

## Card games by thiagi

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### Abstrak

Create 30, learner-centered games in five key training areas: performance, communication, teamwork, leadership, and diversity.

With a single deck of cards, a timer, and a user's guide, you can mix and match games to create a unique, fun, and customized learning experience. Participants are encouraged to be creative while they learn with open-ended questions and unpredictable tasks. Watch as excitement and motivation for training skyrocket as learners scramble to complete their cards.