



MF & PARTNERS CONSULTING workshop program for the « Journées du E-Learning »: LYON: 23rd and 24th of June 2011

"Training with E-Learning, Training for E-Learning"

Projects and making of serious games in leadership and personal skills: Learn to lead & LEADERCRAFT

Approximate duration: 1h30, from 11h to 12h30, Friday the 24th of June.

We will split the workshop in 2 with a first part concerning the current European research project, Learn to Lead (L2L), and a second part focused on the serious game LEADERCRAFT which we will presented officially, for the first time, during these two days (Workshop and Booth).

We will fit perfectly with the theme of the event since the aim of this project is to train employees from private or public organizations to use Leadership, with the help of a serious game, while training the trainers to use this game. During this project, which will be over at the end of 2011, two different learning styles are planned. The first one is the blended mode which unites traditional training and online gaming all together while the second one focuses only on online gaming (to compare both styles). With the blended mode, trainers will interfere with the group of trainee, at the beginning, in the middle and at the end of the session which is planned to last two weeks. The other mode will not include the trainers but only the game and will take place on the same period of time.

- 1°) Example of training with E-Learning and for E-Learning: The European project Learn to Lead, the making of a serious game in Leadership: Approximate duration: 15 to 20 minutes.
 - Presentation of the project and the partners (including MF & PARTNERS CONSULTING)
 - Objectives
 - Distinction between Management and Leadership
 - Presentation of the first version of the game
 - Results of the first test series
 - Q&A: 10 to 15 minutes

N.B.: gathering of participants 'contact details in order to send them the necessary elements allowing them to play online for free to launch the game.

- 2°) Official presentation of the serious game LEADERCRAFT, the training of personal skills: Approximate duration: 10 to 15 minutes.
 - Objectives
 - Game presentation with the scenario "A difficult move"
 - First use
 - Q&A: 10 to 15 minutes

N.B.: the people interested will be redirected to the booth where they will experience a personalized presentation.

All the documents containing information and communication elements about the projects and the products presented will freely downloadable online.

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