

**THE AI-DRIVEN DIGITAL
ROLE PLAY
METHODOLOGY
STRIPPED BARE!**

ABOUT US

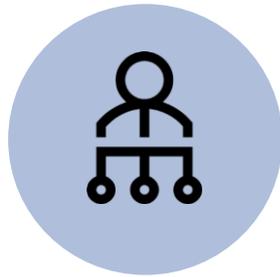


Andrea Laus
CEO
Lifelike Interaction

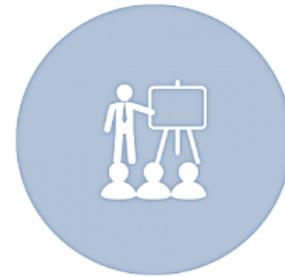


Matteo Malatesta
Head of Business Design
Lifelike Interaction

ABOUT YOU



HR Manager



L&D Professionals

GOALS



At the end of this webinar you will be able to:

- **Understand** what digital role play is and how it can help corporate L&D professionals deliver effective and practical soft skills learning strategies
- **Evaluate** the main characteristics to look at when selecting a digital role play as a platform to deliver new and better digital learning services
- **Recognize** the leading advantages behind this new learning strategy as reported by early adopters



AGENDA

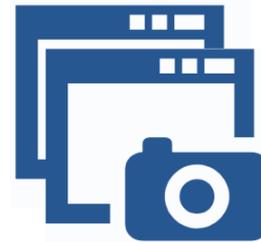


- PART 1
LEARNING BY DOING & DIGITAL ROLE PLAY
- PART 2
THE ROLE OF AI
- PART 3
PROS&CONS REPORTED BY EARLY ADOPTERS
- PART 4
CHOOSE SAVVY
- Conclusion + Q&A

DISCLAIMER



This is not
a sales pitch



We will use somewhere some
Screenshots, but just to help
you visualize

PART 1

LEARNING BY DOING AND DIGITAL ROLE PLAY

LEARNING BY DOING



People generally remember...
(learning activities)

People are able to...
(learning outcomes)

10% of what they read

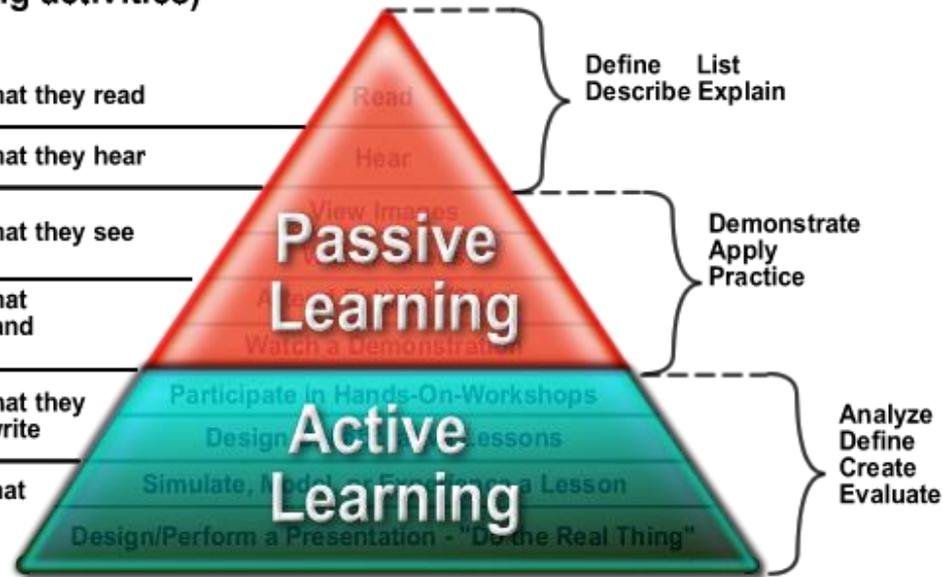
20% of what they hear

30% of what they see

50% of what they see and hear

70% of what they say and write

90% of what they do.





POLL

WHERE ARE YOU WITH LEARNING BY DOING?

- A. I already integrate Learning by doing
- B. I would love too, but still stuck
- C. It's a totally new subject for me

DIGITAL ROLE PLAY (DRP)



DRP
reproduces
conversations

VS



Business Game
trains on taking decisions
in complex contexts

WHAT IS "DIGITAL" ABOUT?





POLL

WHERE ARE YOU WITH DIGITAL ROLE PLAY?

