



The Gamethingy Story

We won our first National Training Award in 1997 having spent the previous three years working hard to train 20,000 people on a change management project. We were delighted that we had won such a prestigious award and wanted to make sure we would make our training even better over the years to come.

During 1998 we looked hard to try and find a training resource that would be exhilarating and fun to use, something that would really help our training stick. Despite being constantly on the lookout we couldn't find anything at all that would meet our requirements. The only products available were overpriced, boring and poorly executed!

We decided that as we couldn't buy what we needed we would create our own training games and training materials to give us the training course performance boost we needed.

The next two years were spent designing, developing and perfecting several dozen prototypes training games all sticking to our belief that for training games and training material to work, it has to be fun. If it's fun, it will also be engaging and the more engaging it is, the more memorable the training games will be.

By early 2001 we had designed, manufactured and sold hundreds of our first training games to a top Ftse 100 Corporation. They were so pleased with the way we had packaged critical business information and re-presented it in the guise of a training game that they placed the first of many repeat training games orders. The CEO of the company was delighted with the increase in performance and instructed his HR Director to order more of those "game thingies" and so the Gamethingy brand of training games became reality.

Over the years we have continued to refine and perfect our range of training games, still specialising in making bespoke training games for clients who want something completely different to train their teams. We have won more awards and strive to improve everything we do.

Despite their fun image our training games are very serious business tools. Our belief that training games should be fun has been proven and our instinct that training games should be inexpensive and accessible to all is also absolutely right. In fact we believe that there is no better, cheaper or more effective training solution available anywhere!

Serious fun in a learning environment

We set out to develop training games and training materials that stick. After years of developing our award winning training games and training materials we have produced training games that do just that.

Our training games are fun with a purpose, each training game creates a powerful interaction between the learner and the topic in a fun environment. Unleash your training potential with the "Gamethingy" ethos of serious learning in a fun environment.

For more information about Gamethingy visit www.gamethingy.com or email info@gamethingy.com .

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