



chambr

**make
learning
stick**



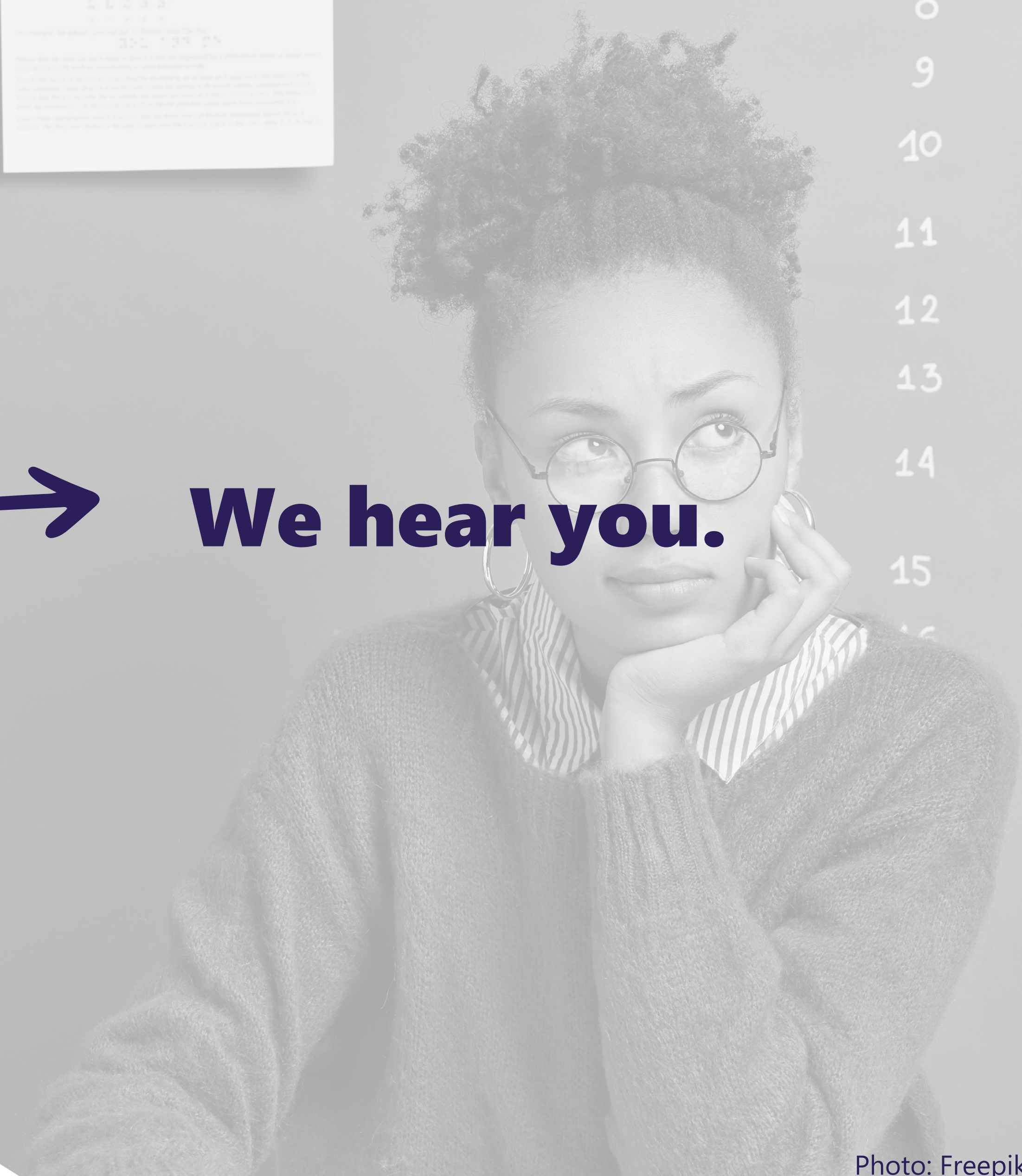
**Tired of using
polls and quizzes
for learning
purposes?**



We hear you.



- 6
- 7
- 8
- 9
- 10
- 11
- 12
- 13
- 14
- 15
- 16



Replace polls and quizzes with evidence-based learning methods.

WHY?

1. Polls & quizzes enhance memorizing, not learning

If you want your learners to be able to transfer the concepts they learn to their day to day work, you have to stop making them choose between fixed answers.