- A. I already integrate Digital Role Play in my strategy
- B. I heard about it, but not used yet
- C. My first time

THE COMPONENTS



(1) Preparation Room



(2) Interactive Area



(3) Self Evaluation



(4) Feedback return



(5) Measurable metrics



(6) DRP Review

THE PREPARATION ROOM



Learn about
The CHARACTER

GIVE A FEEDBACK
MARK BURTON

4 Completed Simulations
68% Average Score
12' Average Duration

START THE SIMULATION



Learn about
The KPIs



Learn about
The CONTEXT

Character Profile
Analyse the character profile to know him better
MORE INFO

The situation
Know more about the situation to be ready to manage it
MORE INFO

Objectives
Discover the objective to be achieved to define your strategy
MORE INFO

The winning leadership style
Read more about the winning style to manage this critical conversation
MORE INFO

Tracked Competences
Competences and observable behaviours tracked by this simulation
MORE INFO

Trailer
MORE INFO

THE INTERACTIVE AREA



REAL TIME INTERACTION

RESPONSES DEPEND ON THE
FLOW OF THE DISCUSSION

INTERACTION IS DRIVEN
THROUGH OPTIONS UNDERLYING
COMMUNICATION BEHAVIORS

We can start with the data concerning last month's sales. Do you think you did well enough?

Let's start by analysing your sales data.

I'd like to start from going over your sales data briefly.

THE SELF ASSESSMENT



Self-assessment

Answer the questions by choosing a circle on the right side

1

Were you able to analyse and face the situation without bias, focusing on facts instead of anything else?

Not at all Yes, absolutely

2

Did you clearly point out the issue with your coworker, around which the feedback was based?

Not at all Yes, absolutely

3

Were you able to share the advantages of the proposed solution in a way that would make your coworker aware of the advantages he'd get from it?

Not at all Yes, absolutely

4

Did you take responsibility for a decision and encourage your coworkers to follow suit?

Not at all Yes, absolutely

5

Were you able to spot the issue that was subject to feedback in a way that was easy to understand and easily identifiable by your coworker?

Not at all Yes, absolutely

6

Did you introduce the subject correctly, by introducing a suitable context for the meeting?

Not at all Yes, absolutely

Next >

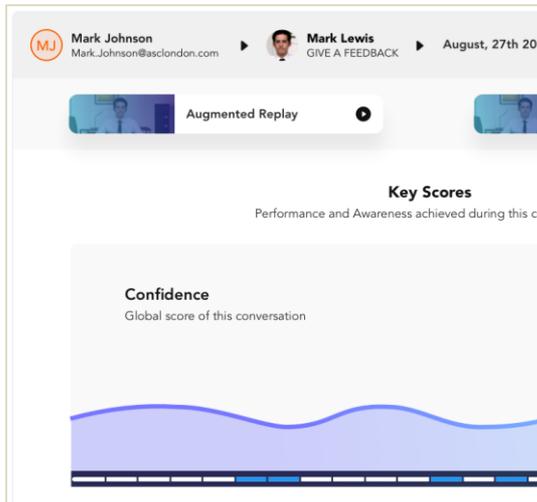
THE FEEDBACK RETURN



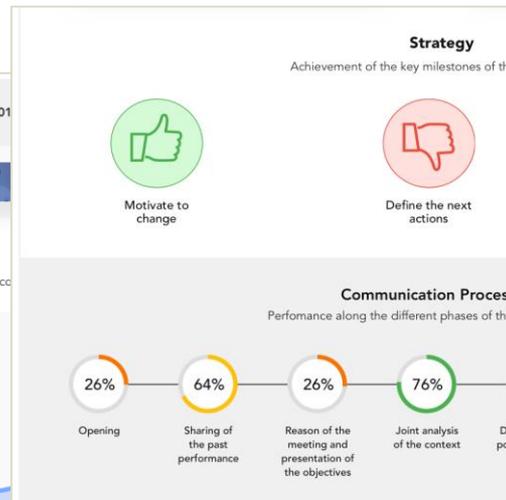
Detailed with specific examples on what actually happened

