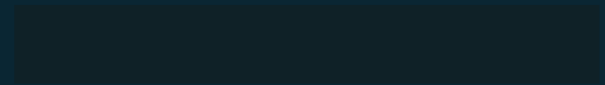


CERTIFICATION IN

# LEARNING GAME DESIGN

KUALA LUMPUR



TRAINING & DEVELOPMENT

AN INTERACTIVE  
LEARNING  
EXPERIENCE

Endorsed by:



# WHY A CERTIFICATION IN LEARNING GAME DESIGN?

There is a lot of talk about games in the training field. There is a growing concern to turn training into an interactive learning experience instead of the traditional information download model. The golden question in the minds of any trainer or content facilitator is "How do I design games and interactive learning experiences?"

## 01 WHAT IS THE CERTIFICATION IN LEARNING GAME DESIGN?

The Learning Game Design Certification is a 3 + 1 Day program endorsed by the North American Simulation and Gaming Association (NASAGA). This is an experiential workshop on using games for a highly engaging classroom training. The program will explore the various frames, mechanics and techniques to quickly create games for learning.

## 02 HOW WILL THIS BE CONDUCTED?

The course format follows the philosophy of 'Learn by playing them yourself!' We will walk our talk so that learners experience the effectiveness of games and see firsthand on how to facilitate them. The certification is only awarded when learners complete an assignment of designing a game for their content and conduct a play-testing on Day 4 of the program.

## 03 WHAT IS NASAGA?

The North American Simulation and Gaming Association (NASAGA) is made up of trainers, instructional designers, educators and facilitators. They have been passionately promoting a playful approach to active learning for more than 50 years. NASAGA members are active across North America, Europe, South America, the Middle East, and Asia where they use their interest in learning games, and fun to improve engagement in order to teach even the most serious topics.

## 04 WHO SHOULD ATTEND?

- ▶ Trainers and facilitators who want to improve the quality of their workshops through an increased engagement and participation of their learners.
- ▶ Instructional designers who want to design content that couples with approaches that fit the current generation of learners.
- ▶ Independent training consultants who want a competitive edge and unique proposition for their topic that makes them stand out.
- ▶ In-house trainers who want to revitalize orientation sessions and internal training.

## 05 WHY SHOULD YOU ATTEND?

- ▶ Learn how to make training an interactive, fun learning experience.
- ▶ Add an edge to your training that will differentiate yourself from the rest in your industry.
- ▶ Explore ways of learning that will be more applicable for the Millennial generation.
- ▶ Make your games more fun and motivate people to learn better.



## OBJECTIVES

By the end of the program, learner will be able to...

- ✔ Convert traditional slide lectures into highly engaging activities.
- ✔ Use learning games in their training to create learner-centered classroom.
- ✔ Experience at least 12 different game-based formats and customize them for their own content.
- ✔ Use a structured approach to craft meaningful debrief for games.
- ✔ Design a prototype learning game that is specific for their content.

# PROGRAM STRUCTURE AND CONTENT

## DAY 1 - 3

### PART I

Explore the concept of interactive learning including designing proper debrief questions to maximize learning. This session will also expose learners to several methods of designing interactive games and activities for learning. Participants will learn through playing those games.

- › Concept of Game Based Learning
- › Experiential Learning Model
- › Facilitation techniques for games
- › 12 types of interactive methods of learning
- › Theory of game design

### PART II

Learn the concepts of game design including the elements that make games challenging and fun. Learners will learn to mix and match elements to create different scenarios that will correspond to their learning outcome. Ultimately techniques to create a game/activity from scratch for a specific learning content.

- › Frames & mechanics in games
- › Selecting game frames to fit content
- › Reverse engineering techniques
- › Experiential Learning Model for game design
- › Linking content and learning process to game elements
- › Certification Assignment

## DAY 4

### PART III

Here is where learners will present their Certification Assignment by putting their design to test and learn from the feedback and ideas from other learners.

- › Play-testing of designed games
- › Feedback and evaluation
- › Gain new ideas through learning as a community

## WHAT WILL YOU GET?

- ✓ Three days of intensive and energizing session to learn about games and simulations.
- ✓ Handouts describing all games and activities that you experience.
- ✓ Membership in the North American Simulation and Gaming Association and access to all its membership resources.
- ✓ A certificate in game design endorsed by NASAGA.



# PROGRAM CONSULTANT

## JEGATHEESWARAN MANOHARAN

Jega is a team effectiveness specialist, international speaker and a game & simulation developer. He has developed several learning games and simulations for adult learning. Being a leading expert in learning game design, he helps clients with culture alignment initiatives and development programs through the use of specifically designed games. His highly interactive games have been used for team effectiveness, customer experience, leadership trainings and have been adopted into induction programs of several organisations. Jega is a Board Member of the NASAGA and the Past President of the Malaysian Association of Professional Speakers (MAPS). He was an invited speaker at the NASAGA Conference 2017 in Reno, Nevada and at the International Simulation and Gaming Association (ISAGA), Bangkok 2018

## MUHAMAD ZAIRULNIZAM BAHAROM

Zairul is a Master Clinical Hypnotherapist recognized under the General Hypnotherapy Standards Council (GHSC) UK. A team dynamics specialist who designs, develops and facilitates team building sessions ranging from mild to extreme adventure based learning. Coupling experiential learning with elements of psychology, Zairul designs learning games that are both fun and engages with the learner on a deeper level of meaning for learning transformation. He has co-developed several simulations that are highly engaging and is frequently used for leadership, sales, team effectiveness and culture change programs . Zairul is currently the President of the Malaysian American Football Association (MAFA) and a member of the North American Simulation & Gaming Association (NASAGA).

## REGISTRATION FORM

Please use block alphabets

Full Name:    
*First name Last name*

Address:   
*Street 1*

*Street 2*

*City State/Province Postal Code Country*

Contact:    
*Area code Phone number*

Email:

Preferred name to be printed on certificate

Certification Investment: **RM3,850.00**

Company name and other details for invoicing purpose:

Send registration to: [team@accordia.com.my](mailto:team@accordia.com.my)  
+603-8075 0386

Endorsed by:



Organised by:

