

Nomination: 6539

"Plural," "Idem" & "Inclusion," a trilogy of serious games to reinforce the strategy of DEI in organizations

<b>Page: General Information</b>
Provide information about the company to be considered for the award. If you will be nominating an individual, specify the nominee's employer.
<b>Name of Organization/Company</b> Gamelearn
<b>Additional Contacts</b> I do not wish to list additional contacts
<b>Page: Entry Information</b>
<b>Entry Title</b> "Plural," "Idem" & "Inclusion," a trilogy of serious games to reinforce the strategy of DEI in organizations
<b>Category</b> F01 - F70 Solutions, Implementations, and Training Programs or Media > F50 - F68 Training Programs or Media > F53 - Diversity or Sensitivity Training
<b>Training Programs or Media Submission Format</b> Written Answers
<b>a. If this is a brand-new product, state the date on which it was released. If this is a new version of an existing product, state the date on which the update was released. Required</b> This trilogy of serious games is a brand-new product released on June 26, 2022.

**b. Describe the features, functions, and benefits of the nominated program or media (up to 350 words). Required**

"Plural", "Idem", and "Inclusion" constitute a trilogy of serious games focused on teaching the keys to creating and implementing a culture that promotes diversity, equity, and inclusion, both in the workplace and in people's daily lives.

The objectives of this 3-in-1 course can be summarized in the following ways:

- Promote diversity by adopting an inclusive outlook.
- Raise awareness about gender equality in order to contribute to a productive and equitable workplace.
- Become aware of the obstacles to creating diverse, equitable, and inclusive cultures.
- Adopt practices to create a culture of equal opportunities.

With the help of realistic simulators, the serious games in this trilogy stimulate effective learning by allowing users to practice key skills and competencies related to:

Self-awareness, empathy, balance, flexibility, effective communication, analytical thinking, interpersonal relationships, teamwork, assertiveness, impact and influence, decision-making, information seeking, focus, change management, coaching, self-control, integrity, initiative, continuous learning, leadership, impact, influence, or problem-solving.

As per this trilogy's target audience, it is meant for anyone, especially those interested in:

- . Fostering an inclusive environment in which diversity is recognized, respected, and valued.
- . Becoming an ally of diversity from a leadership role.
- . Managing people and/or organizational culture.
- . Contributing to a more egalitarian, diverse, and equitable workplace.
- . Becoming aware of and challenging their own mental blind spots that stand in the way of full inclusion.

The game-based learning methodology used in this 3-module learning pathway is a combination of three elements:

- Quality content with a strong practical focus that is useful and directly applicable to students' work and personal lives.
- Gamification techniques such as storytelling, rankings, levels, and puzzles that make learning a fun, different experience that truly engages students.
- An advanced simulator that recreates real-life situations so students can practice in a safe and stress-free environment while also receiving personalized feedback and areas of improvement.

Students only need an internet connection to access these serious games through the Gamelearn platform, which can also be integrated into their company's LMS as an additional solution.

**c. Outline the market performance, critical reception, and customer satisfaction with the product or service to date. State monetary or unit sales figures to date, if possible, and how they compare to expectations or past performance. Provide links to laudatory product or service reviews. Include some customer testimonials, if applicable. (up to 350 words). Required**

The trilogy of "Plural", "Idem" & "Inclusion" is part of Gamelearn's serious game catalog, which subscribers have access to in its entirety.

This DEI learning pathway has caught the attention of a number of large, international companies such as Emirates Global Aluminium, Vestas, Michelin, Abbott, and Kyocera. More than 4,000 students have already played (or are currently playing) these serious games since they were released in 2022. 32 organizations in total have trusted this trilogy to train their employees in best practices surrounding an equal, diverse, and inclusive working environment.

The figures obtained are impressive so far. From its players, this DEI trilogy has a completion rate of 84% and has received an average rating of 8.6 out of 10. 99% of users have found these serious games applicable in their daily life and 90% of them would recommend them to a colleague. On top of all that, this 3-in-1 course has achieved an average NPS score of 55%.

Our Admin is full of positive reviews from students who have played Plural, Idem, and Inclusion under a variety of different circumstances. We've included some of the reviews we've received here:

<https://game-learn.com/mkt/awards/stevies/selection-reviews-dei-2023.pdf>

**d. Reference any attachments of supporting materials throughout this nomination and how they provide evidence of the claims you have made in this nomination (up to 250 words). Optional**

Through the following documents and links, we'd like to give you access to content that may help you better evaluate the quality and benefits provided by the trilogy of "Plural", "Idem", and "Inclusion":

Each serious game's synopsis describes the story behind the game, its target audience, and its learning objectives. You will also find a screenshot of how the learning path is introduced on our Campus, apart from the selection of reviews from students that we mentioned above.

Finally, you will access to the full list of Gamelearn's off-the-shelf serious games to put the topics and skills covered in this trilogy into context compared to the other solutions we offer in our catalog of training video games.

**Webpage Link**

<https://www.game-learn.com/en/catalog/> (<https://www.game-learn.com/en/catalog/>)

**Would you like to add an additional webpage link?**

No

**Supporting Document**

Download File (<https://stevies-sage.secure-platform.com/file/16815/eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJtZWRpYUlkIjoxNjgxNSwiYWxs3dOb3RTaWduZWRVcmwiOiJGYWxzZSI6ImInbm9yZm9udC9keFZi3mem3TgWXZEo?inclusion.pdf>)

**Would you like to add an additional supporting document?**

Yes

**Supporting Document 2**

Download File (<https://stevies-sage.secure-platform.com/file/16816/eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJtZWRpYUlkIjoxNjgxNiwiYWxs3dOb3RTaWduZWRVcmwiOiJGYWxzZSI6ImInbm9yZm9udC9keFZi3mem3TgWXZEo?idem.pdf>)

**Would you like to add an additional supporting document?**

Yes

**Supporting Document 3**

Download File (<https://stevies-sage.secure-platform.com/file/16817/eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJtZWRpYUlkIjoxNjgxNywiYWxs3dOb3RTaWduZWRVcmwiOiJGYWxzZSI6ImInbm9yZm9udC9keFZi3mem3TgWXZEo?plural.pdf>)

**Would you like to add an additional supporting document?**

Yes

**Supporting Document 4**

Download File (<https://stevies-sage.secure-platform.com/file/16818/eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJtZWRpYUlkIjoxNjgxOCwiYWxs3dOb3RTaWduZWRVcmwiOiJGYWxzZSI6ImInbm9yZm9udC9keFZi3mem3TgWXZEo?gamelearn-campus-screenshot-dei-learning-path.pdf>)

**Would you like to add an additional supporting document?**

Yes

**Supporting Document 5**

Download File (<https://stevies-sage.secure-platform.com/file/16819/eyJ0eXAiOiJKV1QiLCJhbGciOiJIUzI1NiJ9.eyJtZWRpYUlkIjoxNjgxOSwiYWxs3dOb3RTaWduZWRVcmwiOiJGYWxzZSI6ImInbm9yZm9udC9keFZi3mem3TgWXZEo?selection-reviews-dei-2023.pdf>)

**Would you like to add an additional supporting document?**

No

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I Agree