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| Business Purpose | <ul style="list-style-type: none"> ● Geek Games is a board game hobby store in Minneapolis ● In a recent survey, 74% of employees stated they prefer to learn how to play games via an interactive digital format as opposed to reading the rule book ● Azul is one of the most popular board games customers ask about, for purchase or to learn how to play ● The goal of this training is to teach employees at Geek Games how to play the board game, Azul, so they can teach it to customers during Geek Night, an ongoing Friday night board gaming event held at Geek Games ● If employees find this training helpful, future courses may be created to teach additional games |
| Audience | <ul style="list-style-type: none"> ● All customer facing employees at Geek Games |
| Training Time | <ul style="list-style-type: none"> ● 20 minutes; one-time with option to re-access anytime |
| Training Recommendation | <ul style="list-style-type: none"> ● 1 eLearning course ● The module will be delivered asynchronously to accommodate different schedules of employees and for easy access to view additional times as desired ● The module will flow similarly to the official rulebook, but with interactive elements to click through and more examples |
| Deliverables | <ul style="list-style-type: none"> ● 1 eLearning module, developed in Articulate Rise ● 1 PDF job aid summarizing main steps of the game and strategy tips |
| Learning Objectives | <ul style="list-style-type: none"> ● Recall how to setup the game ● Identify key aspects of gameplay and actions ● Match end game scoring conditions with corresponding point values |
| Training Outline | <ul style="list-style-type: none"> ● Introduction <ul style="list-style-type: none"> ○ Basic information about Azul at its popularity ○ Learning objectives ● Getting Started <ul style="list-style-type: none"> ○ Game setup interaction ○ Key vocabulary flip cards ○ Knowledge check ● How to Play <ul style="list-style-type: none"> ○ Factory offer <ul style="list-style-type: none"> ● First player returns first player marker and takes their first turn; play continues clockwise ● Pick tiles from from the factory display or center of the table ● Place factor tiles on pattern line, with excess to the floor line ● Interactive example ● Knowledge check ○ Wall-tiling <ul style="list-style-type: none"> ● Place rightmost tile from completed pattern lines to corresponding wall line and score points immediately |

- Remove any tiles from any pattern lines now without a tile in the rightmost
- Leave any remaining tiles on pattern line for the next round
- Interactive for how to calculate in-round scoring
 - Single tile
 - Connected row
 - Connected column
 - Connected column and row
- Knowledge check
- Preparing the next round
 - If no one has completed a horizontal line of 5 consecutive tiles, continue to the next round; otherwise proceed to end of game scoring
 - If continuing, refill each factory tile with 4 randomly drawn tiles
 - Start a new round
 - Knowledge check
- End of the Game
 - Final scoring
 - Gameplay variant
- Quiz
 - Matching and multiple choice questions
 - Minimum passing score of 80% with an unlimited number of attempts
- Thank You!
 - Review learning objectives
 - Course recap
 - Strategy tips
 - Credits - Plan B Games and Asmodee
 - PDF Rulebook

Assessment Plan

- 5 assessment questions aligned with the learning objectives
- 80% required passing score with unlimited attempts allowed