

Gaminar.net

Fernando Mendes



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Executive Summary

With the pandemic, facilitator-led corporate training was pushed to virtual platforms and many companies and freelancers were not equipped to deliver experiential learning online.

Gaminar.net is a platform that enables educators to deliver serious games, business and soft skills simulations online providing a seamless experience both for Facilitator and Participants.

Gaminar.net now has over 800 users who deliver gaminars and simulations to their clients taking their virtual sessions to a higher level of engagement and training effectiveness.





The Need

Many corporate training companies were going out of business when all the face-to-face training were canceled, and clients started to move quickly to self-paced learning solutions.

Although facilitator-led training enables much more peer-to-peer learning, the resources to deliver engaging learning sessions online were either not there, or the know how to use the few that were available was nonexistent.

We all had to learn a new way to perform online as we presented face-to-face, and that process is still happening.

Gaminar.net was launched in December 2020.

Their mission is to enable individuals and organizations worldwide to spice up their webinars and virtual facilitator-led learning programs.

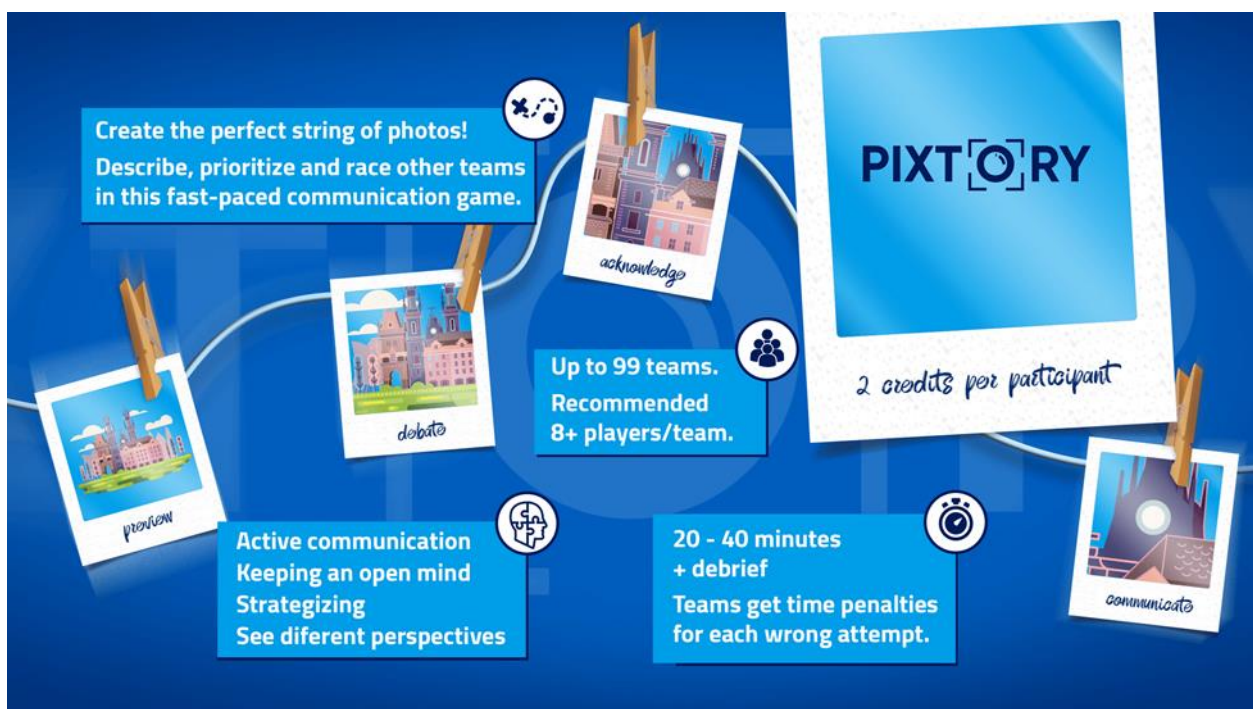
They have now over 800 users, 95% of which are based in Europe and Asia.

“ I realised that I reacted in the digital game in exactly the same way I would have reacted in person.”

Alison Coates
ReVo Consultant, South Africa

The Design Process

We started by replicating some of the most common experiential learning activities and how to replicate those online making sure the user experience to be smooth and effective.



We started with Pixtory, which is an image based powerful communication game for teams.