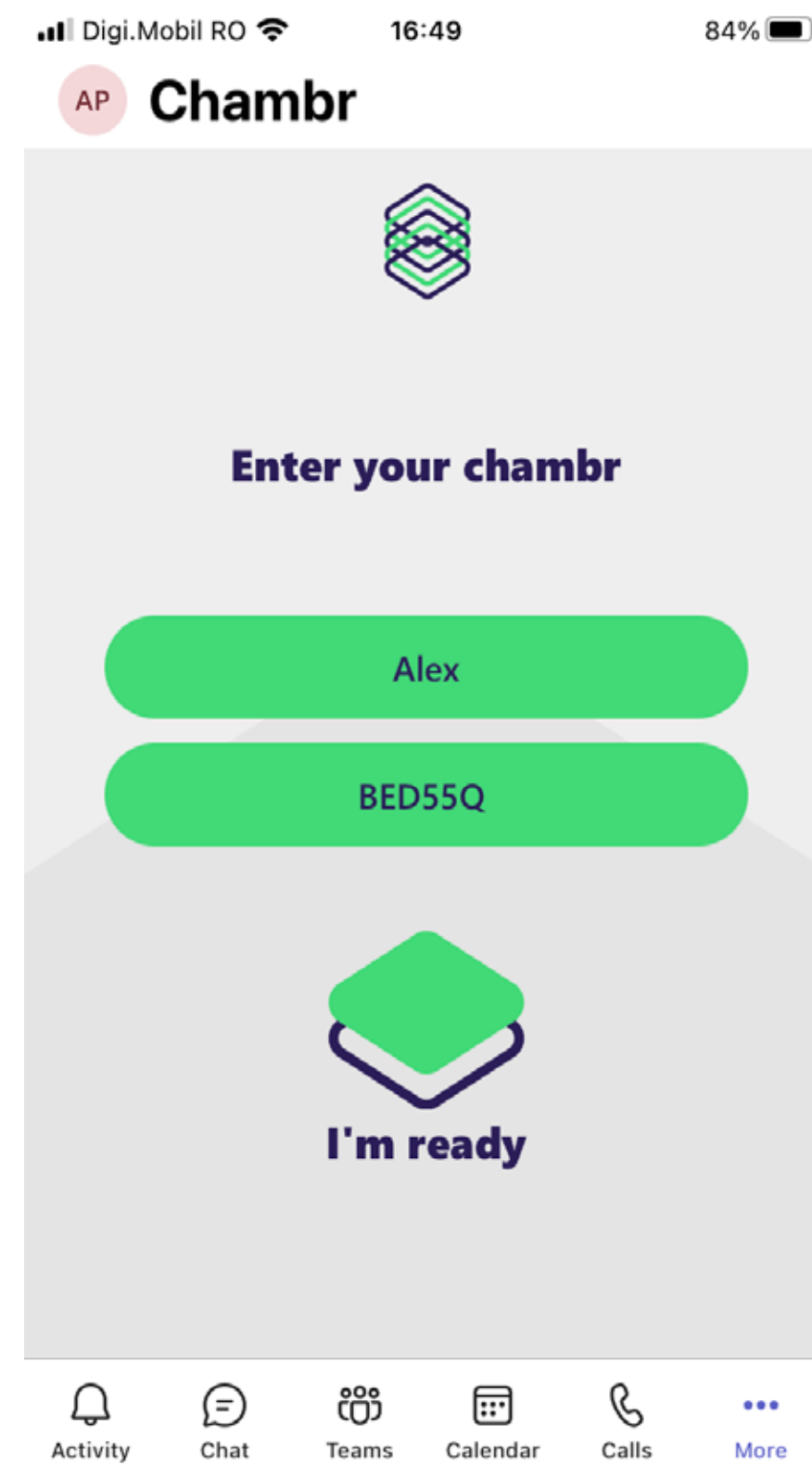
2. Polls & quizzes keep your learners passive

If you want team members who are autonomous, who take initiative, who contribute, then you have to stop making them passive consumers of information.