Warm, direct, personal, emotional

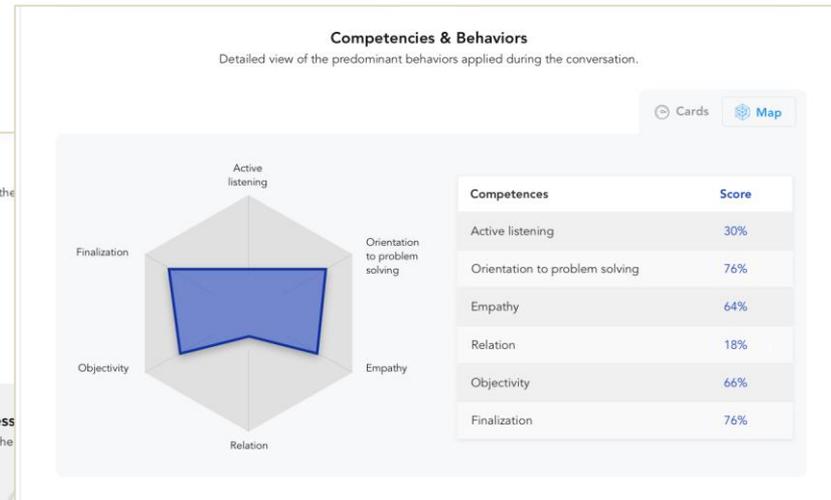
THE METRICS



Key performance metrics

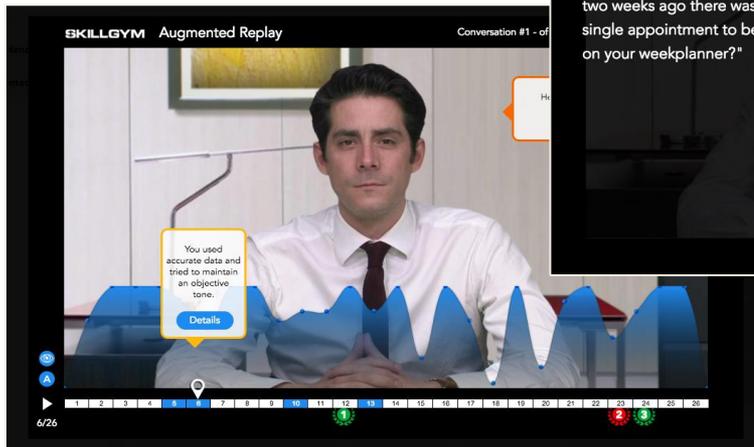


Detailed scores on the strategy and the communication process

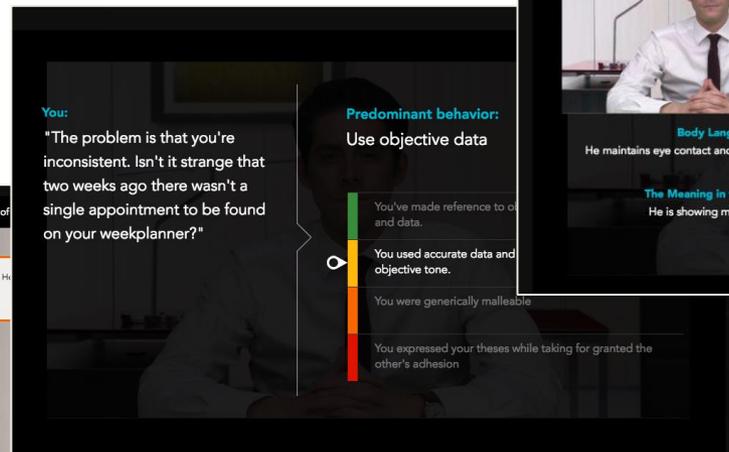


Deep dive on behaviors and competences

