Leading Change
A Simulation with GlobalTech

Change is Certain. Buy-In Isn’t

Creating buy-in is difficult work. Organizations that are good at change are able to align people around new ways of doing things in response to opportunities or threats. Those who master it build resilience and an enduring competitive advantage.

One Year of Experience in One Day…

You work in teams to help GlobalTech navigate a change in their strategy. Some of their employees think this change is great, some are on the fence, and some are completely opposed. Given a timeframe of 18 months and budget of $500K, your team will create a change plan aimed at boosting the level of buy-in from the current level of 6% to over 60%. The future of GlobalTech rests in your hands. Good Luck!

Key Features:
- Innovative, interactive, immersive
- Embedded gamification
- Webified
- Real-time feedback
- Collaborative & competitive
- Cross-Model (Kotter, ADKAR, etc.)
- Mastering change requires practice
- Like the real world but without the scars!
- The right tool for the right time!
Agenda: 1 Day Workshop

1. Introduction (30 min) Large Group
2. Current State Assessment (60 min) Simulation Teams
3. Leading Practices (75 min) Large Group
4. Build Change Plan (60 min) Simulation Teams
5. Implement (& Refine) Change Plan (60 min) Simulation Teams
6. Debrief (60 min) Large Group