

We are a Serious Games development company based in Bangalore. We build games that help Leaders & Entrepreneurs develop their competencies. Our Leadership Team has 6 decades of cumulative experience in large corporates, including over 3 decades in the Learning & Development and tabletop serious games businesses.



Our Games offer immersive & risk-free environments for Learners to experience, experiment and practice their learnings. The Games initiate behavior change and facilitate transfer of learning to real-life situations. Our Games are facilitator-led with insightful analytics to support contextual debrief at the end of Game Play.

Our Games are online, multiplayer team games that allow Learners to participate from distributed locations, resulting in significant cost savings for Corporates.

SAGES LEADERSHIP ACADEMY

—Creating Impactful Leaders—

SAGES Leadership Academy is a Community Site of LECODE Games that provides content (courses, leaders' interviews, articles, videos, forum discussions, members' interactions and mentoring) aimed at creating impactful leaders.

For more details about SAGES Leadership Academy, please visit www.sagesleadershipacademy.com



LECODE Games

LECODE Games India Pvt Ltd
Bangalore, India

www.lecodegames.com
CIN :U72900KA2020PTC142382

✉ enquiry@lecodegames.com



The Situation

Learners are on a mission to save lives, as they run rescue operations in an earthquake-hit city. Racing against time, each team member has a vital role to play in achieving the team goals.

Team Mission - Search & Rescue

Teams search for and rescue victims from destroyed zones, while facing tricky situations, solving problems on the ground & using their wits to secure resources & save lives

Team Mission - Relief

Teams provide essentials - food, fuel, clothing, shelter to those saved, by revisiting destroyed zones and negotiating with other Teams.

Target Audience

- Individual Contributors and Freshly-minted Managers
- Recommended number of participants : 15
- Game Duration with debrief: 3.5 hours
- Structured as 1-Day intervention

Learning Method

- Online & fast-paced Serious Game with facilitated delivery
- Immersive gameplay; carefully scripted missions, roles and constraints
- Non-judgmental environment to provide psychological safety
- Debrief can be contextualised to work situations
- Facilitates transformative learning

Learning Outcomes

- Working in Teams
- Goal Congruence
- Conflict Management
- Collaborative Problem Solving
- Dealing with Change

