

Play your way to better team
performance:

Building Agile & High Performing
Teams

Design. Launch. Play

FACULTE³
EDUCATE | EMPOWER | ENGAGE

Changing behaviour at the core

We engage learners both emotionally and rationally to move from awareness into behavior change and performance improvement.

By playing a game with team members and being taken into a fictional environment, learners open themselves up to new possibilities and learnings, letting go of their “default” behavior of the workplace and bringing their true selves to the game.



Global companies that have used our learning solutions for **team building events, coaching development program and/or leadership development programs.**

We accelerate **team's performance** through Our Digital Learning Solution “Miki Island”

This is our fun, engaging & collaborative **experiential program**

Why it works?

The teams in Miki Island reflect the learning back @ work:

- Functional Roles in the team
- Common vision and shared goals
- Interdependence of team members
- Communication, collaboration and feedback
- Collaborative decision-making to accomplish the goal needed



The team's performance in Miki Island is directly connected to their ability to demonstrate and apply the behaviors and characteristics of high performing & agile teams!

Learning Outcomes

- **Team Performance:** shared leadership, trust, open and transparent communication, asymmetry of info
- **Agility:** agile learning mindset, iterative decision making, obstacles & setback
- **Strategy & Tactics:** goals, common shared vision, resource management, planning
- **As well as:** Resilience, Innovation, Customer centricity (meeting client's needs), Curiosity

Pricing

\$250 AUD per person minimum 5 players – 3 hours (excluding GST)



At a time when companies are looking for every source of competitive advantage, the workforce itself represents the largest reservoir of untapped potential.

The only way to win is with inspired and motivated employees.

Who are we?

Faculte3 is an education business for business. Our overarching premise is to engage teams to create greater outcomes for the overall organisation. We know that the key to a business's success is not only the great product/service it has, but the people that understand the product/service and the customer it is designed for.

Team engagement happens around collective learning with a topic of interest, a shared sense of purpose; and by using a fun and engaging way to learn. At Faculte3 we pride ourselves on creating a learning environment that not only imparts knowledge in a meaningful way but allows positive actions to occur after the learning is complete.

How do we do it?

We know that businesses have limited time and resources to allocate training, we also know that listening to someone at the front of the room tell you what to do is not the most inspiring way to learn.

We work with you to tap into your team's true potential, providing workshops and simulations on topics that challenge traditional business models - so that you can create a culture of engagement, innovation, discipline, accountability, and high performance.

changing the way we think about work

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the
GreatGame
of
Business®


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Ways to learn with Faculte3

Business Simulation Program – Apples and Oranges TM – running a business takes several factors – from your supply chain to sales team and everything in between. This simulation allows participants in a team to run a fictitious company – filling in the profit and loss and balance sheet as they go and pausing to understand strategic drivers that affect the bottom line.

Who is this for? Any size business that wants their teams to know how their role impacts the bigger picture when it comes to the bottom line. Great for multidisciplinary teams that are often siloed and only see their immediate impact and not how it impacts others. No financial literacy needed to play this game.

Online / in person 4-8 hours

"Apples & Oranges™ successfully supports our efforts to establish a value oriented culture among all employees. That's what will make the difference in performance in the marketplace!" Chief Financial Officer, SBS

Sustainability Simulation Program – A digital simulation that puts the users in charge of running a business with the overarching goals of People, Planet and Profit. Starting with a company report and metrics to achieve, the teams must make tough decisions around what sustainability goals are going to be met and how that impacts their short- and long-term organisational goals.

Who is this for? An organisation that is wanting to start the sustainability conversation within their teams / boards, or get buy in on projects from the internal sustainability managers.

Online / in person 4-8 hours

"Great training, I learnt a lot about sustainability and the complexity of making decisions"
GKN Aerospace Global

The simulations we choose to work with are;



100% Digital & Collaborative



Engaging, Fun & Interactive



Insightful



Anchored in Research

Leadership Simulation – creating high performing teams – this interactive training session takes teams through a digital survival challenge. We give each team player a role to play and create a stressful environment in which the teams need to step up and survive.

Who is this for? Pre-existing teams that may not be high performing due to status issues or new developing teams that have a project to complete in a short time and do not have huge amounts of time to develop a team bond.

Online 3 hours



"The journey brought the regional team together and created an inclusive and connective tissue between colleagues. It was a very immersive and energizing journey to facilitate our teams' key learnings of high performing teams, inclusive collaboration and agile decision making all for performance improvement back at work!" General Manager Microsoft

Great Game of Business – an American methodology that gamifies business - we challenge traditional business models and introduce you to a way of running a business that not only improves business results, but the lives of people who drive those results.



Who is this for? Businesses that want their teams to think act and behave like business owners.

Run inhouse over a week.

The Game hasn't just impacted the financial results. CEO Michael Redman says "The Game has had a huge impact on our culture; the team is more open to learning and adopting new ideas, and they're now connected to the numbers – they can see how they impact the numbers and have started to think like business owners."

Disc Advance - Using the DISC Advanced platform - our Player Profiling assessment gives a deep understanding of the natural behaviours of your team players and how those behaviours play out on the field. Delivered one-on-one or in team workshops, we debrief the results, share stories, and set action plans - building a culture of trust and mutual respect in the process.

Who is this for? Any organisation that wants their teams profiled to measures both the subconscious "real self" and the conscious behavioural styles. This permits evaluation of the impact of the work environment and potential job pressures on the person.

Half day workshops

"DISC ADVANCED® is far superior to the DISC we have been using. The course exceeded my expectations – best training I have had in this role." Tammy McCartney Education Officer