

Diversity & Inclusion training

Diversity & Inclusion



Why is a sensitization training important?

For a modern 21st century company, the following are key to achieving innovation and competitiveness:

- fair business and human decisions,
- free from prejudice,
- the ability to attract and retain the right talent.

In the face of increased competition, finding and retaining talent is key. The world is changing and moving faster. Homogeneous teams cannot react quickly and effectively. Leaders need to know how to take advantage of diversity to create a company that is more agile, can innovate faster and can go to market faster.

Diversity & Inclusion

What is sensitization training?

A training in which..

- Participants will become aware of their unconscious biases, understand why and when they developed, what their evolutionary purpose is and how they can hinder the success of a leader and his/her organisation today.
- They will gain the strategic insights that will enable them to integrate the benefits of diversity and inclusion, while keeping in mind the economic and financial interests of their organisation.
- Participants will learn both theory and practical applications.

Content



Main elements of the training

- **1.** Hidden prejudices and their development
 - stereotypes
 - conformity
 - victims of prejudice
 - fast and slow thinking

2. What we have to do in the workplace as a/an

- leader
- HR manager
- colleague
- 3. Why are hidden prejudices dangerous to the
 - company
 - victim
 - colleague
 - society

- **4**. Areas of hidden prejudices
 - ageism
 - accent
 - urban vs. rural
 - disability
 - sickness
 - gender
 - racism
 - sexual orientation
 - parenting
 - appearance
 - religion



- Emotionally more balanced employees
- A company can be successful in the long term if it is open and accepting of different approaches
- The ability to attract and keep the right talent
- The ability to create an inclusive company culture
- A diverse and inclusive corporate culture based on innovation

Platform

The system engages users to process the content and boosts their motivation with the following tools and methodologies:

The Games for Business learning platform



External motivation: virtual and physical rewards, badges, tree planting, etc.



Internal motivation: the goal of the system is to involve users in the learning process and motivate them to process the material faster.



Instant feedback: user results and development is continuously trackable and comparable.



Microlearning: the platform motivates learners to use the system repeatedly and play learning games multiple times for more efficient knowledge retention.



Team function: team play created group level motivation, in which users incite each other to complete learning goals.

Implementation



The service includes:

- web-based system
- development of client-specific content
- support and consultancy
- user import/export
- technical support
- cloud-based operation
- analytics
- internal communication plan

Required client resources:

kickoff meeting, handover of client-specific content source materials, approval of final content

Optional client costs:

internal communication campaign



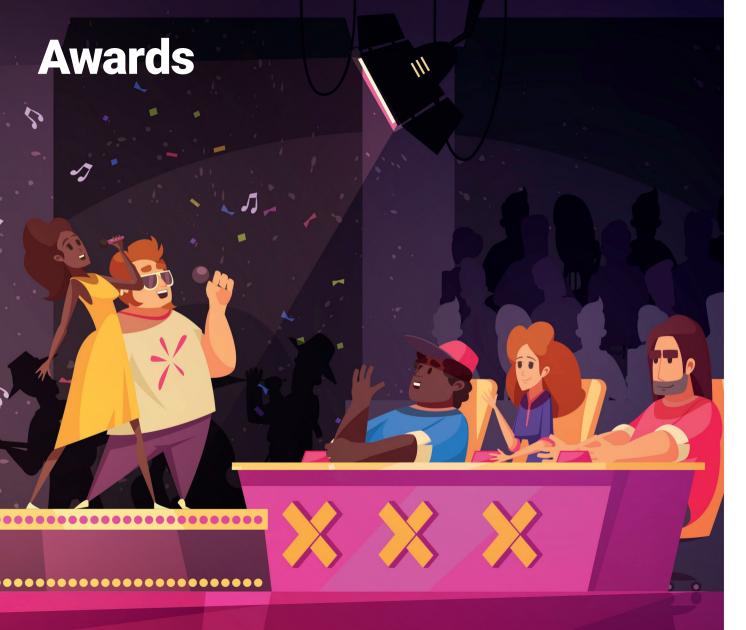
Since 2016, Games for Business has evolved into a key learning solution provider for multinational enterprises.

We are extremely proud that since we have started implementing our platform, we have not lost any client from our portfolio, which includes globally recognized brands such as Coca-Cola, Deutsche Bahn, Generali, HOYA, Intesa Sanpaolo, KPMG, NN, OTP Bank, Telekom or PwC.

Our clients come from several international regions.

We have also established international partnerships in several countries like Austria, Argentina, Italy, Malaysia, Romania, Turkey or the UK.







HCM Excellence Awards

Excellence in Talent Management (silver) & Excellence in Learning (bronze)



The Learning Awards

Learning technologies award (bronze medal) & Onboarding programme of the year (finalist)



Learning Technologies Awards

Best learning technologies project, international commercial sector (silver award)



Comenius-Edu-Media-Award



Engage Awards The Best use of Training (golden award) games for business

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