



## **Adventure-based Learning™ opens up a new world of training**

**MUNICH, January 2008 – Core-Competence GmbH has developed a completely new training method: Adventure-based Learning™. Interactive, online games are specifically tailored to the individual needs of companies, skills and knowledge are developed more efficiently than traditional training systems, while simultaneously motivating the participants to learn.**

“We have developed a training method with Adventure-based Learning™ which makes learning fun,” says Karl Berger, Managing Partner of Core-Competence GmbH. Since 2007 the Munich-based training specialist has offered its customers individually tailored online games during the course of which the knowledge of employees and partners can be improved quickly and efficiently. “With Adventure-based Learning™ companies experience a revolutionary world of knowledge and behavioral change,” explains Karl Berger.

With interactive learning games, which combine knowledge and its application in a game-based method, users can immediately apply the content they have just learned in a practical manner. During the game, employees are given real-life tasks which have to be solved realistically and efficiently. A virtual Coach accompanies the learning player through the Adventure and motivates them to successfully confront challenges. The feedback provided by the online Coach means that as the game progresses, users acquire more and more knowledge and enhance their skills through simulated, behavioral training.

In addition, Adventure-based Learning™ appeals to the participants' natural desire to play games. “There is proof that this leads to better retention rates and thus, more efficient learning,” adds Mr. Berger.



Adventure-based Learning™ scenarios can be tailored individually to the customer's requirements. The developers need approximately twelve weeks in order to develop a game. Through a structured process, our specialists take companies from the planning stage and the goal of the game, through the design and development stages to implementation. We will then monitor its effectiveness of the Adventure.

A host of different scenarios can be depicted with the help of Adventure-based Learning™. They range from sales and service to project, behavioral and performance adventures. "For the roll-out, Core Competence is also offering its customers a comprehensive launch package," says Karl Berger. "This contains numerous consulting tips which come from successfully completed projects."

**For more information please contact**

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Core-Competence GmbH was founded in 2007 by the present managing partner Karl Berger and is the industry leader in the field of Adventure-based Learning™. The specialists at Core Competence use this method to develop individually tailored interactive simulations and learning games for their customers. The solution, which is accessed via a browser and deployed through a software-as-a-service model, improving the knowledge of employees and partners more efficiently and less expensively than traditional training and eLearning methods. Today, corporations such as Microsoft and Deutsche Telekom have already opted for Adventure-based Learning™.