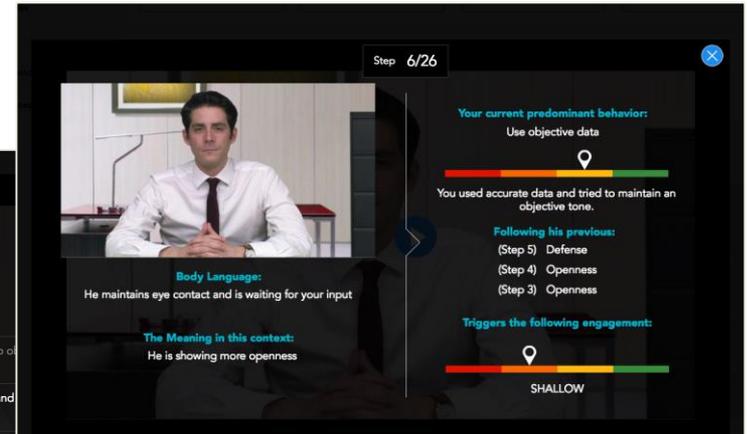
THE DRP REVIEW



Full review of each DRP with augmented reality

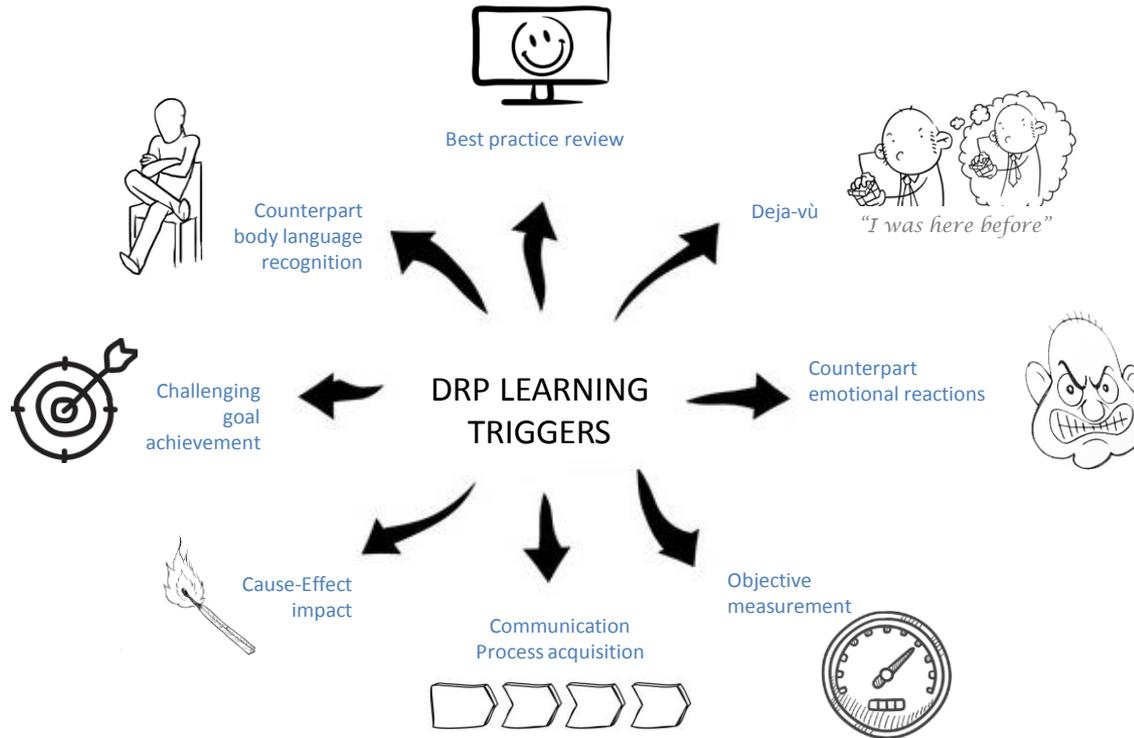


In Depth analysis of each user's behavior



Detailed moviola of character's body language

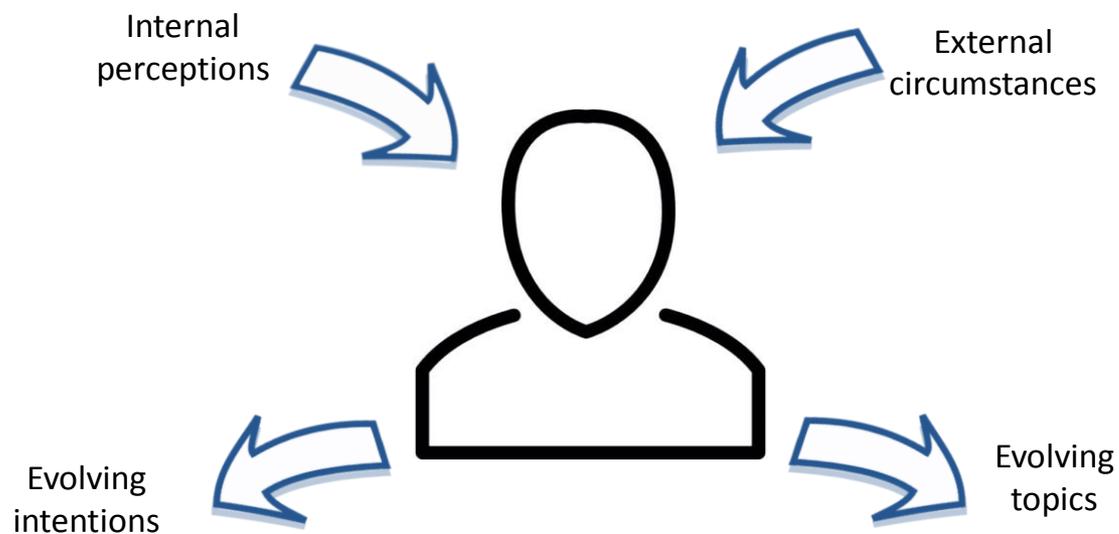
