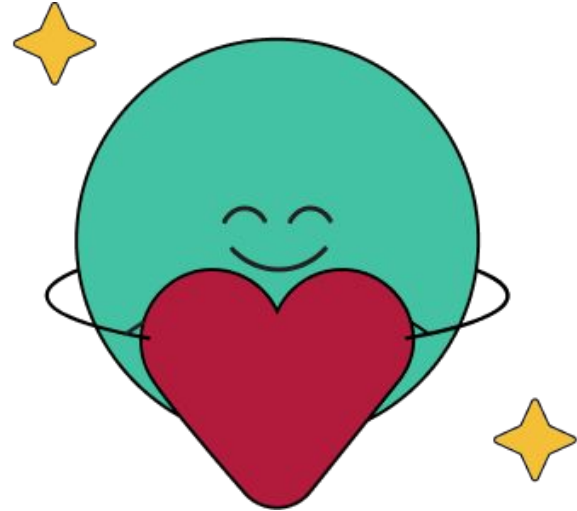


Culture Assimilation





The Challenge

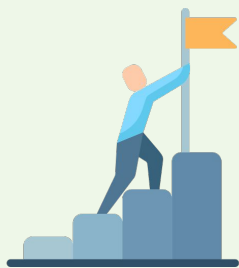


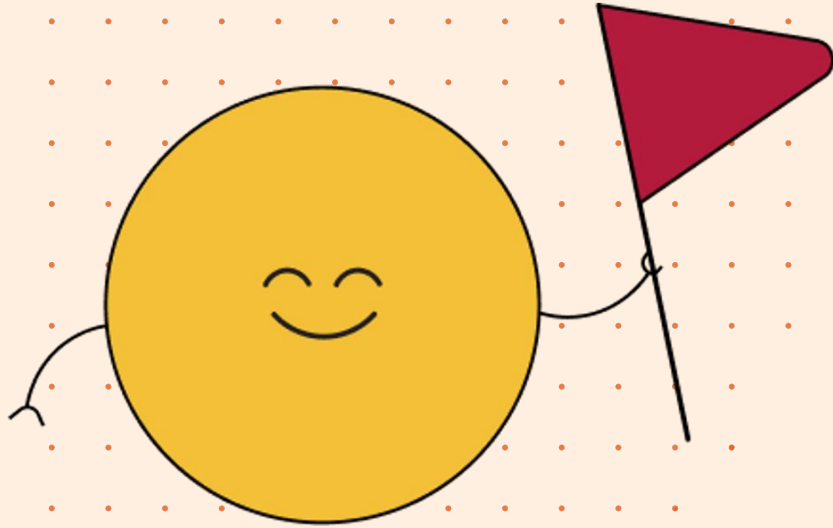
Instilling the culture credo across an organization by:

- Cultivating Alignment with Company Culture
- Fostering Desired Workplace Behaviors

Implementation Challenges:

- Culture is not something that can be taught - it needs to be 'lived' everyday.
- Culture is usually a collection of several elements, not just one. How can all these elements be combined without overwhelming the participants?
- How can the culture credo be cascaded to the employees in an engaging manner?
- What methodology may be used that keep the content fresh, regardless of number of executions of the workshop?
- How can the newly-learned lessons be applied immediately by the participants?
- How can participants determine which cultural competencies take precedence in times of misalignment?

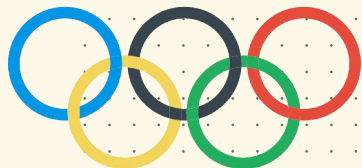




The Solution



The Solutions



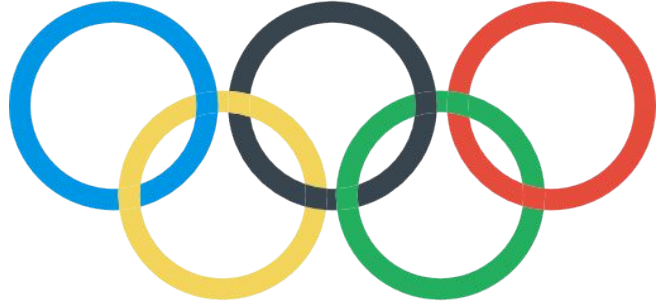
Team Olympics



Finding Sofia



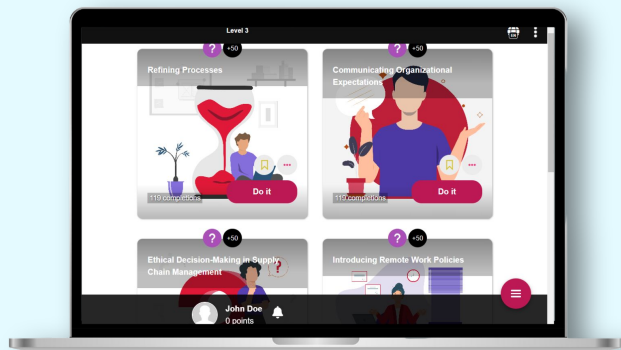
The Awards Night



Team Olympics



Team Olympics



Context:

