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Program Proposal:

# Generative AI in the Workplace: A Game-Based Learning Approach

PREPARED FOR INITIAL DISCUSSION



A person in a dark suit and blue tie is holding a tablet. A glowing white circuit pattern is overlaid on the tablet and extends upwards. The background is a light blue gradient.

# Executive Summary

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This proposal outlines a 120-minute interactive workshop **designed to introduce new employees to the potential of generative AI in the workplace. Using innovative Game-Based Learning approach**, the workshop aims to equip participants with practical knowledge and skills to leverage AI tools safely and effectively in their roles, regardless of industry or job function.

By the end of the workshop, participants will be able to:

1. Understand the fundamentals of generative AI and its applications in the workplace.
2. Identify opportunities to use AI tools to enhance productivity and innovation in their roles.
3. Understand best practices for safe and ethical use of AI in professional settings.



# Program Objectives

# PROGRAM STRUCTURE/ AGENDA

| Duration | Topics/Agenda   | Activities   |
|----------|---|--|
| 5 min    | Welcome and opening                                       | <ul style="list-style-type: none"><li>• Introduction to workshop objectives and structures/agenda</li></ul>  |
| 15 min   | Introduction to Generative AI                             | <ul style="list-style-type: none"><li>• Generative AI Basics: brief and simple explanation of what generative AI is, how it works (at a high level), and real-world examples</li><li>• Potential Benefits: Highlight how generative AI can boost productivity, creativity, and problem-solving</li></ul> |
| 40 min   | Game-Based Learning Session (part 01) : THINK TANK TYCOON | <ul style="list-style-type: none"><li>• Participants divide into teams of 4-5 people</li><li>• Solve a challenge focus on providing CREATIVE SOLUTION using generative AI</li><li>• Present their results, get feedback (score), discuss</li></ul>   |
| 40 min   | Game-Based Learning Session (part 02): AI OOPS-A-DAISY    | <ul style="list-style-type: none"><li>• Participants divide into 5 teams.</li><li>• Solve a challenge focus on how to use generative AI in a SAFE and RESPONSIBLE way.</li><li>• Present their results, get feedback (score), discuss</li></ul>  |
| 20 min   | Summary, key take away, and closing                       | <ul style="list-style-type: none"><li>• Key take away: do and don't in using generative AI</li></ul>   |

## GAME BASED LEARNING SESSION 01 :

# THINK TANK TYCOON

A team-based competition. Teams must use the provided AI tools to brainstorm and develop potential solutions to solve work related challenges or customers problems. They should focus on innovative ideas that can be implemented within the company.



### HOW TO PLAY

- Divide participants into teams of 4-5 people
- Provide each team with a set of 5 work related challenge or customer problem cards
- Teams have 20 minutes to brainstorm and come up with as many AI-powered solutions as possible for each scenario
- Teams will use an actual Generative AI tool (like Copilot or ChatGPT) to help generate ideas and refine their solutions
- After the brainstorming session, each team presents their top 3 most innovative AI solutions
- Other teams and facilitators vote on the most practical and innovative solutions

### SCORING

- 1 point for each unique AI solution proposed
- 3 points for each solution selected for presentation
- 5 points for the most voted solution overall

### ENHANCING FUN FACTORS

- The work related challenge or customer problem cards can be developed based on some real case, but with a fictional narrative, for example it happens in another dimension or planet

This game will help participants understand AI fundamentals, identify opportunities for AI use, and get hands-on experience with Generative AI tools.

## GAME BASED LEARNING SESSION 02 :

# AI OOPS-A-DAISY

A team-based competition. Teams analyze scenarios involving potential misuse of AI, identify risks, and develop mitigation strategies. They'll use Generative AI tools to assist in their analysis and create a poster presentation of their findings.