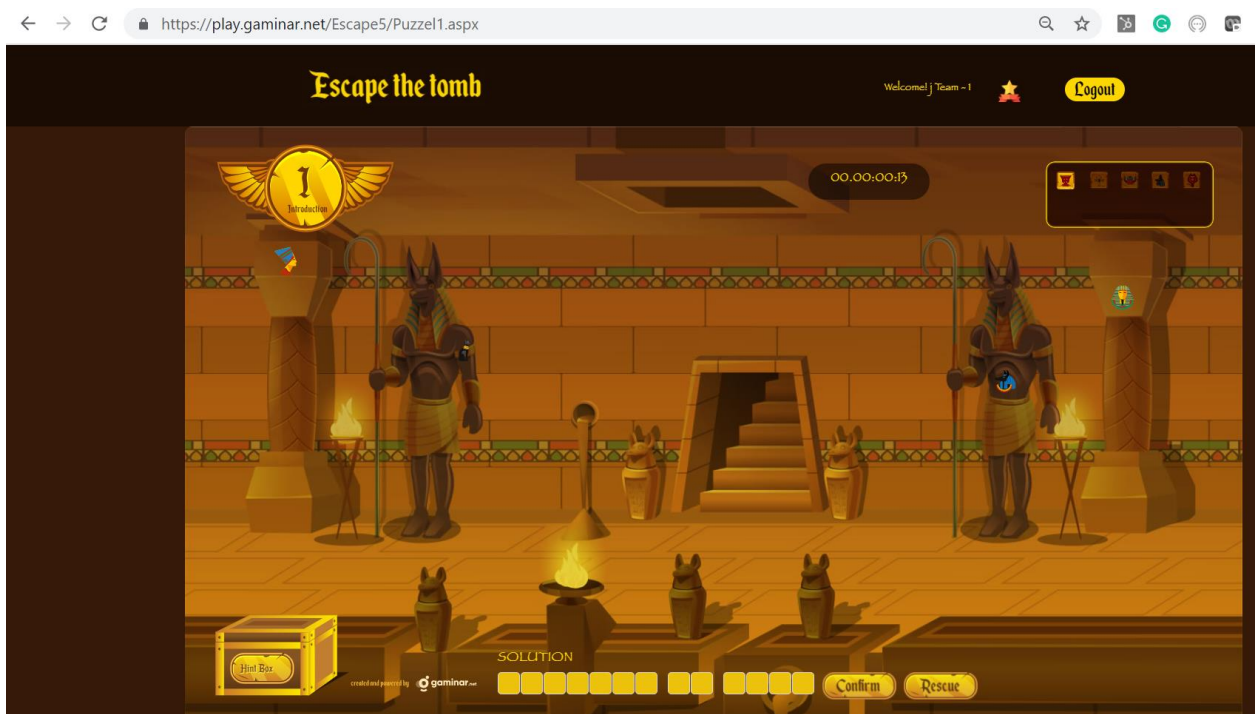
It was crucial that our games were developed by a team that included experienced Facilitators, learning designers together with developers which had to understand each game and it's learning objectives.

The Design Process

The first 3 gaminars we developed were based on activities that were commonly delivered face-to-face, so that Facilitators could easily understand the activity and would just need to adapt to the mechanisms of delivering those online: Escape Games, Pixtory, Expressive and Replica.

We then started developing new activities like Diamonds or ExSELLence, which are new.

And we are now in another stage where we launched customizable games. Our users can now, for instance, design their own Escape Games.