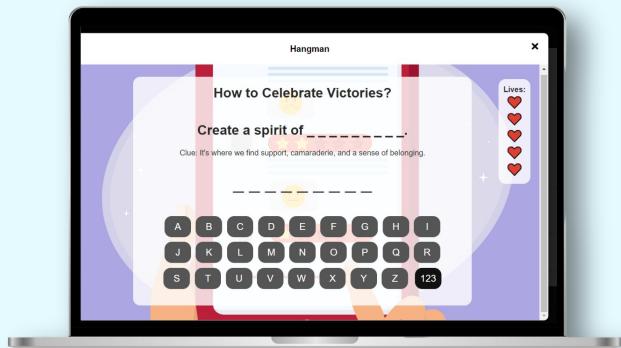
Participants will engage in solving brief scenarios that reflect Organization's values-based behaviors.

Participants will select the most favorable option from multiple options to earn points and value badges.

Each level along with scenarios would also feature game elements such as Hangman, Word Search, and Crossword puzzles making it even more fun and engaging.



Team Olympics



Design:

The activity will be divided into five levels and each level would symbolize the five distinct values.

Participants will be divided into teams to enhance collaboration.

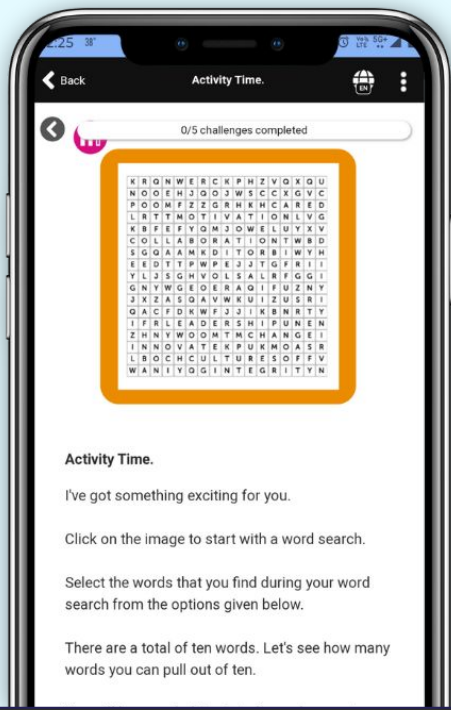
The activity comprises five locked levels, with participants needing to solve scenarios to unlock subsequent levels.



Finding Sofia



Finding Sofia



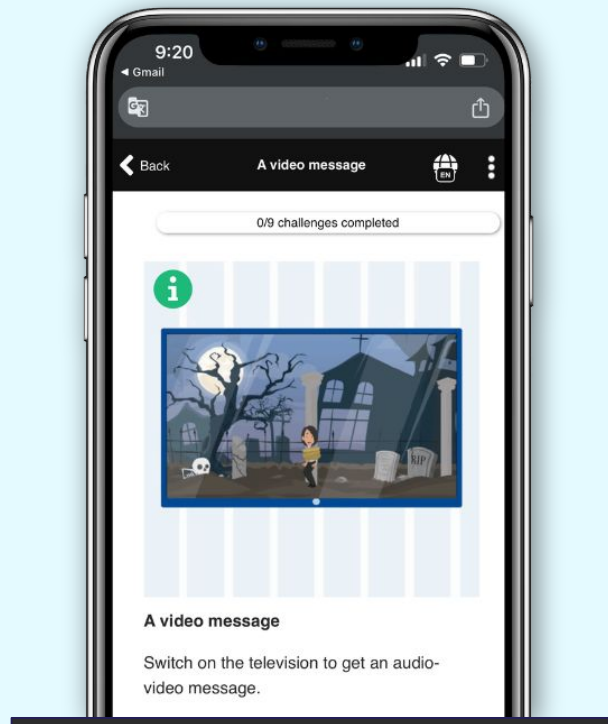
Context:

The activity will be divided into two parts. Part one aims to disseminate information to the participants regarding the values and associated behaviors. Part one will consist of microlearning modules containing quizzes and interactive activities.