### HOW TO PLAY

- Divide participants into teams of 4-5 people. Assign roles within each team: Risk Analyst, AI Consultant, Mitigation Strategist, and Presenter(s)
- Each team receives a unique scenario involving a potential case of irresponsible AI use in the workplace
- Teams analyze their scenario, identifying potential risks
- The AI Consultant role can use a Generative AI tool (like ChatGPT) to help brainstorm additional risks and potential mitigation strategies and ensures responsible use of the AI tool during this process
- Teams create a poster presentation summarizing their scenario, identified risks, and proposed mitigation strategies
- They can use Generative AI to help generate concise descriptions or suggest visual layouts

### SCORING

- Each team briefly presents their poster to the larger group (about 2 minutes per team, assuming 4 teams)
- Facilitators and other participants score each presentation

### ENHANCING FUN FACTORS

- The scenario can be developed based on some study case, but with a fictional narrative, for example it happens in another dimension or planet
- Time limit will provide more excitement on the process

This game will help participants understand potential risks of AI misuse in various workplace contexts. Developing skills in risk assessment and mitigation planning for AI implementation. Practicing responsible use of AI tools in problem-solving. Improving communication skills around AI-related issues.

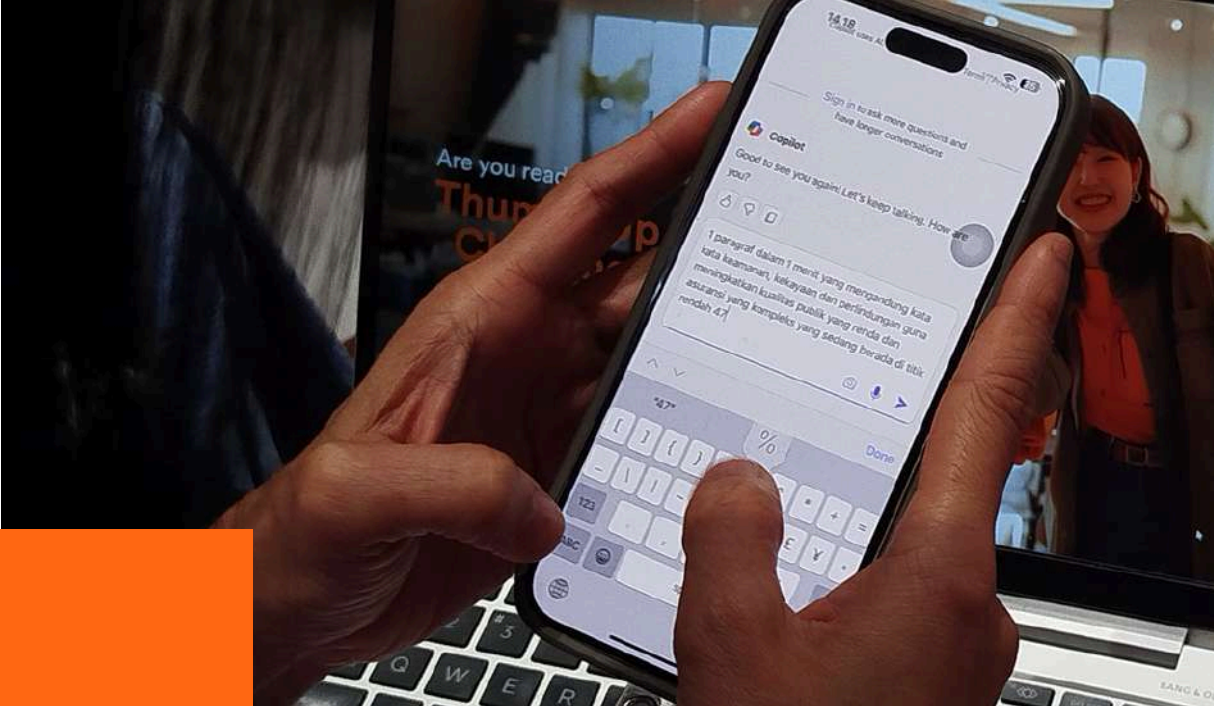


# BUDGET

| Program   | Detail               | Budget<br>( 1 batch = max 30 peoples) |
|---|----------------------|---------------------------------------|
| Generative AI in the Workplace:<br>A Game-Based Learning Approach | 120-minutes Workshop | ONLINE<br>Rp 10.000.000/batch         |
|   |                      | OFFLINE<br>Rp 18.000.000/batch        |

Important Note:

- Prices quoted are exclusive of tax (PPN 11%).
- Transportation for our team is included if the session is conducted offline in Bandung or Jakarta.
- The training venue and necessary training equipment are to be provided by your company.



# Program Overview (Implementation)

## GEN AI IN WORKPLACE





# Contact Us

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**WE WOULD LOVE TO  
HEAR FROM YOU!**

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