HOW TRAINEES LEARN IN A DRP



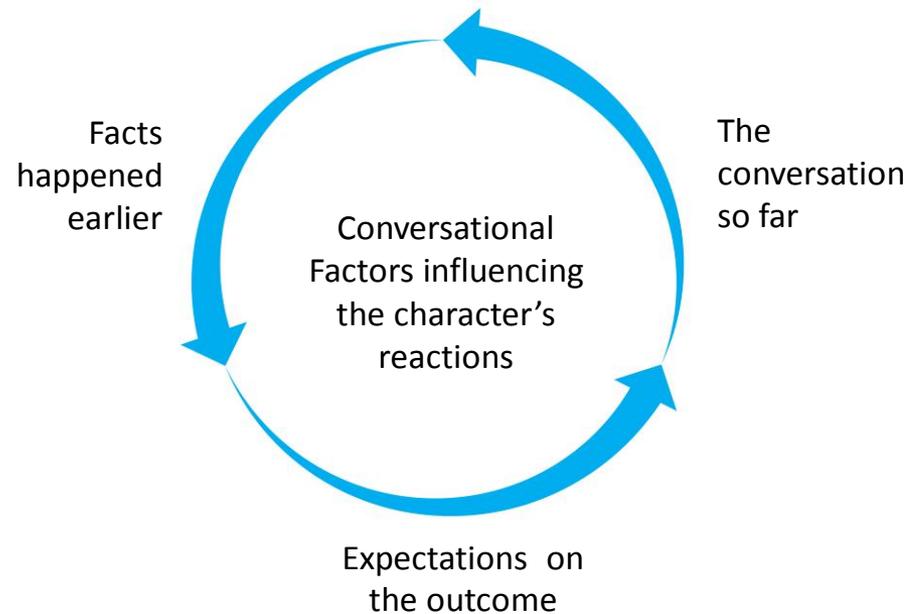
PART 2

THE ROLE OF AI

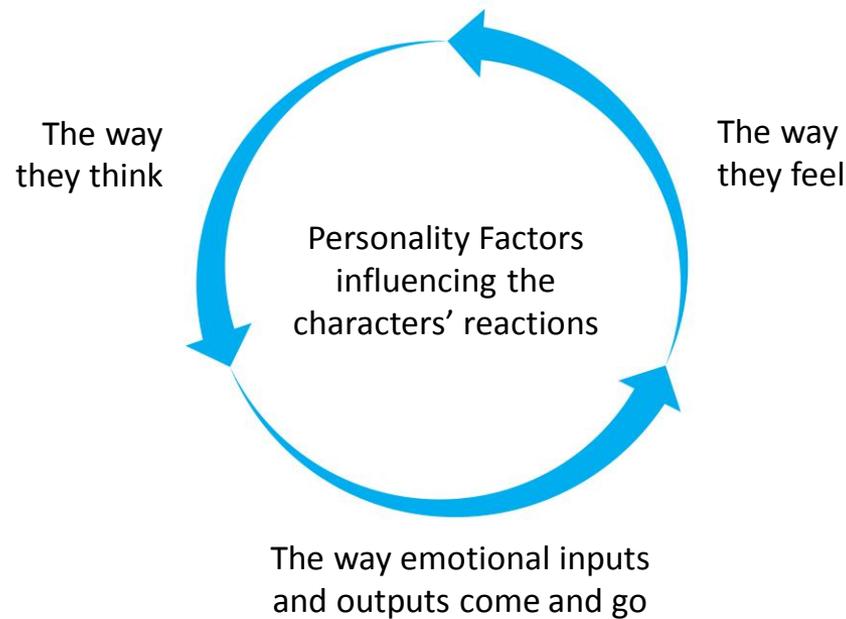
THE FLOW OF COMMUNICATION



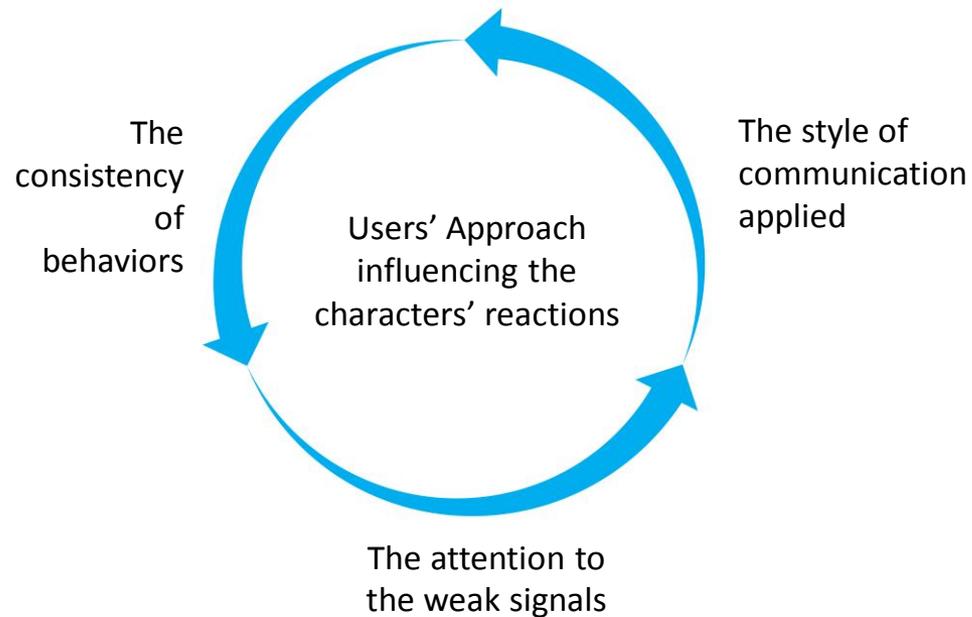
THE COMPLEXITY OF THE CONTEXT



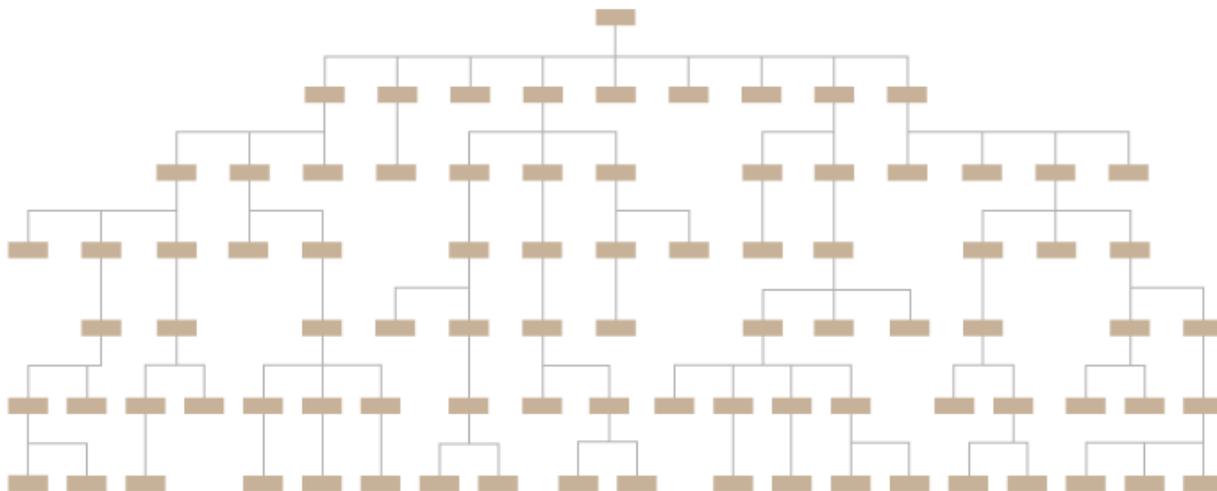
THE COMPLEXITY OF THE CHARACTERS



