

KN 2: Games Leaders Play on a Mellow Saturday Night!

How Games Can Teach Fledgling Leaders Empathy and Resilience

Content Overview

This presentation will enable you to ensure your leadership development efforts pay off immediately and for at least a decade.

Most fast-growing organizations provide leadership training. However, their training fails to impact their newest employees in the learning environment they thrive in--playing games and having fun!

Growing a deep bench of future leaders gives you a strategic advantage, but sadly, growing and fast-paced companies fail to do this.

Leadership development expert, Ron Rael, delivers solutions you can implement immediately, which result in new leaders becoming competent, capable, and confident quickly.

Key Take Aways

1. Why games teach solid leading techniques especially empathy and collaboration.
2. Why playing games is in the heart, mind, and DNA of younger employees.
3. How game playing instills resilience, flexibility, and emotional stability.
4. How to add gamification to your current leadership development efforts.

Description

Yes, games can and do help employees learn the Art of Leading. For example, experienced leaders know there are no perfect solutions and no easy answers when leading teams and projects; new leaders don't. Therefore, the sooner a new leader understands this, the faster they master being a leader. The right games teach this!

Self-paced learning and lecture-oriented classes are ineffective for teaching the subtlety of leading. Games, however, show new leaders how to take charge and be accountable while building their emotional stability. Remember, your future leaders have enjoyed games since they were in diapers.

Your strategic solution is to incorporate games in all aspects of your leadership training program and to select games which teach leading and grow the players' emotional intelligence, in a culture of fun+learning.

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Internal Details

FLS Step #2 – Experiential Training

Target Audience

Managers and Executives of Fast-Growing Corporations

What do I want them to do?

Commit to using games for teaching leadership and how to fail successfully, for all their new leaders.

What is their pain?

Their young leaders lack resilience, empathy, and other EQ skills leading to poor team effectiveness.

My Solution

Incorporate games in all aspects of their leadership training program and to select games which teach leading and grow their emotional intelligence, in a culture of fun+learning.