



gameAhead™ Think in Waves

accelerate your team to great

Think how to think.
Learn how to learn.

Being able to reflect on your own strategies - metacognition - is a key skill in problem-solving and continuous personal development. This interactive workshop uses a mixture of puzzles and two-player games to teach the “Think in Waves” technique, ending with a thought-provoking look into an ancient but unfamiliar game.

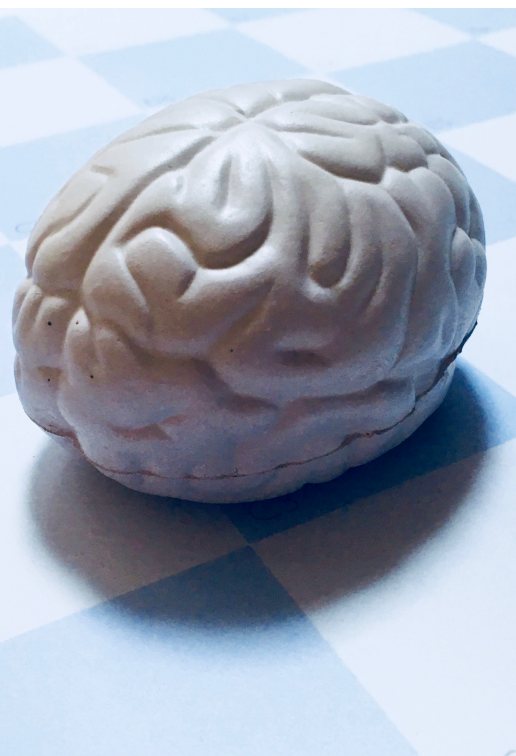
The gameAhead™ format combines findings from the latest research with our experience and expertise to create a thought-provoking and enjoyable workshop that will immediately boost problem-solving and strategic skills. Its unique hands-on, game-based approach ensures attendees truly engage with the material and each other, building team spirit and friendly competition along the way. No previous knowledge is required.

Learning outcomes include:

- Understanding metacognition and reflection
- Identifying the thinking strategies of oneself and others
- Recognition of the value of applying alternative strategies
- 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™ Think in Waves - Delivery Options

gameAhead™ Think in Waves 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 2-hour blocks, which we recommend are taken in a single day with a short break. For current pricing, consult our website¹ 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 Coaching² service.

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

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

gameAhead™ Think in Waves - Course Content

Attendees: 4 to 12, even numbers preferred

Block A (Typical duration 2 hours)

Introduction: Thinking in Waves	
Game One: Ever Upwards	Deductive and Inductive Reasoning
Puzzle: Paint the Floor	Reframing a Problem
Games Two and Three: Charge! and Charge Again!	Planning and Context Sensitivity

Block B (Typical duration 2 hours)

Game Four: Prisoner Guard and Searchlight	Analysis and Communication
Game Five: Vikings!	Exploration and Intuition
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

This 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.

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