THE SHADES OF USERS' APPROACH

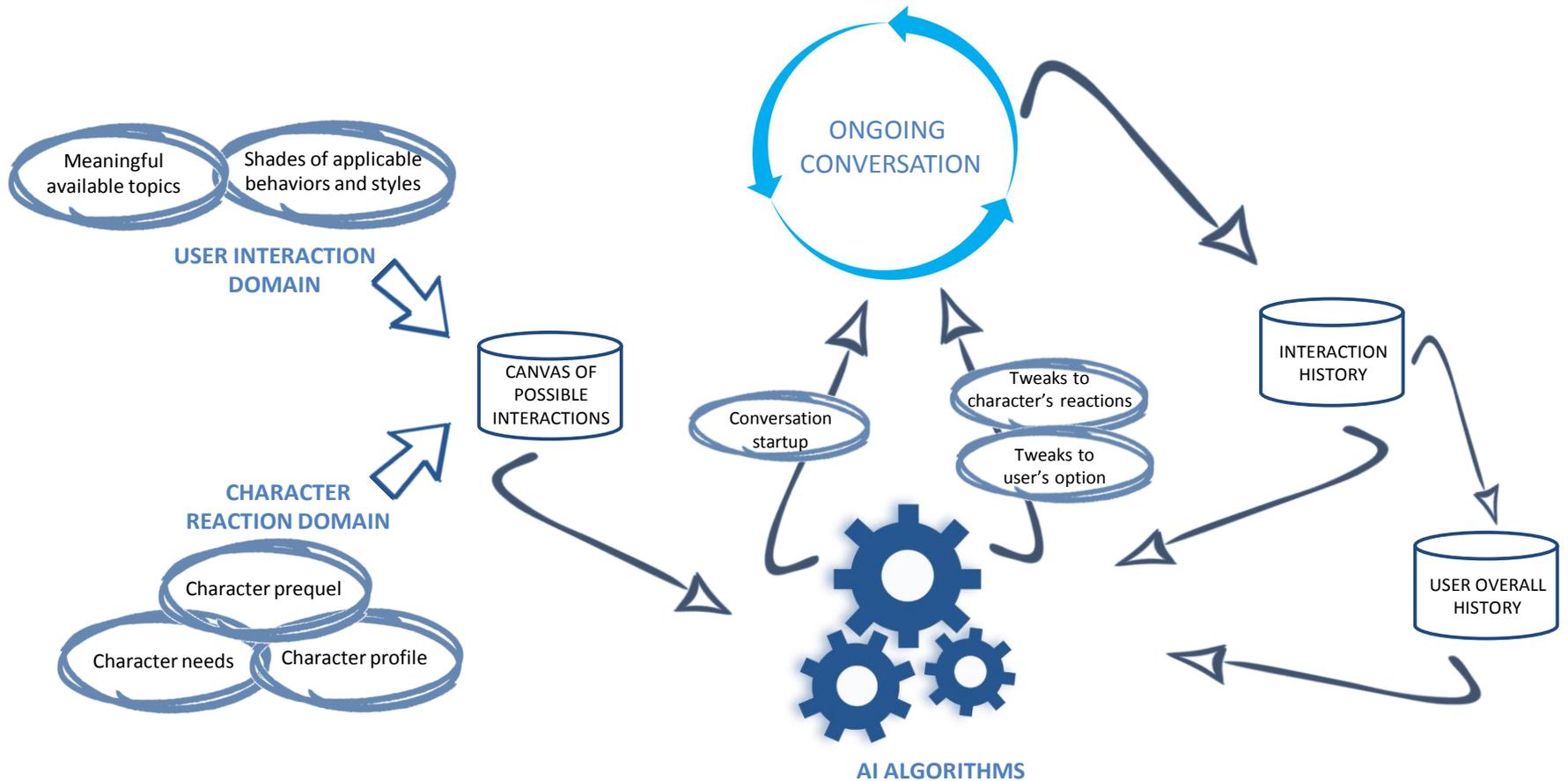


LIMITATION OF TRADITIONAL BRANCHING



- LIMITED
- PREDICTABLE
- FIXED, NOT FLOWING

HOW AI CAN HELP



PART 3

PROS & CONS REPORTED BY EARLY ADOPTERS

THREE (QUITE) DIFFERENT SITUATIONS



INSURANCE

