

PIASECKA  ŻYLEWICZ

selective training

Games

Games

Motivation. Inspiration. Communication.

Our public presentations are an opportunity to uniquely and convincingly inspire your employees with an idea important for your organization. It is a chance to motivate your

staff to open for a new belief, or to inspire them to take an approach that is so different from what they used to present. This is also an opportunity to inform them of what is key for your staff and for the whole organization.

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Contact us!

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Games production

————— What is respect in an organization?

The president playing a game with his production line workers – both parties learn to understand the company value of respect on everyday examples. This allows for the whole company to participate in decisions, having assessed how they affect the motivation and the engagement of co-workers.

————— How to show a client that the X+X promotion policy is destructive for a category

After many presentations and analyses our partner has asked as to create and run a game for their partners – huge retail chains. The aim of the game was to show how the policy of instant gratification destroys the business for both sides.

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Games production

———— An engaged manager engages an employee,
an engaged employee engages a client.

This is a game where several hundred of manager working on engagement resources and financial budgets worked out the ways to motivate their teams. This allowed the company to come closer to their aim (clients leaving the store with sense of having received exceptional service). The managers could see which actions empower and which disempower their staff.

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———— A real win-win

Difficult to observe in nature, and even more so in business. How the mathematical games theory can support our sense of ethics? This games teaches teams to cooperate, negotiate with partners and manage emotions better in processes.

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Games are our natural companion at every stage of life. They combine emotions and logic. When we are 20 years old, we play them to square up to others. When we are 35, we meet up our friends at a table, and we build a sense of togetherness not by talking about work and family, but by playing.

Games connect generations and link people of different personalities; they teach through experience.

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Maciej Żylewicz, Poland's champion

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What can you do with us?

1 Give us a clear aim:

e.g. you want everybody in the organization to experience how values translate into behaviour.

2 We will design a game that fulfils this aim.

We will link the stimulation of the limbic brain system to activating important messages – your meaning will be permanently remembered and it will translate into action.

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3 We will deliver the game in a box or we will run the game for you.

You will be able to run the game in the organization on your own (we will prepare your team for it), or, if you want, we will run the game and discuss it extensively.

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Game design time from the moment

the aim is set: 2 to 6 weeks,

depending on the level of complexity.



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