GAMIFICATION

Description
Find out how to use the game principles in your learning project

Target
This program is intended for learning managers, digital learning managers, coaches, facilitators and training organizations.

Requirements
To take this course, you need to know the basics of learning and have a position in the learning sector.

Technical requirements
To follow the program, you will need a computer (with a camera) and access to internet.

Duration
The program lasts 12 hours spread over 4 weeks:
- 3 virtual classes of 2 hours each
- Digital program (videos and resources)
- Individual work (asynchronous trainings)

Price
The intra-company custom-made programs are invoiced on quotation. Basis: 690€ pre-tax value / person.

Access
The time between the moment you subscribe and the moment when the program starts will vary depending on the availability of our facilitators. You might need to wait between 3 and 4 weeks.

Group size
The intra-company groups must be composed of at least 5 people.

Learning objectives
At the end of the program, you will be able to:
- Use game principles in your learning program
- Explain the main gaming challenges in learning
- Build personas with a playful dimension
- Identify the relevant playful methods according to your learning objectives and target
- Design a gamified learning program

Accessibility for the disabled
Don't hesitate to contact us if you have a disability. We will to our best to adapt our programs to your needs.

Tools and learning methods
Our program is availbale on our LMS platform. In addition to the virtual classes, you will have access to resources (videos, help sheets, etc.) and trainings to practice the skills you will learn during the course.

Assessment methods
The program starts with a self-assessment survey. To validate the program, you need to complete 3 exercises and write an insider's letter that you will send to our learning team. Three months after the end of the program, you will receive the self-assessment survey again to measure your progress

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Program

WEEK 1: ENTERING THE TEMPLE
Discovering the gamification basics
At the end of the module, you will be able to define the main gamification terms and explain the gamification challenges

WEEK 2: UNDERSTANDING THE PHILOSOPHY
Play to learn
Why is playing useful for learning? Find out how playing helps learners engage and what playful methods can be used to reach the learning objectives

WEEK 3: PRACTICING
Explain playful methods
Discover the main categories of playful methods and understand their impact with detailed examples and hands-on activities

WEEK 4: THE FIGHT
Justify your choices
Learn how to justify the storytelling and gamification choices you made based on your learning objectives and target

Trainings

#1 - Identify the game mechanisms in everyday life
#2 - Define your personas
#3 - Design your playful learning activity

Virtual classes

#1 - Play or learn?
#2 - Build an adapted learning game
#3 - Testing created learning games

Facilitator

Mathilde Nasser, Learning Architect at Learn Assembly
After studying humanities and then attending a business school, Mathilde worked in the cultural area before entering the strategic consulting world. What's most important to her is to develop, recognize and transfer knowledge. This is why she completed her studies at Le Bahut (a school specialized in digital learning) before joining Learn Assembly.

Contact & legal notice

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