

PROGRAM BROCHURE

Oct 2024



beyond walls



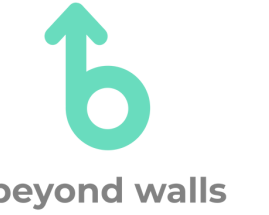
GAMIFIED LEARNING

A range of games and gamified workshops for upskilling!



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A LITTLE ABOUT **US**

At **Beyond Walls**, we believe that learning should be an adventure, not a chore.

Our immersive game-based learning programs are designed to captivate and motivate learners, fostering both professional and personal growth.

We don't just build skills, **we level them up!**

A caped super-hero resides within every learner. We're here to find your superpowers and master them through playful ease!



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OUR VISION

At Beyond Walls, we believe in creating lasting impact on people's lives through creative learning!

Our vision is to empower people with creative confidence and help organizations drive innovation and growth through their people. Our immersive game-based learning interventions focus on converting concepts to habits and skills through outcome based exercises that takes learning truly *beyond the walls* of the classroom.

There is 'no one size that fits all', hence we work extensively with our clients to customise and co-create contextual learning experiences for their teams.

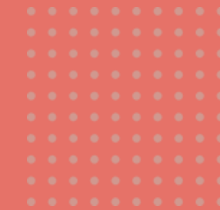
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OUR OFFERINGS



Gamified Simulations

Explore our wide range of digital and physical game-based learning solutions.



Design Thinking Sprints

Use design thinking as a mindset and a tool for empowering teams to drive innovation.



Signature Programs

Explore our one-of-a-kind learning programs that are anchored in creative learning methodologies for deeper impact!



Facilitator Bootcamps

Explore our courses that help in upskilling facilitators to independently run game-based learning workshops.

***This brochure has info on the Gamified Learning. Download other brochures or visit the website to know more about our other offerings.*

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OUR TEAM



NAMITHA VIJAYAKUMAR

Certified Dale Carnegie Trainer |
Strategic Play Evangelist | Design
Thinking Coach



DEEPIKA MURTHY

Wellness Coach | Theatre-
based Learning Facilitator | Art
& Music Therapist



VISHWANATH GURLHOSUR

International Facilitator | OD
Consultant | TEDX Speaker |
IIM-I Adjunct Faculty



RANJANI SANTHANAM

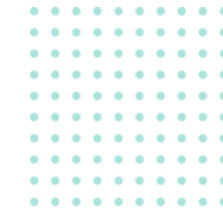
Master Facilitator | Coach |
Game Designer | Lumina
Spark Practitioner

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WHY GAMES?



We believe transformational learning is achieved by unlearning old habits and relearning through real-life scenarios. Our game-based learning solutions are meticulously crafted to provide a safe environment where learners can experiment, fail, and grow—**all while having fun.**

They allow participants to lower their guards, enabling natural behaviours to surface through playful interactions. This approach fosters genuine engagement and deep learning.



Peer Learning



Safe Space



Practical Insights



**Actionable
Frameworks**

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OUR CLASSROOM GAMES

A collection of our most powerful and
immersive learning experiences!





Yes we can!

01

Participants in this game become team members of the 'Yes We Can Company.' They are required to work on a new project for one of their top clients 'YUMCHOCS Pvt Ltd.', who urgently need ideas for the design and marketing of a new chocolate bar. A 'can do' attitude and synergy between different teams are essential to enable them to complete the project on time.



Time



3 hours

No. of Participants



16-25

Mode



Offline

Learning Outcomes:

- Driving & managing change
- Team-work and communication
- Sustaining change initiatives
- Conflict resolution
- Stakeholder communication



Blueprint

02

The Blueprint Simulation is a tabletop simulation that places participants in the construction industry where they work in teams, acting as construction companies to secure contracts and build various structures. The game play emulates the structure and hierarchy in an organisation like : the Manager, Supervisor and Workers. The simulation will test each team's communication, collaboration, trust, strategy, and decision-making skills.



