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Energee Inc Compliance and Ethics Training

The real world simulation format of the EnergeeInc game allow companies and universities to leverage learning outcomes in multiple ways. The simulations allows users to 'learn by doing' - including making 'unethical' decisions to reinforce policies where ethically questionable tactics can occur.

For example:

Companies can create a second company(offshore) in the game to help rig pricing, salaries and stock prices. They can use the offshore company to raise stock prices of holdings of their US partner company, thus bringing funds into the US illegally.

Modeling behavior through example:

The EnergeeInc game can be used to compare and contrast ethical business decisions and generate discussion.

Energee Inc can be played using the highest levels of ethical decision making and upholding current statutes and laws. Students can also be given tasks to play the game using poor decisions that are outside the boundaries of common business ethics or asked to discover improper behavior within other players. Students will use the "notebook" feature to track key decisions they make for their companies.

Typically, ethics and compliance training tends to be dry with little practical application opportunities. Students usually complete the training, pass an assessment and provide signatures verifying compliance completion for the calendar year. This right/wrong behavior modeling within the EnergeeInc format clearly illustrates key concepts presented in compliance training in an engaging, real world manner and subsequently, enhances learner comprehension of key topics. The adaptive nature of the game creates an environment that constantly changes as more players join and interact with the game. This creates an engaging and competitive learning experience, with a focus on practical application and reinforcement of concepts presented in training.

Sample flow for compliance training using EnergeeInc:

- 1) Students complete an online module presenting compliance topics
- 2) Students prove mastery of content provided via an online assessment. Students must pass assessment to gain access to EnergeeInc game. This sets a baseline to enable measurement and validation of training completion.
- 3) Students are given logins to the game and parameters around timeline, expectations etc.