Following part one, part two will be a gamified, instructor-led activity serving as a knowledge check. Participants will engage in an escape room activity, putting their understanding to the test.



Finding Sofia



Design

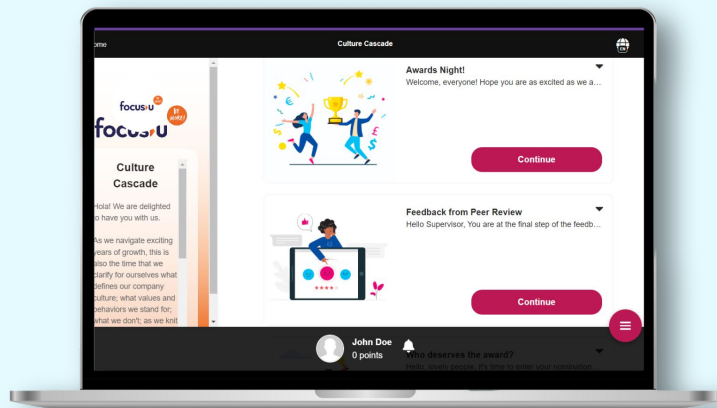
This activity will revolve around a storyline where a virtual character named Sofia, an existing employee of John Deere, greets the participants and assists them in understanding the company's values. However, Sofia suddenly goes missing, and participants discover they must solve clues related to the values and the information shared in part one to locate her.



Awards Night



Awards Night



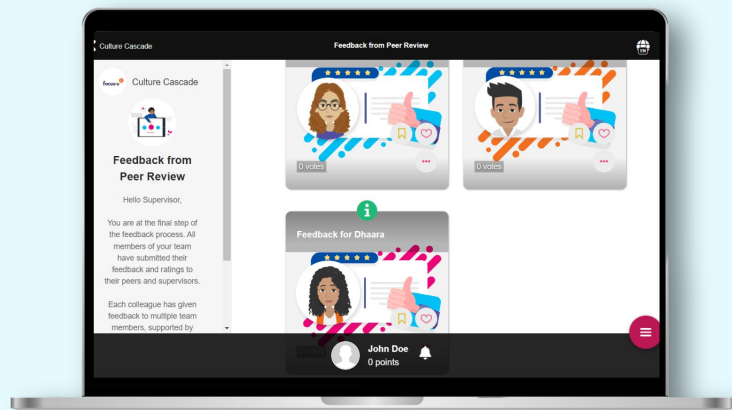
Context:

Participants are required to nominate team members who have demonstrated the right behaviors, based on the organisation's culture, for an award.

To do this, participants need to gather evidence of behaviors worth recognition, present their nomination to their groups and arrive at the final nominations.



Awards Night

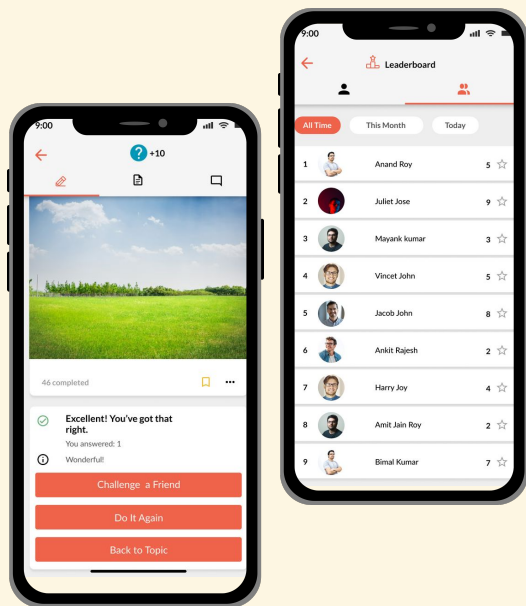


Design:

The activity will revolve around a storyline involving fictitious characters (team members), just as in any other team.

Each of these team members would have their unique strengths and weaknesses that they would display as behaviors in their interactions with other team members in the given situation.

Joyflar App



Platform Availability: Accessible on Play Store, App Store, and Web. Use it on mobile devices and laptops.

Data Protection: Ensures high standards of data protection and privacy with GDPR and PDPA compliance.

Analytics Dashboard: Track engagement metrics, identify pain points, and optimize your onboarding process.

Interactive Learning Activities: Engage with activities like word search, crossword puzzles, and quizzes.

Team Collaboration: Enhances learning experience with team enablement.

Leaderboard Function: Promotes friendly competition with individual and team leaderboards.

Thank You!

