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A THREE DIMENSIONAL LEARNING EXPERIENCE TO DEVELOP TOTAL QUALITY MANAGEMENT SKILLS

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The workshop will commence with an introduction by the presenters to the concepts of this powerful learning experience. Our participants will be encouraged to take part in a game and reflect upon its uses and possibilities within a wide spectrum of training scenarios.

The game is a flexible three-dimensional experience, which we hope will have wide appeal and benefits to our delegates.

It is three-dimensional in that it is:

1. Flexible on the number of participants within a range of 6-200.

2. Flexible in the degree of complexity
— different models can be developed.

3. Flexible in time in that it can take from an hour to two months to complete.

Finally, the presenters will evaluate the workshop as a learning experience and the game model as a vehicle for developing total quality management skills.

Time required 1-1-1/2 hours.

We will accommodate as many delegates who wish to attend and those who do will take away with them a powerful learning experience and a good game for their own use.