ City & Country : _____

WORKSHOP :

Name: _____ Dates : _____ 66666 _____

IDENTIFICATION OF THE COMPANY/ORGANIZATION

NAME and address: _____

Zip Code : _____ City & Country : _____ Phone : _____

Activity of the Company : _____

PAYMENT

Total fee

Deposit

Final payment due **October 1st, 2010**

METHOD OF PAYMENT

Cheque to : Mieux-apprendre

Money Transfer :

IBAN						
FR76	4255	9000	1521	0097	3540	172