



**work
@ble**

"Digital job coaching for disadvantaged people"

LEGO® SERIOUS PLAY®

Objective: To present a gamification proposal to work with our users on job orientation and job search skills.

Description: Adaptive strategy that involved using LEGO elements to form three-dimensional models representing business challenges and problems.

Through the construction and use of the different pieces we create metaphors that tell stories and/or symbolize icons.

The dynamics of the methodology allows all participants to speak and expose their ideas, everyone has their time to speak. Everyone's knowledge is valid.



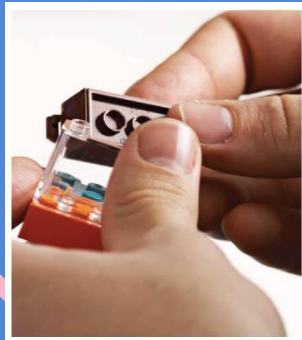


Phase 1: The Challenge

The participants share the meaning and the story that they have assigned to their own models: a reflection process.

The building time is made clear.

The facilitator asks participants to build a model with their LEGO®.



Phase 2: Building

Participants build their response to the building challenge with LEGO® bricks.

Metaphors, figures of speech, and narratives.

Reflective process, reflections and thoughts.



Phase 3: Sharing

Participants build their response to the building challenge with LEGO® bricks.

Everybody shares, everybody is listened to.

Facilitating questions with the purpose of getting participants to reflect more and share more.

References/ more info



<https://seriousplaypro.com/2017/05/13/lego-serious-play-feel-free-to-use-develop-and-pass-it-on/> LEGO® SERIOUS PLAY® has been made available by the LEGO Group under a Creative Commons licence 'Attribution Share Alike': see <http://creativecommons.org/licenses/by-sa/3.0/>.



How It All Began: The Origins Of LEGO® Serious Play®.
International Journal of Management and Applied Research, 2018, Vol. 5, No. 4.
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Any Question?

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