



**Games** are selected based on the safety message you want to communicate. Risktec have so far fully developed six games within our overall Game Based Learning (GBL) series;

1. Tipping Point – *Defence In Depth*
2. RiskJet – *Safety Critical Elements*
3. Peak Performance – *Roles and Responsibilities*
4. Building In Change – *Management of Change*
5. Plane Simple – *Operating Instructions*
6. Why Guess? – *Adherence to Procedures*

.....with lots more great games covering other important safety messages in the pipeline!

**Facilitation** of effective GBL sessions is no easy task. They are completely unlike traditional training sessions – that is their beauty! They are highly dynamic and unpredictable situations which have limitless permutations and outcomes. As such they need a facilitator who can thrive in this environment, reacting to all the twists and turns to keep things fun and engaging, improvising with the evolving game to get maximum benefit from the session. This takes great skill and experience and is the reason why we do not supply games for you to use un-trained. As a minimum, we provide “Train The Trainer” training to suitable facilitators selected by you, allowing you to deliver GBL sessions effectively in-house.

**Customisation** is key to the success of GBL. It delivers huge benefits when the games are customised to suit the your business. For “RiskJet”, “Peak Performance”, “Building in Change”, “Plane Simple” and “Why Guess?”, where the analogy is an everyday metaphor, the customisation is primarily limited to the message at the end of the session. For “Tipping Point”, where the analogy is a wooden tower which represents the integrity of a facility, asset, system, project, organisation etc. etc. we can customise this to reflect your operations, activities etc. Customisation can also extend to branding the games with your logo or changing the name of the game to tie-in with a corporate initiative.

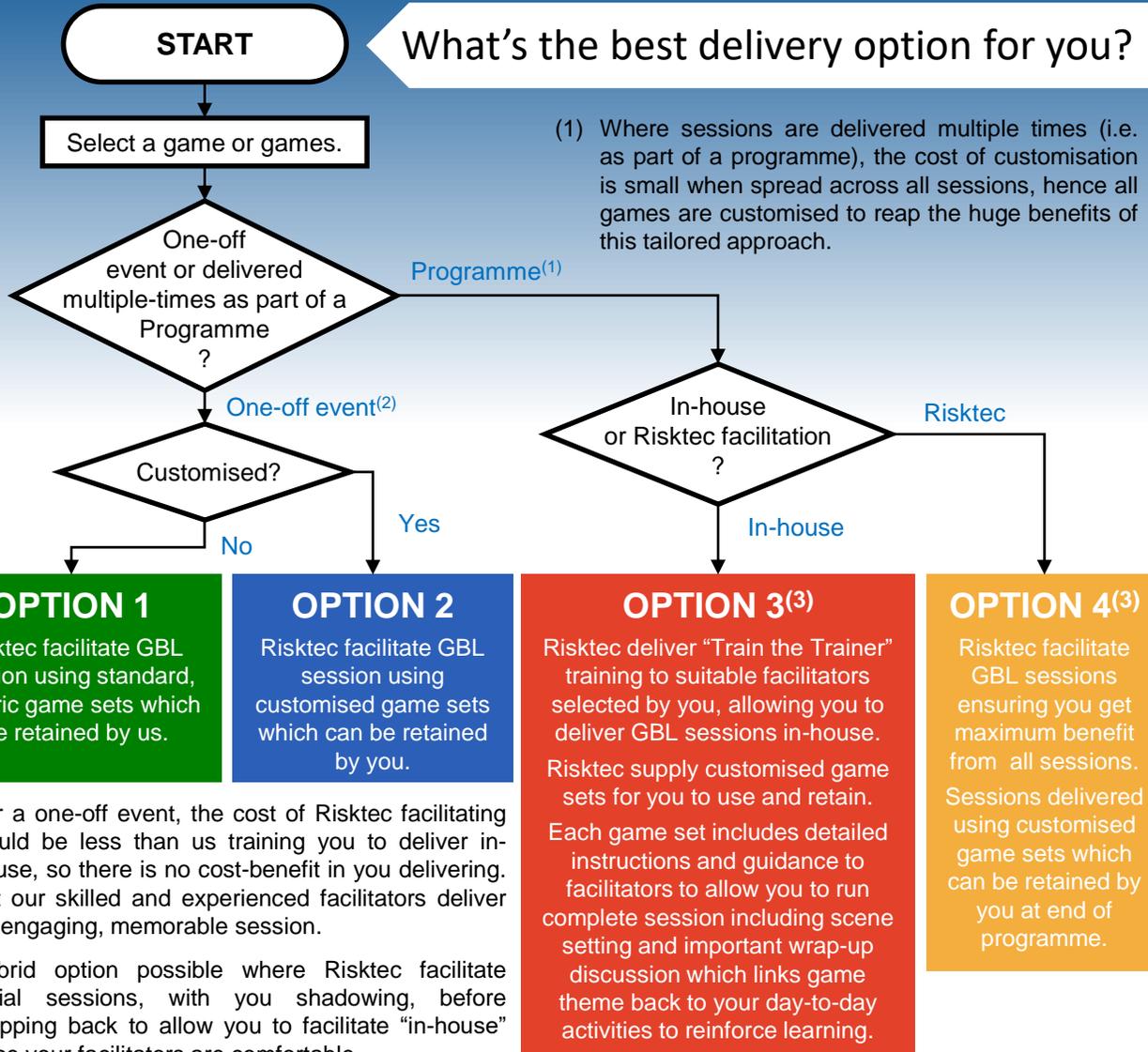
**Delivery** of GBL is extremely flexible. It can be used:

- To deliver a serious message in a short, high-impact and memorable session.
- To provide a diverting, energising break from a traditional classroom session.
- As an entertaining ice-breaker within a meeting, workshop or conference, whilst conveying relevant learning.
- As part of the roll-out of a new initiative or operation.

Each game is delivered in a ~45min session, typically, a 5 minute introduction, 30 minutes to play the game and then a 10 minute wrap-up to discuss how the messages from the game links to your specific operations and activities and the day-to-day roles of your workforce.

**Prices** are dependent on the level of customisation of the game, how the sessions are to be facilitated, the number of sets of games you require and whether you want to retain the games. Please contact us for a bespoke quotation which meets your specific needs.

## What’s the best delivery option for you?



### OPTION 1

Risktec facilitate GBL session using standard, generic game sets which are retained by us.

### OPTION 2

Risktec facilitate GBL session using customised game sets which can be retained by you.

### OPTION 3(3)

Risktec deliver “Train the Trainer” training to suitable facilitators selected by you, allowing you to deliver GBL sessions in-house. Risktec supply customised game sets for you to use and retain. Each game set includes detailed instructions and guidance to facilitators to allow you to run complete session including scene setting and important wrap-up discussion which links game theme back to your day-to-day activities to reinforce learning.

### OPTION 4(3)

Risktec facilitate GBL sessions ensuring you get maximum benefit from all sessions. Sessions delivered using customised game sets which can be retained by you at end of programme.