*Leadership
Development*

Managers



RETAIL

*DE&I
Development*

FrontDesk



AUTOMOTIVE

*Sales
Development*

Branch Sales

INDUSTRY

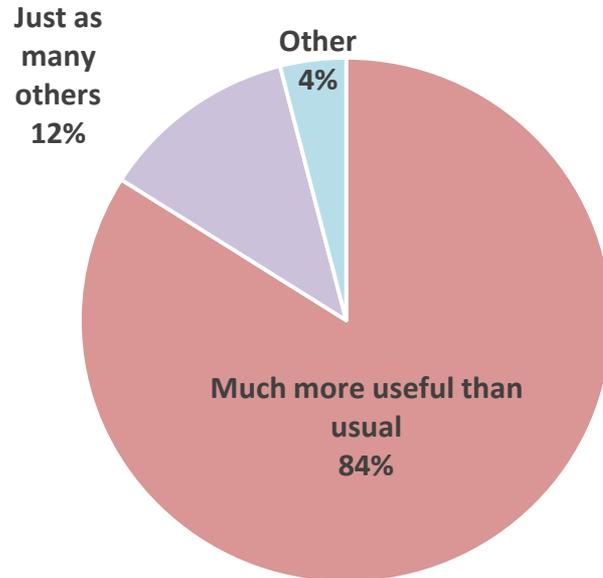
TOPIC

POPULATION

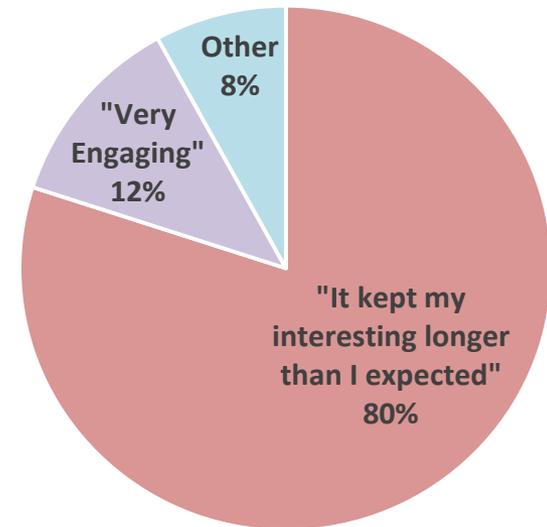
USERS' SENTIMENT



“How USEFUL was this learning approach?”



