

ESG

Responsible Companies, Sustainable Future



What is ESG?



ESG (Environmental, Social, and Governance) is an acronym derived from the English word. Meaning: Environmental, Social and Governance. The acronym is a framework that focuses primarily, but not exclusively, on the way companies operate, from a different perspective than before: it examines and evaluates their operations and activities in terms of their contribution to the achievement of sustainability goals.

The framework focuses on a company's environmental performance and aspirations with a view to sustainable economic growth (emissions and their reduction, decarbonisation), its corporate social responsibility behaviour and actions (equal opportunities, employee welfare) and a strong focus on corporate governance (transparency, anti-corruption, ethical conduct).

Corporate Challenge



Our society is becoming increasingly aware of global environmental problems. This also contributes to the question of sustainability in business, for example in relation to service providers and their products: are they produced under ethical conditions? How many pollutants have been emitted during production? ...

The CSRD (Corporate Sustainability Reporting Directive), formally adopted by the European Council, requires **an increasing number of EU companies to report on their non-financial sustainability performance** (with a progressively wider stakeholder base).

It is therefore **increasingly urgent and important for companies to design and communicate their business processes in a sustainable way**. It is therefore essential that all employees are aware of the importance of the topic, the basic concepts and objectives, and the importance of data reporting.

A solution by the Games for Business



Through our training, employees can learn the basics of ESG in a gamified setting. They will familiarise themselves with the most important issues in terms of the environmental, social and governance pillars.

The main value of the training material and the platform is that it helps to understand the importance of ESG in the company's operations, the importance of data reporting and the responsibility of employees in the reporting process.

Educational material Structure



- **Sustainability and ESG basics**
- **Environmental and social issues**
renewable energy, air and water quality, social challenges, transport and inequalities
- **A guide to understanding sustainable corporate governance**
how sustainability impacts on the lives of companies, green strategies
- + **Client and sector specific content**
In addition to the standard training material, there is the possibility to place your own content: your company's sustainability message, strategy.

Thanks to the modular structure of the training, the structure, i.e. the course materials and their sequence, can be flexibly adapted to the needs and preferences of the client.



500 general
and additional customer-specific content on request



Modular content units
Variable on demand



Approx. 6 hours net learning time
without repetitions and activities completed



Practical exercises
linked to the learning topics

Platform



The system keeps the user engaged and provides different solutions to increase their motivation, making the content easier to process:



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



Self-motivation: the aim of the system is to involve the user in the motivates the user to process the information as quickly as possible the learning material as quickly as possible.



Instant feedback: the user can continuously monitor and compare his/her results with those of other users.



Microlearning: the platform motivates users to keep using the system and play as many games as possible, so that knowledge acquired can be retained more effectively.



Group function: the purpose of group play is group-level motivation, where members encourage each other to achieve learning goals.

Implementation



Elements of the service:

- web-based system
- client-specific content creation
- advice and consultation
- import/export of users
- technical support
- cloud-based operations
- analyses
- internal communication plan

Required by the customer:

kick-off meeting, delivery of client-specific content source materials, approval of final content

Optional costs for the client:

internal communication campaign

About us



Our company, **Games for Business Ltd.** has been developing **gamified learning systems** since 2016. In Hungary, we have been **pioneers** in promoting gamification in the **corporate sector**. We have a record of numerous **successful educational projects** and we are constantly working on providing **comprehensive services** to meet the needs of our clients, **from the design phase to implementation and follow-up** - providing continuous support. With our extensive experience in the field of gamification and consultancy, **we help our clients to find complex solutions to their challenges**. We are committed to building **customer-specific, high-quality** training materials because we believe this is **the key to effective implementation and effective learning**.

Feedback from our customers confirms that our **training platform** is not only a pleasure to learn with, but also a **more effective and environmentally friendly tool** than training using traditional methods.

Our clients



Our Awards



HCM Excellence Awards

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



The Learning Awards

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



Learning Technologies Awards

Best learning technologies
project, international commercial
sector (silver)



Comenius-Edu-Media-Award



Engage Awards

The Best use of Training
(gold)

***Make your training processes
more efficient and take a big step
towards the development of your
company and your employees.***

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