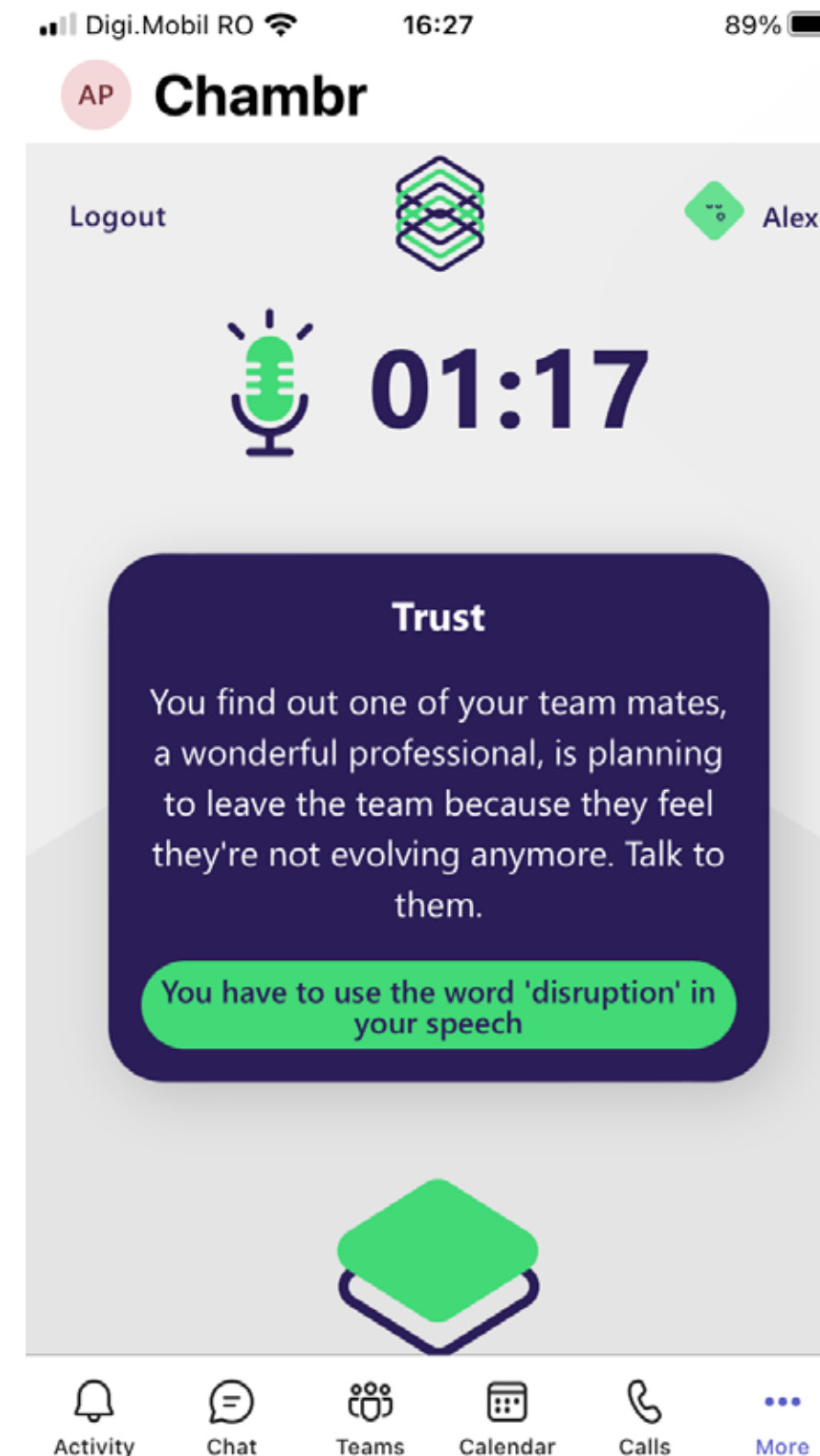


Introducing Chambr, the game that makes learning stick

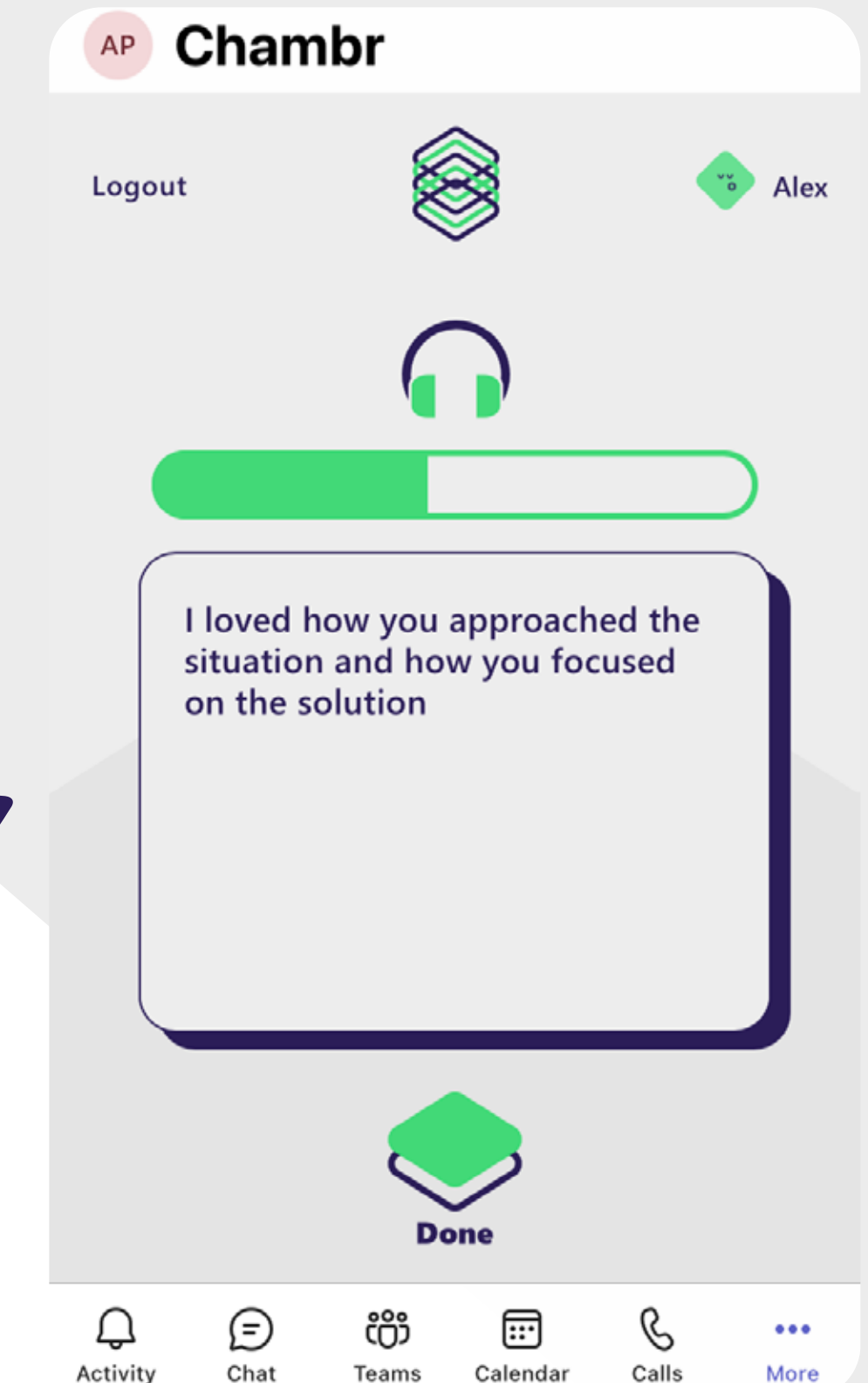
Access Chambr directly from your Teams app.



Solve challenges and put the concepts learned into practice.



Gain new perspectives through feedback from your peers.





Benefits

A. Make learning attractive for your learners

Instead of lengthy, boring workshops, Chambr helps you create shorter micro learning experiences that your learners will love.

B. Increase retention through challenge-based learning

Science shows that the more cognitively engaged you are in solving a task, the more likely you will remember the content. Chambr makes learners think fast and puts them on the spot while they pitch solutions in front of their peers



Benefits

C. Harvest the power of peer to peer learning

Science shows that the more you interact with your peers, the more you actually learn.

D. Create behavioural change

One training session is not enough to produce lasting change. Chambr helps you create recurring learning experiences that actually trigger the desired behavior.



Use Chambr for



A. Embedding content during training sessions

After learners are exposed to a concept, have them play Chambr in order to apply it to a study case and better embed it.

B. Debrief

Use Chambr to extract learning after a training session. With Chambr, everyone gets an equal space to reflect on their experience and integrate it.

C. Follow up training

With Chambr, your learners can easily revisit the content from a training session. Repetition is a key component of retention.



WHAT THEY SAY



Glenn Taylor

President & Certified Leadership Coach



'Chambr has been a big hit with my clients! I've used it during multiple trainings and retreats to facilitate interactive breakout activities.'



Shivang Ramachandran

Key Account Manager



'A really nice intimate activity to get multiple perspectives on the same topic. We witnessed some amazing conversations! The feedback feature is really amazing because it neutralizes negativity and promotes a culture of transparency.'



Diana Dima

HR Business Partner



'Chambr is really easy to use, very intuitive and super engaging. It generated a lot of traction and beautiful discussions among our colleagues. It is versatile, we use it during induction and also as a support in our organizational transformation process to help us discover and bond our teams. I'm very happy with it!'



chambr

Let's talk:

gabriela@chambr.games

alex@chambr.games

More info:

playlearn.games/chambr

**make
learning
stick**