GROUND Powered by EARNING GROUP

Innovative learning platform that combines data, AI & POWERskills to change behaviours & disrupt mindsets

DATA & AI DRIVEN CHANGE: Enterprise programme for data literacy & POWERskills



ENGAGING TALENT FOR DIGITAL FUTURES

We operate in an increasingly digital-first landscape where a lack of POWERskills training and poor data literacy is impeding digital transformation & organisational growth.

Ground Breaker disrupts tired behaviours and outdated notions of organisational structure using game-based simulations.

Coached gaming sessions are designed for, and respond to, your organisational needs.

Employing immersive experience & educational pedagogy, Ground Breaker unlocks deep seated behaviours, developing data skills & capability whilst facilitating a change culture across your organisation.

74%

of workforce feel overwhelmed & unhappy working with data

*Accenture





21%

of gloabl workforce are confident of their data skills, a key enabler to growth

*Accenture

WHY CHOOSE GAME BASED LEARNING

One gaming platform adapts to support diverse business scenarios, providing a personalised learning experience that presents organisational challenges that are both accessible and engaging.

Ground Breaker is fully scalable & offers immersive team-based gamification. 'Active' learners are motivated to 'play' within realtime behavioural environments where retention of key learning outcomes out-strips traditional workplace learning tools.

7%

represents how much of your workforce you need to create a change culture

48%

employees experience higher engagement & improved retention



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89%

improved workforce performance & productivity 72%

workforce find gamification motivating

POWERskills enable change YOUR STRATEGY IS AS MUCH ABOUT PEOPLE AS IT IS ABOUT DATA

Future fit strategies require cross-functional teams to collaborate & create BUT, a lack of vital soft skills & data literacy leads to a disconnect.

This creates conflict and fear that results in resistance to change and blocks the ability to adapt. Ultimately, this leads to failure.

EXPENSIVE FAILURE.

Embrace FLG's unique blend of game-play and coaching to develop your teams cognitive function, essential POWERskills and to deliver complex business concepts.

Create a culture of learning that will emPOWER your teams. with the soft, data, AI and digital skills required to navigate unpredictable futures.

We call these the POWERskills.

ACCESSIBLE

Can be played on different operating systems & inclusive

Development of digital, data & AI literacy that can lead to better navigation and use of technology creating more productive & efficient teams. Development of stress management & emotional intelligence skills, which can support your teams with pressure and challenging situations.

EXPECTED OUTCOMES

EMPOWER YOUR WORKFORCE & INNOVATE INTO THE FUTURE

Enhanced problem-solving and critical thinking skills, which can lead to better decisionmaking and problem-solving skills, applied through realworld scenarios. Opportunities for experimentation and learning from failure, which can lead to greater resilience and build innovative mindsets.

Improved adaptability and flexibility in different situations, which can lead to superior performance & better execution of strategy.

SCANNING

Enhanced awareness and understanding of different perspectives, developing effective communication and collaboration with people from diverse backgrounds.

Data & Al Skills POWERskills Cultural Change

TRACKING PERFORMANCE & IMPACT

The assessment framework and reporting dashboard drives self-awareness, participants can easily identify and close their Data, AI and POWERskill gaps through regular access to the platform and to the Future Learning Group Learning Library.

Your teams progress through various challenges in multiple game-based simulations, both independently and through a number of coached sessions, to build upon their skills whilst changing behaviours & mindsets.

The dashboard can be customised to cater to specific change programmes, address challenges or achieve organisational goals. Leadership will receive regular reports that analyse the data to identify and act upon 'cold spots' whilst anonymising individual data.

TEAM SCORE RESULTS	
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FINGER

SCANNER

	STRATEGY & VISION	There was no leadership alignment process.		The leadership was aligned with a set vision and strategy.		The leadership, vision and strategy were fully aligned with vital few metrics.		
T	TEAMWORK எீடும்	There was little or no involvement of people in the team process.	People were involved to some extent in the team process.		The team accomplished key activities through team structures and processes.	The team overcame obstacles and accomplished key activities through effective teamwork.		
		There was no process of risk and information evaluation.	People gathered, shared and analysed information to some extent.		The team gathered, validated and integrated non-t	The team made data-driven decisions		
Avera Score	S Barnort Estudion &	00 00 00 00 00 00 00 00 00 00	100	The team had set clear enformance objectives and helped each other understand their goal and importance.	The upor a to a		Score	s by Team

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EXPLORER



PATHFINDER



VANGUARD



TRAILBLAZER



GROUND

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GET OUT OF THE VAN LET'S CONNECT

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EMAIL

REAKER

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