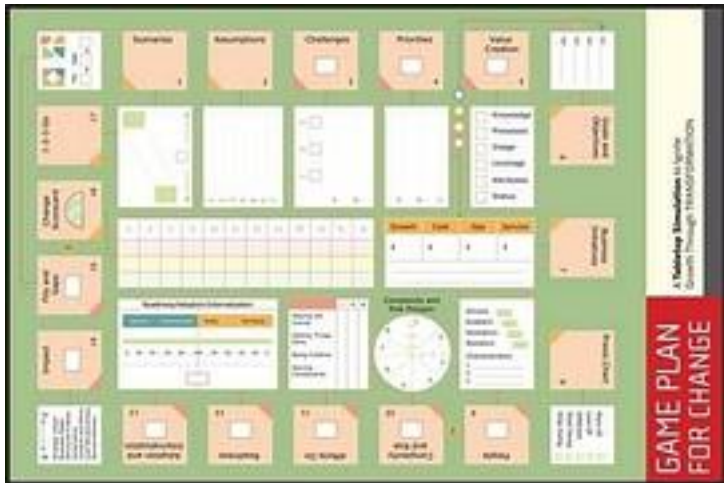


# Game Plan for Change



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Fewer than one in two organization change initiatives fail to deliver on their goals. Using this interactive simulation participants have to initiate a major change initiative. The learning process addresses six critical elements necessary to create and execute change; visualizing, discussing, testing, verifying, agreeing, and acting. The simulation comprises a facilitator guide and participant workbook. The facilitator guide offers complete instructions for conducting the simulation, with a suggested timetable, activity sheets, and discussion-leading questions.

作者介绍:

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