# HOW SIMULATIONS CAN SUPPORT CERTIFICATION

By Jan Schilt
GamingWorks

8 ELEMENTS THAT MAKE LEARNING EFFECTIVE

1. EMOTION IN CONTENT
2. BEING AT RISK
3. MYSTERY
4. ACTION
5. CHALLENGE
6. UNCERTAINTY OF OUTCOME
7. OPPORTUNITY FOR MASTERY
8. VISIBLE SIGNS OF PROGRESS

# Bloom's Taxonomy

**Produce new or original work**
Design, assemble, construct, conjecture, develop, formulate, author, investigate

**Create**

**Justify a stand or decision**
Appraise, argue, defend, judge, select, support, value, critique, weigh

**Evaluate**

**Draw connections among ideas**
Differentiate, organize, relate, compare, contrast, distinguish, examine, experiment, question, test

**Analyze**

**Use information in new situations**
Execute, implement, solve, use, demonstrate, interpret, operate, schedule, sketch

**Apply**

**Explain ideas or concepts**
Classify, describe, discuss, explain, identify, locate, recognize, report, select, translate

**Understand**

**Recall facts and basic concepts**
Define, duplicate, list, memorize, repeat, state

**Remember**

LEVELS OF LEARNING ACCORDING TO BLOOM

# Skills needed to be a practitioner

- Knowledge
- Analytical competences
- Applying solutions
- Advisory skills
- Communication skills
- Coaching skills
- ...

SIMULATION

# EXIN DEVOPS MASTER

The
Phoenix
Project



Practical Exercise
Running DevOps project
Practicing DevOps adviser, DevOps coach
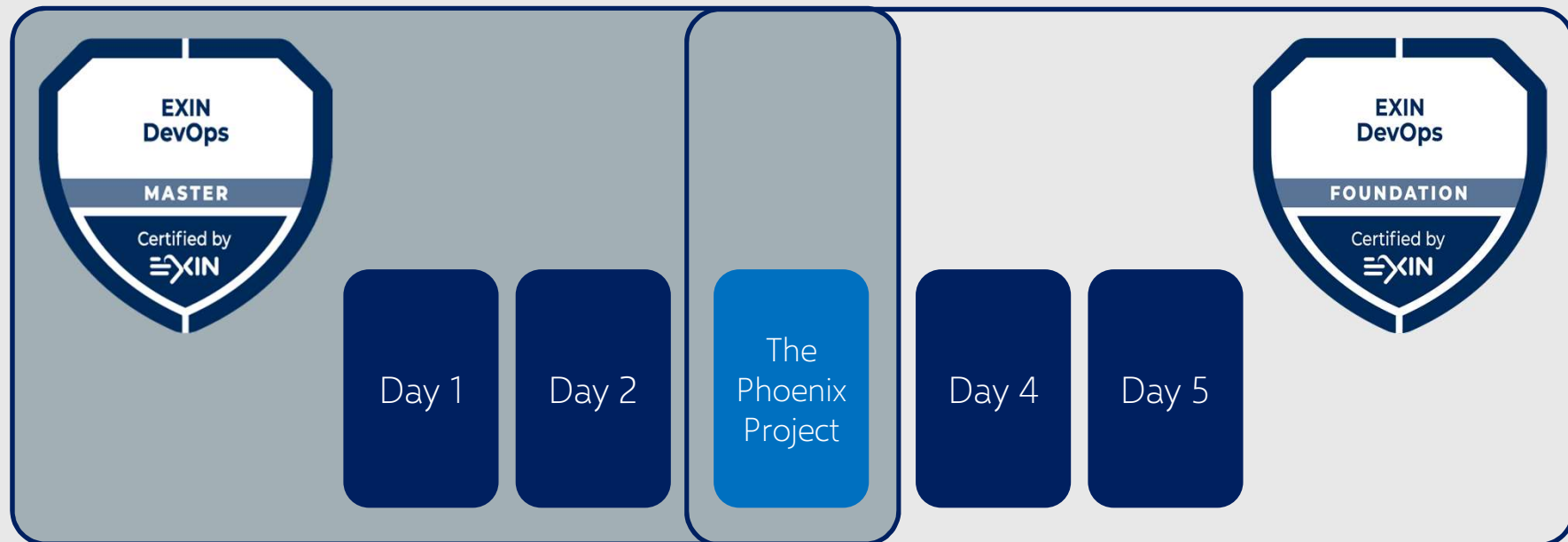Applying DevOps theory

Day 1   Day 2   The Phoenix Project

EXIN DevOps
MASTER
Certified by
EXIN

# Example DevOps Certification

EXIN DevOps **MASTER** — Certified by EXIN

Day 1

Day 2

The Phoenix Project

Day 4

Day 5

EXIN DevOps **FOUNDATION** — Certified by EXIN

The Phoenix Project

# EXIN Agile Scrum Master

The Challenge of Egypt

Practical Exercise
Agile Coach
Practicing Agile Scrum adviser/coach
Applying Agile Scrum theory

Day 1   Day 2   COE

EXIN Agile Scrum
MASTER
Certified by EXIN

# Example Scrum Master

# Key aspects for Practical Assignment (1)

| | | |
|---|---|---|
| 👤 | Each student must act in a key role for 30+ min | Scrum Master<br>DevOps Coach<br>Service Manager |
| 🧠 | Skills to demonstrate | Organizing teams<br>Managing Execution, Coaching<br>Improving, retrospective, |
| 💡 | Reflection on | Skills<br>How did you apply Theory<br>What can you improve |

# Key aspects for Practical Assignment (2)

Safe environment to practice and experiment

Realistic environment
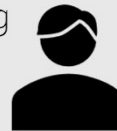
Professional feedback

Transfer of Knowledge

# Benefits of Simulation as Practical Assignment

❑ More dynamic

❑ Better understanding

❑ Less effort

❑ Unique training offering

❑ More sales opportunities

❑ Spin off to other training

❑ More value for Training Investment

❑ Skilled employees

❑ Transfer of Knowledge

# THANKS FOR YOUR TIME

Jan Schilt - GamingWorks