Time



3 hours

No. of Participants



Upto 40

Mode



Offline

Learning Outcomes:

- Trust building
- Communication within teams
- Ownership & Accountability
- Managing authority and influence in teams
- Effective collaboration in teams
- Team strategy and decision-making



New Dawn

03

The New Dawn is a sci-fi based Phygital game (physically run game using a digital platform). In this game the teams race against time to save the Planet Earth from the catastrophic effects of 'Solar Flare' which is predicted to strike in the year 2040.

Game not only brings in a lot of fun and excitement, but also offers some powerful lessons on the importance of collaboration, communication and 'Big Picture Thinking'!



Time



2 hours

No. of Participants



Upto 100

Mode

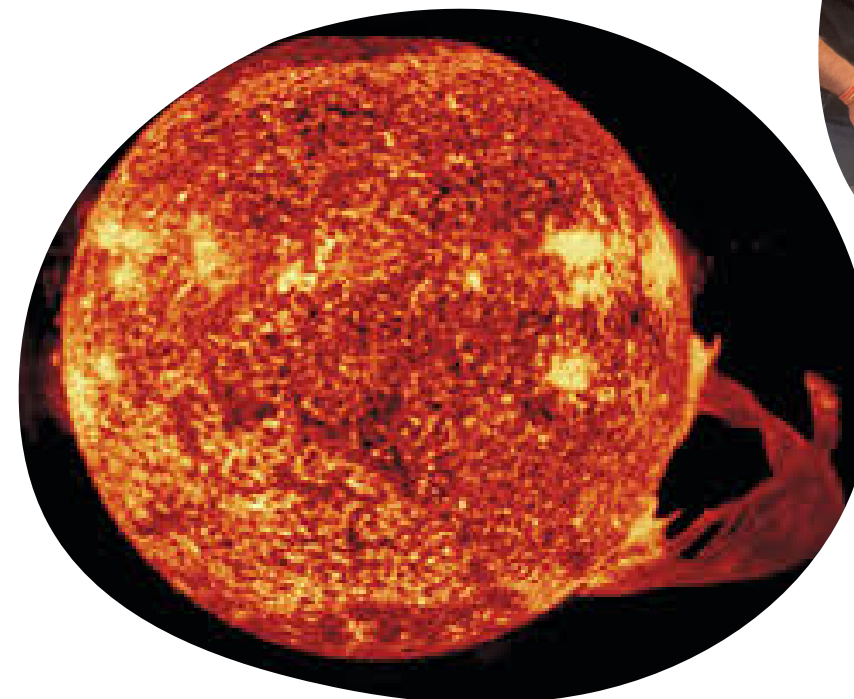


Offline



Learning Outcomes:

- Teamwork & Collaboration
- Problem-solving and decision making in teams
- Inclusive Communication
- Breaking the silos
- Shared Vision and Big Picture Thinking



Mission Possible

04

The game **Mission Possible** helps teams develop solutions to problems while also learning about teamwork, design thinking and innovation.

The game has a hands-on set of tools designed to learn and experience the process of design thinking (more specifically, human-centered design) to create solutions that resonate with the people they want to serve/reach.

The workshop plays like a game to tackle complex challenges around us, using the resources we already have. It relies on brainstorming, iteration, and creativity to get people to think differently about problem-solving and innovation.



Time



4 hours

No. of Participants



Upto 30

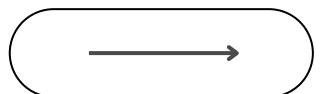
Mode



Offline

Learning Outcomes:

- Creative problem-solving in teams
- Creative confidence and Innovation
- Design. Thinking
- Human-centered design
- Brainstorming and Ideation
- User research



14 Inclusion

05

The board game with set of cards and dice can be played by 6-8 players at a time. It allows the players to choose an avatar (as pawns), step into their shoes and experience the biases, stereotypes and assumptions that gets triggered at various walks of life!

The game enhances awareness and sensitise participants on diversity, inclusion, equity and biases.



Time



3 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Heightened Sensitivity to D&I
- Empathy for Diverse Experiences:
- Safe Discussions on D&I
- Awareness on Biases and Stereotypes
- Myth-Busting about Minority Groups:



Pandemic

06

Pandemic is a cooperative crisis management board game for 5 players. Players are an elite team of Centre for Disease Control (CDC) operatives, tasked with stopping the spread of four deadly diseases.

