



presents Innovative Training Solutions developed for...

TECH DATA

Interactive Learning Game™

www.techdata.com



Sealund Partners with Tech Data to Develop a Customized Interactive Learning Game™

"The game is getting great reviews because it presents a serious topic in a less intimidating way."

Kevin Teismann
Director and Senior Counsel, Legal
Tech Data Corporation



"Working with Sealund's professional team was rewarding. They assisted us the whole way through the project."

Joelle Chouefati
Tech Data Corporation

Interactive Learning Game is a Trademark of Sealund & Associates Corporation.

Sealund Special Report

Contact Sealund at 1-800-434-8000 for more information
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Customized Board

Sealund worked with Tech Data in customizing the Game Board and the questions format in order to meet Tech Data's needs. "The game allows us to get into more detail on topics. The closer your answer is to Tech Data's choice in ethical practices, the more spaces you get to move. This has the employees really thinking about their choices." - Joelle Choueifati



Left to right: Gina Donald, Joelle Choueifati, Kevin Teismann, Florence Armstrong

Global Deployment

Tech Data's rollout schedule is: Clearwater, FL, the USA, Canada, Latin America and finally Europe. "The game does a fantastic job balancing out our ethical training which includes facilitation, online learning, and printed materials." - Kevin Teismann

Impressive at all Levels

The Interactive Learning Game™ has been well accepted at all levels of the organization. "The initial response from the ethics advisors was that the game could trivialize the subject matter, but once they played the game and saw that it was presented in a more serious way they absolutely loved it... The game works great because it is relatively short and doesn't take too much time from a busy work day, yet communicates the message in a memorable way." - Kevin Teismann

Sealund's Interactive Learning Games™ are custom designed to meet each organization's needs. Employees are engaged as they interact with and positively influence one another while progressing along the game board path. Recent studies show that game-based learning increases retention significantly.



Left to right: Kevin Teismann, Florence Armstrong, Gina Donald