We are strongly interested in \_\_\_ because we see it as a possibility of a harmonious collaboration and we would like to grant you the opportunity to teach our research, developments and ludico-professional tools, or even to offer you our workshops through different courses adapted to the desires and needs of \_\_\_ - but also possibly bringing him original and innovative perspectives.

We offer the opportunity not only to breathe the same air that the lungs of today's most innovative and successful companies breathe (Facebook, Google, Amazon, Apple, etc.) - especially noting that their branches have not yet gone beyond their own borders - but also and above all to go beyond the competitors and these aforementioned origins through the quintessence of XXX.     
**A mastered and expert system, but renewed for a new era** – or more clearly, **by gamification** (the use of game mechanics in other areas).

At these famous companies and many others,  **more and more jubilant figures are reported everywhere through the gamification of their programs**, their systems or even their entire company, which it is easy for anyone to verify or estimate.     
*Compliance doubled within six months, reduced training times and increased consumer feedback by half, as well as others in similar proportions such as increased engagement or reduced customer system response time* – all of which are just a few symbols of the impact of serious gamification, external or internal to a company, **for having only tickled a fundamental principle of the organization of reality - reward.**

In order not only to remain competitive, but to overcome it through the innovation of teaching, training and profiling, adapting to the new reality and analysis of humans, their generations and their environment...   
- **A new syncretism had to be born.**  
***A polymathic system*** *of anthropology, sociology, and psychology, but also biology, genetics and neuroscience, and finally strategy, economics, and foresight* ***through gamification and serious games*** – in particular via **the innovative YYY** inspired by the four major strategy games from the four corners of the world and **the XXX** with abilities and opportunities as inspiring and revealing as the imagination and mastery of its organizer-psychologist.

**At XXX** and through the multipolarity of our workshops and ludico-professional trainings with intrinsically organic and permissive limits, it is with academic expertise but also with entrepreneurial creativity that we propose to reveal to participants who they are (evaluations), so that they become what they are (solutions), as well as to improve their learning and personal or team growth (training) through a system, a scenario or an idea, or finally to self-create the necessary habits in order to achieve their (own) goals (self-training) present and future, but also beyond the present.

Looking forward to our future collaboration...

Strategically jovial,

\_\_\_ - XXX