

VISUAL MANAGEMENT GAME

Group game

The communication material is considered a medium of expression close to the field and suitable for its progress projects.

- The personnel is involved in the development and daily use of the visual communication.
- The stakeholders participate in determining their information needs and commit to using these means of communication to lead the teams.

Principle of the training

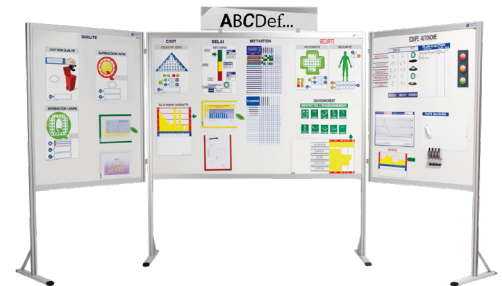
Average duration: 2.5 hours

Construction of a model of a communication point Real photos are studied to identify the good and bad practices and to target the communication zones.

- 6 operating modes are already included in the game box (code 819021) and digital animation on USB key



| CODE | DESIGNATION | LEAD TIME | PACKING |
|--------|--|-----------|----------|
| 819020 | VISUAL MANAGEMENT game | 3 days | Per unit |
| 819021 | Set of 12 VISUAL MANAGEMENT Operating procedures | 3 days | In batch |



STARTER-KIT VISUAL MANAGEMENT

Starter kit

Immediate visualisation of indicators: quality, costs, deadline, motivation, safety, environment within the framework of pilot project. Briefcase including:

- 1 INSTRUCTION FOR USE to implement a PILOT Project
- 1 VISIOFLASH UNIVERSAL with 3 sets of symbols weather and 7 labels
- 1 VISIOFLASH ACTION PLAN magnetic
- 1 VISIOFLASH GRAPH 12 months A4/8.26 × 11.69 Inch
- 1 PRODOC FORM magnetic
- 1 VISIOFLASH NON QUALITY COST with 3 sets of 10 magnetic figures
- 1 VISIOFLASH ACCIDENT cross
- 1 PRODOC A4/8.26 × 11.69 Inch magnetic black
- 1 set of markers (black/blue/red/green)
- 1 magnetic label H 20 mm × L 5 m/H 0.78 × L 196.85 Inch
- 1 Printing tool SESA'PRINT



| CODE | DESIGNATION | LEAD TIME | PACKING |
|--------|-------------------------------|-----------|---------|
| 829120 | Starter-Kit VISUAL MANAGEMENT | 3 days | In kit |