The players, as a team, must coordinate their actions to stop a global pandemic. A game of Pandemic will have all the players discussing strategy and options together, while making decisions on every turn. If everyone does their part, the world is saved and all the players win.



Time



3-4 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Practice planning and strategic thinking
- Develop norms of communication and decision making within the group
- Understand the consequences of actions, mistakes and decisions
- Practice experimentation and overcoming mistakes at work
- Understand the importance of managing time



Culture Contour

07

Culture can be understood as the collective way people think, act, and interact within an organization. This program aims to provide participants with a framework for their interactions with each other which forms the workplace culture. It's best suited to introduce participants to the idea that culture is shaped by interactions, using the metaphor of different office spaces. The game cards represent different elements in an office, each representing a company value eg. the lobby (inclusiveness), conference room (communication), cafeteria (well-being), townhall (for strategic alignment) etc.

The goal is to develop an office for, your client, in 20 minutes of game play.



Time



3-4 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Understand elements that constitute workplace culture
- Provide framework for workplace interactions through company values
- Empower people to live the values outlined by the organisation.

*The game can be customised as per the org values



Blacklist

08

The Blacklist is an immersive, team-based adventure that takes place in the real world. Participants become elite agents of a Task Force, tasked with unraveling a complex web of intrigue, solving puzzles, and neutralising threats, all while working as a team. The primary goal of this experience is to enhance critical thinking, teamwork, problem-solving, and communication skills among participants as they navigate a series of real-world challenges.



Time



3-4 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Critical Thinking & Problem-solving
- Collaboration & Teamwork
- Breaking the silos
- Strategic Communication
- Connecting the Dots
- Big picture Thinking



Loop

09

Loop is a board game that promotes relaxation, mindfulness and emotional well-being through each uniquely curated activity. It is a guide to self-discovery & balance.

It is a board game with therapeutic activities uniquely designed to calm and guide your thoughts through a fun approach. Art therapy promotes creative expression, emotional healing, and self-discovery through an unique, engaging therapeutic approach.



Time



2 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Enhance well-being by stimulating cognitive functions, fostering social connections, and providing stress relief.



Malgudi Days

10

This simple yet enjoyable learning simulation is about a village in India named Malgudi and its residents. Each house in this village has a speciality. People here rear animals and grow certain trees/plants. The game unfolds when the players have to communicate in teams to solve a puzzle.



Time



2-3 hours

No. of Participants



Upto 30

Mode



Offline

Learning Outcomes:

- Team-work and Collaboration
- Breaking the silos
- Interpersonal communication
- Problem-solving
- Strategising in teams



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OUR VIRTUAL GAMES



When tech, fun and learning meets...





Let's SAIL!

01

The game is about a ship journey, set in the Atlantic Ocean. The teams make their considerations on the basis of incomplete information. You never know what the future looks like. Also finding the right route is far from easy. Unexpected weather comes up and the ship needs to adapt to changing circumstances.

Do the teams stick to their original plan? Or do they look forward and make the best of it?



Time



3 hours

No. of Participants



16-30

Mode



Online

Learning Outcomes:

- Driving & managing change
- Dealing with uncertainties
- Team-work and communication
- Ownership & Accountability
- Leadership





Smash the Box

02

Let's smash the proverbial Box! Participants will play a game of puzzles, problems and tasks. Players need to think out of the box to get answers. Together the team members will brainstorm, challenge each other and come up with many new ideas/solutions. This exercise helps them to break away from tunnel vision and explore new possibilities!



Time



2 hours

No. of Participants



Upto 60

Mode



Online

Learning Outcomes:

- Creative Thinking
- Lateral Thinking
- Brainstorming
- Ideation



So Farm So Good!

03

Farming is often considered the ultimate team activity. You and your team run a farm competing in the GROW Challenge.

Create, build, and nourish the farm of your dreams with your team. You must play your role in your team to perfection keeping in mind all the requisite processes and farm against all odds – natural, economic and political – to turn your farm profitable.



Time



3 hours

No. of Participants



Upto 30

Mode



Online

Learning Outcomes:

- Planning & Prioritising
- Teamwork & Collaboration
- Flexibility & Responsiveness
- Conflict Management
- Decision-making



Tough Deal

04

Participants will take charge of 4 different teams : cricket franchises & agencies. They will try and get the best value for their players or their money in an exciting live game that will include a public auction and private negotiations.

