

Card games by thiagi

Thiagarajan, Sivasailam, author

Deskripsi Lengkap: <https://lib.ui.ac.id/detail?id=20441341&lokasi=lokal>

Abstrak

Create 30, learner-centered games in five key training areas: performance, communication, teamwork, leadership, and diversity.

With a single deck of cards, a timer, and a user's guide, you can mix and match games to create a unique, fun, and customized learning experience. Participants are encouraged to be creative while they learn with open-ended questions and unpredictable tasks. Watch as excitement and motivation for training skyrocket as learners scramble to complete their cards.