

W POSZUKIWANIU ŹRÓDEŁ MOCY

ROOT MOTIVATION – MOTIVATION GAME Simulation of motivational task assignment

What motivates one employee, can demotivate the other one. Players of the **ROOT MOTIVATION.** game will learn about that. In each round, the leader must motivate his employee to do a certain task: do overtime work, learn how to use a new system etc.

The rule is simple: The more the leader gets to know his employee (he can do that during the game), the better arguments he can use to motivate him during their discussion. The game allows players to score points for each valid argument, or on the basis of subjective assessment of the employee. The employee makes an assessment of the discussion and rates it.



Benefits for the Players:

- You assign task more efficiently;
- Your motivational discussions are more effective;
- Your choice of arguments is more adequate;
- Your employees are more dedicated in their tasks and their completion;
- You learn what motivates you and your subordinates;
- You learn about the qualifications of your managers;
- Your decisions during the recruitment process are more efficient.

User opinions:

- You can get to know others in "a more regular way". The game builds up a relationship and mutual understanding of people and their needs.
- The game teaches the leaders how to approach their employees individually.
- The game is a source of information, which is valuable for the players: both bosses and employees.



Why New Players Poland?

We an innovative and effective team of business coaches, who have been passionately working with different organizations for 20 years now. We know the problems that can arise in big and small corporations. For many years, we have been training and coaching employees. We also give advices to managements of different corporations and we organize development projects. We are aware that all participants of our training sessions and courses need a change in their daily routines. We understand that we must reinforce what we teach. The best solution would be repeating and revising of all the acquired skills.

We wondered what would help to remember and revise that acquired knowledge in an entertaining and pleasant way, without removing the employees from their workplace and sending them to another two-day training session. What could possibly help to create behaviours in an everyday work?

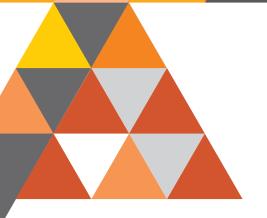
The solution appeared out of nowhere: POST-TRAINING GAMES!

Do you have any questions? Contact us!

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