2 Teams are Talent Agencies that have some players on their roster.

2 Teams are Cricket Franchises that want players for the upcoming tournament.

They will have to prepare, negotiation and take decisions to meet the objectives : Get the best deal, Strengthen relationships, Maintain reputation.



Time



3 hours

No. of Participants



Upto 20

Mode



Online

Learning Outcomes:

- Negotiation Skills
- Persuasion & Influencing
- Communication with Impact



Penta Negotiator

05

The participants are introduced to the 'Land of Pentagonists'. To arrive in this land the participants should earn 3 stripes in their passport.

The learners need to complete negotiations with another party at 5 different dimensions. Each time they win a negotiation they will earn a stripe in their passport.

At the end of the game time, if they earn 3 stripes in their passport , they will be granted entry to the Land of Pentagonists.



Time



3 hours

No. of Participants



Upto 20

Mode



Online

Learning Outcomes:

- Negotiation Skills
- Persuasion & Influencing
- Creating an acceptable deal
- Communication with Impact



Time Machine

06

This is a virtual treasure hunt. There is treasure in the past, present & the future. How much treasure can you collect?
Players can choose from two different paths : Easy But Long or Short But Difficult
They have to complete multiple puzzle levels on each path to reach the top.
All team members can match their wits to see who can complete the mission first by solving puzzles. But can team members help each other out?



Time



2 hours

No. of Participants



Upto 40

Mode



Online

Learning Outcomes:

- Team Bonding
- Strategic Collaboration
- Maximizing Productivity
- Breaking the silos



Capable

07

The digital game , 'CapAble' is played in teams, where each team works together to unravel the mysteries/puzzles and break stereotypes around people's abilities and earn points during the process. The challenges posed during the game play will help the players build awareness on common myths around disabilities, learn disability specific vocabulary, explore the barriers faced by the disabled communities and identify solutions for it by being more inclusive while working alongside them.



Time



2 hours

No. of Participants



Upto 100

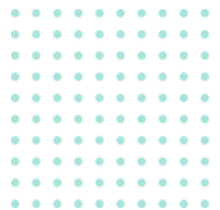
Mode



Online

Learning Outcomes:

- Busting myths on disabilities
- Diversity, Equity and Inclusion
- Building disability specific vocabulary
- Fostering awareness & sensitisation



Sway

08

The participants are locked inside a virtual room, and they need to escape from the room to win the game. The game is played in teams, and they work together to unravel the mysteries, puzzles to break the shackles and escape from the room. The challenges posed to them are such that will force them to think past the biases and break some stereotypical behaviour to find the correct answers. SWAY –is all about biases that sway our actions and decisions, based on the book by Pragya Agarwal



Time



2 hours

No. of Participants



Upto 100

Mode



Online

Learning Outcomes:

- Unconscious biases
- Types of biases and stereotypes
- Broaden perspectives
- Enhance objectivity while making decisions



Play with Pride

09

The players are locked inside a virtual room, and they need to escape from the room to win the game. The game is played in teams, and they work together to unravel the mysteries, puzzles to break the shackles and escape from the room. The challenges posed to them are such that will force them to think past the biases and break some stereotypical behaviour to find the correct answers.



Time



2 hours

No. of Participants



Upto 100

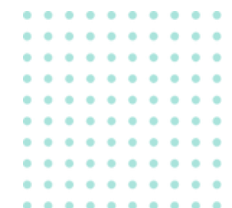
Mode



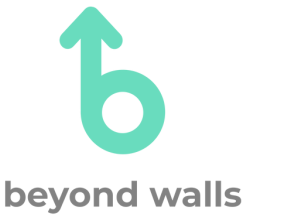
Online

Learning Outcomes:

- Create awareness about the LGBTQ community
- Discover some of the biases faced by the community
- Broaden perspectives
- Ways to practice inclusivity at workplace
- Enhance objectivity while making decisions



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OUR CLIENTS

We are committed to understanding our clients' unique needs and providing tailored solutions that exceed expectations.



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