



## Beyond The Board's unique game-based workshop is available to book now.

Getting the best performance from your key people requires more than traditional procedure-based training. When the environment and challenges can change quickly, you need the ability to assess evidence, solve problems and execute plans with speed and confidence - in other words, *strategic thinking*.

gameAhead™ combines findings from the latest research with our experience and expertise to create a thought-provoking and enjoyable workshop that will immediately build problem-solving and strategic skills. Its unique hands-on, game-based approach ensures attendees truly engage with the material and each other, building team spirit and friendly competition along the way.

Learning outcomes include:

- Understanding different styles of reasoning
- Methods of forward planning
- An appreciation of risk and probability
- Awareness of common errors in reasoning

The workshop can be taken as a standalone unit or as a gateway into our Productivity Program, where we work with you to expand upon particular performance areas you want to grow within your organisation. It also makes an excellent element for a staff "away day".

All materials and resources are provided and remain yours after the workshop to support refresher and reinforcement activities.



## Why Game-based Training?

Table-top gaming has undergone a renaissance in recent years as a counterpoint to the constant distractions of online life, with boardgame cafes and social enterprises offering play in relaxed locations. As well as providing a fun and memorable way to self-learn, the structured competition provided by gaming can cross cultural and linguistic barriers in your organisation, binding teams and fostering working relationships.

Strategic games can be complex or deceptively simple. In either case, they allow individuals to learn about their own problem-solving skills. Because games give immediate feedback and are insulated from external influences, players can try different approaches and discover what works best for them. Moreover, the acts of setting challenges and achieving goals as one improves - at any level of play - is known to be beneficial to physical and mental health.

## gameAhead™ - Delivery Options

gameAhead™ can be delivered in your workplace or at an external venue. All that is required is a suitable room with:

- Seating and table space for the attendees and workshop leader (allow one A2-sized area minimum per person)
- A projection surface (wall, projection screen) and position for a projector and laptop

If you desire assistance with locating and booking a suitable meeting room we can provide this service for a nominal fee.

The course content is arranged into two 4-hour blocks, which can be taken independently or together as a single 8-hour course. The 8-hour course may be taken in a single day or spread out as you prefer. For current pricing, consult our website<sup>1</sup> or contact us.

If you wish to tailor the workshop content or pacing then contact us directly: we will be happy to discuss your needs and provide a quotation.

For highly-skilled individuals who can benefit from taking the concepts and approaches in gameAhead™ to the next level, we recommend our Personal Performance Coaching<sup>2</sup> service.

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<sup>1</sup> <https://www.beyondtheboardtraining.com/pricing>

<sup>2</sup> <https://www.beyondtheboardtraining.com/coaching>

# gameAhead™ - Course Content

Attendees: 4 to 12, even numbers preferred

## Block A (Typical duration 4 hours)

|  |                                   |
|--|-----------------------------------|
| Introduction: Systems of Thinking              |                                   |
| Game One: Ever Upwards                         | Deductive and Inductive Reasoning |
| Games Two and Three: Charge! and Charge Again! | Planning and Context Sensitivity  |
| Game Four: Prisoner Guard and Searchlight      | Analysis and Communication        |
| Game Five: Vikings!                            | Exploration and Intuition         |
| Recap, Q&A and Action Plan                     |                                   |

## Block B (Typical duration 4 hours)

|                                   |                               |
|-----------------------------------|-------------------------------|
| Introduction: The Lottery of Fate |                               |
| Game One: Behind the Door         | When Common Sense Fails       |
| Game Two: Gold and Silver         | Evaluating Evidence           |
| Game Three: Outbreak              | Understanding Clustering      |
| Game Four: Truth and Lies         | Understanding False Positives |
| Game Five: Minefield              | Coincidence                   |
| Recap, Q&A and Action Plan        |                               |

While individual games have been designed to focus on particular learning outcomes, throughout the session the workshop leader works with the attendees to identify instructive elements as they appear. Parallels and applications are explained to improve other transferable skills including critical thinking and personal resilience.





## **gameAhead™ - Workshop Leader**

The gameAhead™ workshop has been devised by Beyond The Board's Process and Gamification consultant, Vince Negri BSc ARCS. With over 20 years of industry experience, Vince has drawn on the latest research in occupational psychology and game-based learning to create a format that works across a broad spectrum of employee roles, from customer service through knowledge workers to senior decision makers.

## **Contact Us:**

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