

THE WORKPLACE GAME TRAINING



Do you want to facilitate the Workplace Game in an organisation? Then a Workplace Game training helps you to organise, play and analyse the game accurately. The Workplace Game encourages open discussion about behaviour in the office environment.

The Workplace Game

The Workplace Game is a communication tool that enables office workers to exchange ideas about the use of their office environment through open discussion. It makes the, often implicit, thoughts about behaviour in the office more explicit. After many years of research and innovation in the field of workplaces, the Center for People and Buildings has developed this tool. Players of the game 'walk across' a floor plan where they encounter four kinds of spaces: Workplaces, Meetings spaces, Support spaces and Other locations. Here, they discuss different situations within three themes: Expertise & Knowledge, Attitude & Behaviour and Values & Norms.

The game can be played at different points in a (re)accommodation process: during ideation, implementation, shortly after the introduction of a new accommodation or some time after the introduction of a new workplace concept. In each of these phases the game plays a different role. The game can also be played with different groups of people: either all the users of an workplace environment, or a selection of users like a project team or the management team.



Training Session

During The Workplace Game Training you learn when and how to use the game in specific cases. It helps you to obtain the best results from playing The Workplace Game. The training itself takes half a day, but can be extended or adjusted to fit optimally to the organisation and the context. It includes a session of playing the game and provides all the background information you need to be able to organise, facilitate and analyse the game in your organisation.

During the training session we address the following topics:

- › Background and development of the game;
- › Experience of playing the game;
- › Context of the game: behaviour in the office;
- › When and how to use the game;
- › How to organise game sessions and to gather data;
- › How to analyse the results;
- › What to do after having played the game.

At the end of the training session we ask each participant to sign our Workplace Game Facilitators' charter. We want to make sure our game is used in the best way possible, so that it can offer the best results. When you have attended the training and signed the charter, you will receive a certificate that makes you an official Workplace Game Facilitator. This also allows you access to extra Workplace Game information and contact with international peers, members of the special LinkedIn group.



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The Center for People and Buildings recognises

JESSICA VAN DELFT

as a

LICENCED FACILITATOR OF

THE WORKPLACE GAME

This certificate is granted with all of the rights, privileges, and responsibilities as described in the accompanying charter.

Certification date

April 11th 2014

Wim Pullen
Director CFPB

Workplace Game trainer

Jessica van Delft
Trainee

Development

The game has already been very successful in the Netherlands. It fits well in the implementation strategy of companies that are adopting New Ways of Working, including more flexible workplace policies. International organisations in Belgium, France, Finland, Switzerland and South East Asia also have taken an interest in the game. The game will soon be available in French and English. If you are interested in The Workplace Game in any other language, we are open to discuss possibilities.

Ordering and Contact

For more information see our website:
<http://www.cfpb.nl/en/instrumenten>
Or contact us!



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