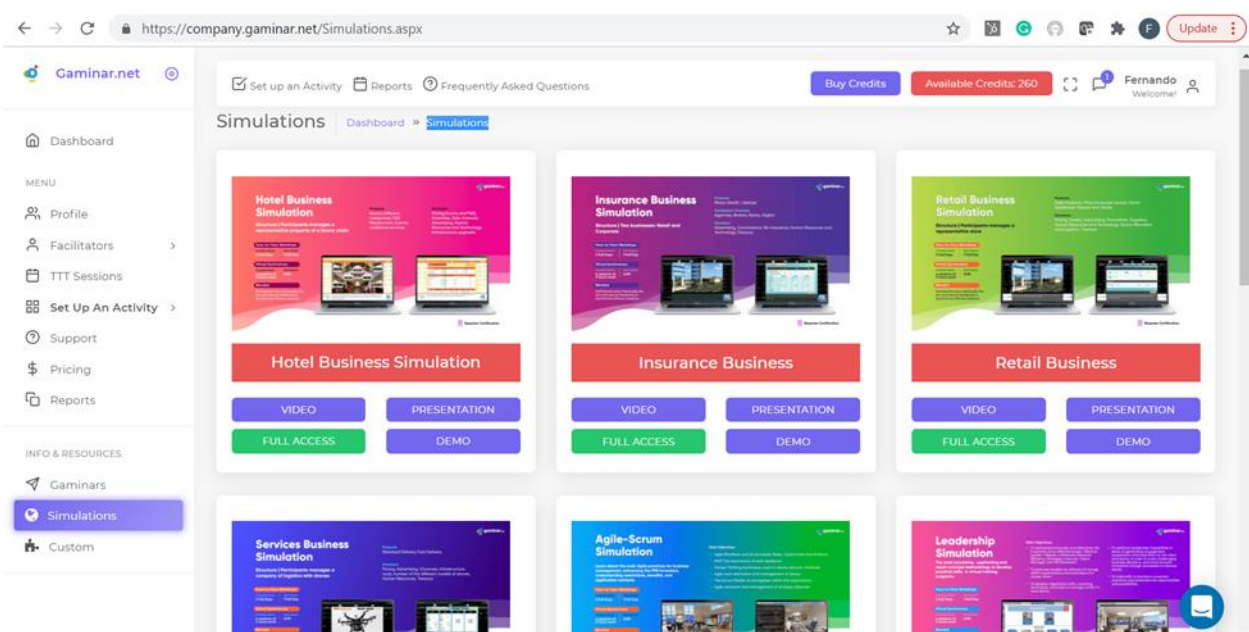
The Results

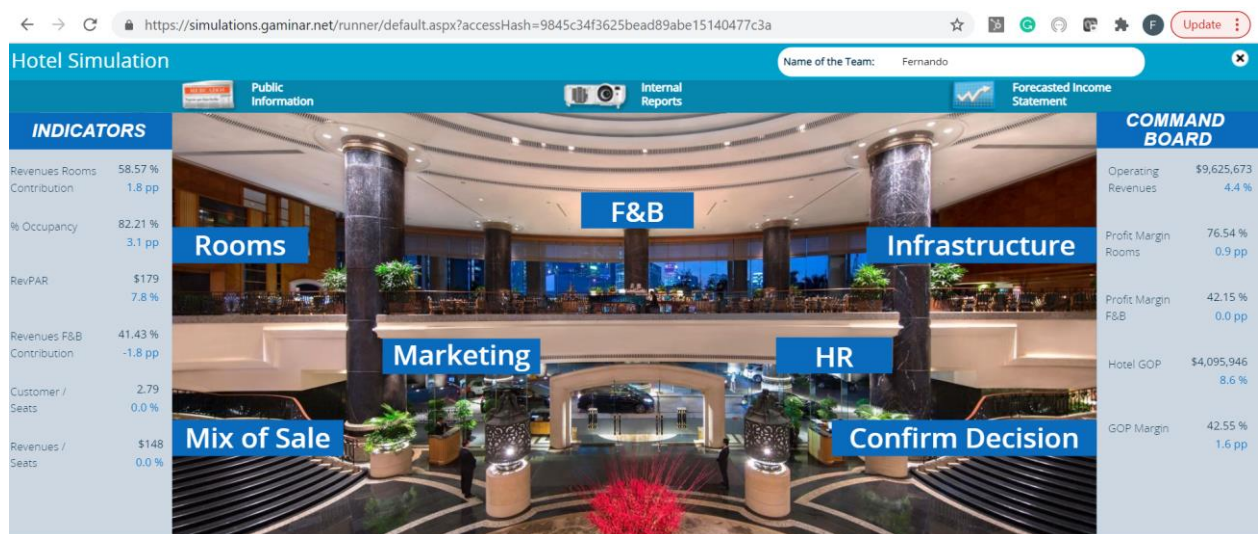
Gaminar.net wants to reach to 2000 users by the end of 2021. All their users are L&D professionals.

They now have 10 Gaminars and 14 Business and Soft Skills Simulations. The objective is to get to 14 Gaminars and 30 Simulations at the end of 2021.

One of their main goals is to launch more “Customizable Gaminars”, in which users cannot only deliver what was pre-prepared but can become Designers also and adapt games to their client needs.

One thing they are very proud of is the value of the community of users. Gaminar.net has around 100 users which share best practices on a regular basis. They plan to set up a platform to enhance that even further.





“Gaminar is absolutely the best platform for interactive learning exercises on-line! I use it on at least a weekly basis and could not manage without it! It’s also the best value with a pay per play pricing model. Every facilitator who wants learning experiences on-line to be engaging needs an account!”

Shirley Gaston

Award-winning facilitator, speaker, experiential learning expert, leadership developer, United Kingdom.



Fernando Mendes

Fernando is a highly motivated and enthusiastic learning and development professional with over 20 years of experience in Organizational Development projects across Africa, North America, Europe and UAE.

Passionate about learning he is the author of the Book "Start IUPI", a manual for teachers and parents on how to leverage entrepreneurial skills using simple and pragmatic games and exercises.

He is a trained stand-up comedian, and he brings his art of story telling and performing into his training sessions, thereby making the sessions highly interactive and enabling higher learning retention. Experiential learning is Fernando's playground, discovering new ways to re-connect people with learning processes that are exciting, challenging and effective to impact self and their organizations.

Fernando has served as CEO of Q21, the leading mystery company agency in Portugal for over 8 years, helping companies such as Vodafone, BP, Intermarchê, Santander Bank, and more to enrich their customer experience journeys.

He strongly believes in nurturing 'entrepreneurial mindset' in people, where they start thinking as enterprise contributors and take complete ownership and accountability of performance culture at individual, unit and organizational level.

Fernando believes it's people's Will, more than their Knowledge that makes the difference today where information is so easily accessed. Transforming and changing paradigms is today's name of the game.

Being one of Gaminar.net co-founders, he is also the CEO since it has been set-up in August 2020.



Level Up your corporate learning and development programs, employee onboarding, training, or adult classroom with gamification – a cutting-edge strategy to motivate and engage employees, customers, and students.



Hosted by Monica Cornetti, CEO of Sententia Gamification and Gamemaster of GamiCon.

Monica's guests include L&D Professionals, Adult Educators, and Platform Providers who give you tips, tools, and techniques to add immediately to your training, talent development, leadership, and employee engagement toolbox.

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