



CERTIFICATION IN  
**LEARNING  
GAME DESIGN**

**8 - 11 DECEMBER 2025**

**KUALA LUMPUR**

*PURSUING PLAYFUL FOR SERIOUS LEARNING*

# WHY A CERTIFICATION IN LEARNING GAME DESIGN?



Games are transforming the training field, shifting the focus from passive information delivery to dynamic, interactive learning experiences. As this shift gains momentum, one critical question emerges for trainers and content facilitators:

**"How can I effectively design games and interactive learning experiences that drive engagement and retention?"**

## WHAT IS CERTIFICATION IN LEARNING GAME DESIGN?

This is a 4 Days experiential workshop on using games to create highly engaging classroom training. The program will explore the various frames, mechanics and techniques to quickly create games tailored for learning content.

## HOW WILL THE COURSE BE CONDUCTED?

The course format follows the philosophy of 'Learn by playing them yourself!' We will walk our talk so that learners experience the process firsthand and then learn how to facilitate it. Participants will be given the principles and framework that they can use to design their learning games. The certification is only awarded when learners complete an assignment of designing a game for their content, sending a demo video, and completing a video conference assessment.

## WHO SHOULD ATTEND?

- Trainers, facilitators, and educators who want to improve the quality of their workshops and classroom 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 standout.
- In-house trainers who want to revitalize orientation sessions and internal training.

## 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 to the Millennial generation.
- Make your games more fun and motivate people to learn better.



# PROGRAM STRUCTURE AND CONTENT

## OBJECTIVES

By the end of this program, learners should be able to:

- ✓ Convert traditional slide lectures into highly engaging activities.
- ✓ Use learning games in their training to create learner-centered classroom.
- ✓ Experience frame games that they can customize 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.

### DAY 1

- Context Setting - Play to Learn
- Experiential Learning Process
- Kolb Learning Cycle
- Best Practices of Learning Game Design
- Differentiating Gamification, Activities, Games & Simulation
- Debriefing Process

### DAY 3

- Metaphor Activity
- Game Design Cycle
- Converting Learning Outcome into a Game
- Frameworks for Assisting Design
- Crafting Game Instructions

### DAY 2

- Learning Recap Activity
- Frame Game Concept
- Rapid Game Design Process
- Modifying Existing Games
- Intellectual Property Matters
- Game Mechanics and Rules
- Connecting Learning Content to Game Design

### DAY 4

- Prototyping Process
- Play Testing
- Designing for Play Experience
- Using Artificial Intelligence for Design Process
- Post Programme Assignment



Experiential  
Learning Process

Frame Games

Game Design  
Methods

Prototyping

Game Design  
Assessment

# PROGRAM CONSULTANT



## JEGA MANOHARAN



Jega is a team effectiveness specialist, international speaker, and game & simulation developer. He has designed multiple learning games and simulations for adult education, helping clients drive culture alignment and development programs through customized games. As a leading expert in learning game design, Jega's highly interactive games have been used for team effectiveness, customer experience, and leadership training, and have been integrated into the induction programs of various organizations. He has served as a Board Member of NASAGA and is the Past President of the Malaysian Association of Professional Speakers (MAPS).

## MUHAMAD ZAIRULNIZAM BAHAROM



Zairul is a Master Clinical Hypnotherapist recognized under the General Hypnotherapy Standards Council (GHSC) UK and the former the President of the Malaysian American Football Association (MAFA). 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.

## REGISTER NOW

**Certification in Learning Game Design 2025: Pursuing Playful for Serious Learning**  
Master the art of designing impactful learning games that drive engagement and knowledge retention.

**CERTIFICATION FEE RM 4,800**

- ✓ 4 days of intensive and energizing session about games and simulations.
- ✓ Handouts describing a collection of frame games and activities for immediate use.
- ✓ Assessment for certification.



**SCAN TO  
REGISTER**



For further information, contact us at: Phone: +603-8075 0386 | Email: [teame@accordia.com.my](mailto:teame@accordia.com.my)