“How ENGAGING was this learning approach?”



TRAINERS REPORTED BENEFITS



SAFE



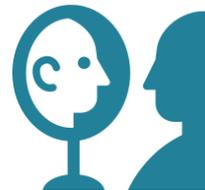
SCALABLE



**CONSISTENT
PRACTICE**



CLEAR METRICS



BENCHMARKING



**EVIDENCES
FOR COACHING**

TRAINERS REPORTED CHALLENGES



**DIGITAL
LEARNING
LOW TRAFFIC**



**EFFORT TO
KEEP USERS
ENGAGED**



**SHALLOW
TECHNOLOGY**

PART 4

CHOOSE SAVVY

DIGITAL ROLE PLAY IS A WAY



**LEARN BY
EXPERIENTIAL
PRACTICE**



**DEVELOP ON
CRITICAL
CONVERSATIONS**



**PROVIDE
SOUND
METRICS**

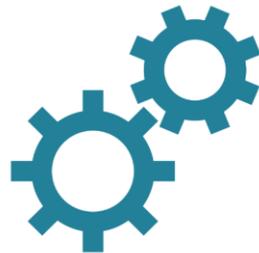
WARNING:



CHOOSE SAVVY YOUR NEXT DRP



**ENGAGING
TECHNOLOGY**

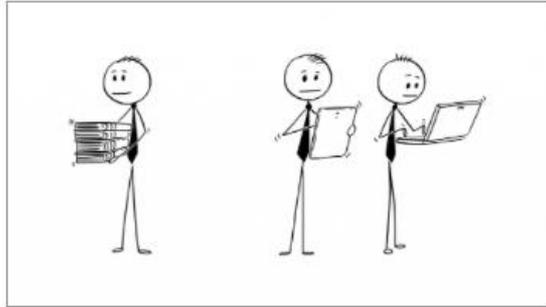


**AUTOMATION
FEATURES**

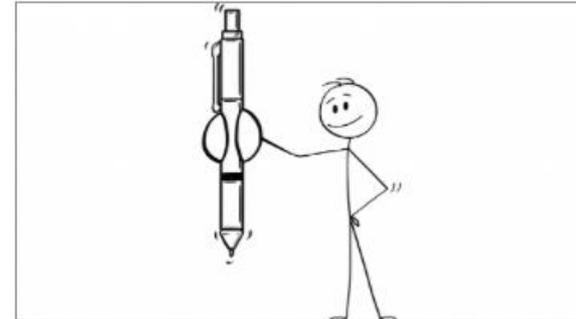


**LEARNING
TRIGGERS and AI**

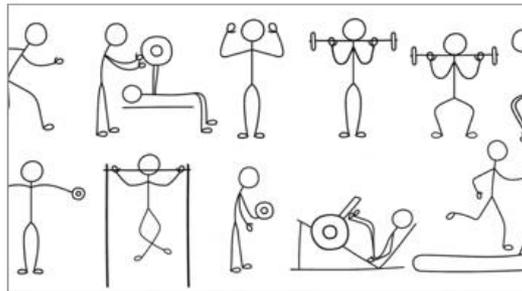
FURTHER READINGS



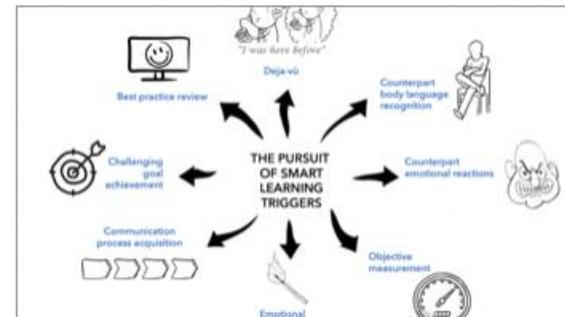
HOW PRACTICING ON DIGITAL ROLE PLAY IMPROVES PERFORMANCE: A CASE STUDY



WHY USE INTERACTIVE STORYTELLING IN TRAINING: BENEFITS OF ROLE PLAYS



PRACTICING CONVERSATIONAL LEADERSHIP: SIX FACTORS TO CONSIDER IN DESIGNING A WELL-BALANCED TRAINING PROGRAM



8 WAYS YOUR SKILLS WILL IMPROVE BY PRACTICING ON DIGITAL ROLE PLAYS

THANK YOU



it's
Q&A
TIME!

DISCOVER HOW EASY IT IS TO
APPLY THOSE STRATEGIES
WITH
\$KILLGYM

**BOOK A
HANDS-ON DEMO**
www.skillgym.com/demo

