



# New Learning Environments

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# Games

The typical video game player is

- 35 year old,
- has one child and
- earns more than £23,000 a year,

contrary to stereotypes of teenage game addicts.

**The Telegraph**

# Gamification

It is the use of:

- Game elements
- Game design techniques
- Non-game context



# How does Gamification work?

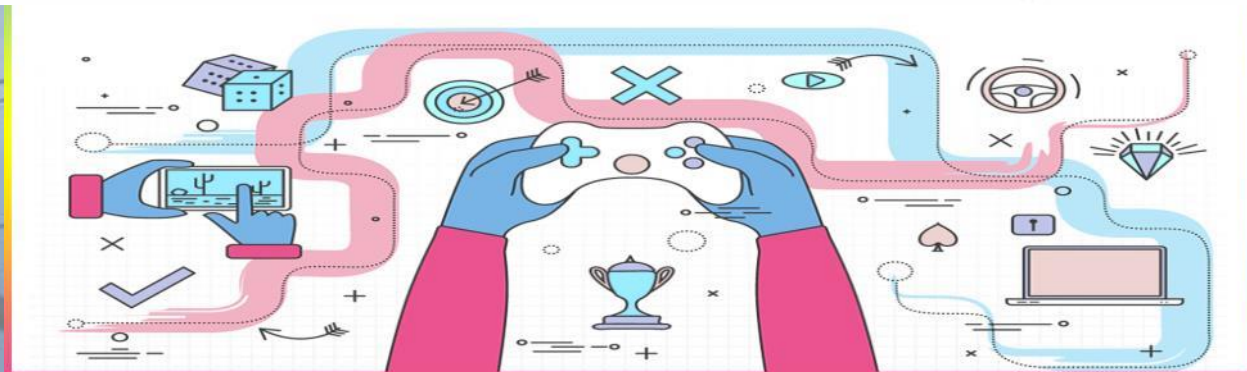


- Nike +
- Khan Academy
- America Plus
- Payoff

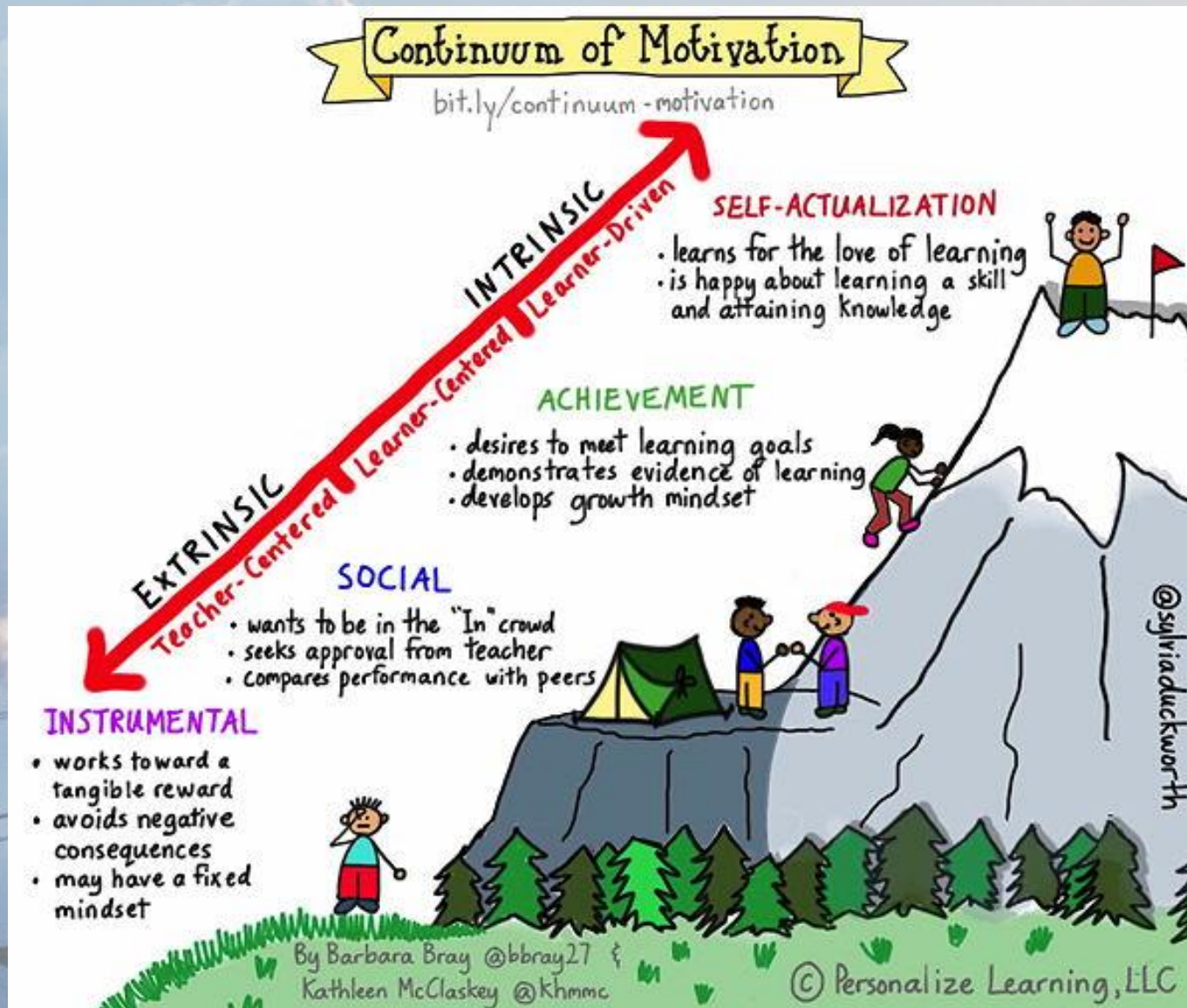
**Intrinsic Motivation**

# Motivation

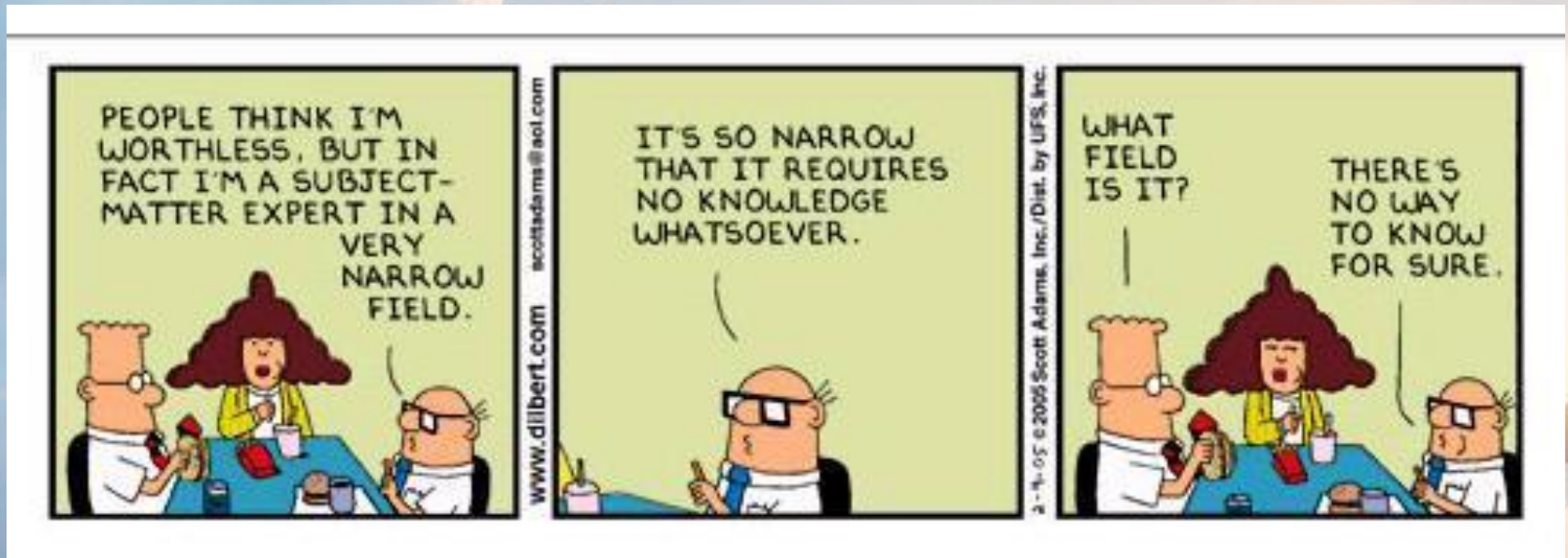
Intrinsic value > Extrinsic Rewards



# Motivation



# Subject Matter Expert



- A subject matter expert, or SME, is a "person with bona fide expert knowledge about what it takes to do a particular job.

OPM, USA

# Subject matter expert

- Weakest link is the training process is the trainer/evaluator
- Does the trainer evaluator need to be a subject matter expert?
- Out of the 9 ICAO Competencies, how many is the Trainer/Evaluator an expert in?
- Higher learning, E learning is has a limitation. There is a need to interact with experts who have a higher level of knowledge and who's views are accepted to the training community



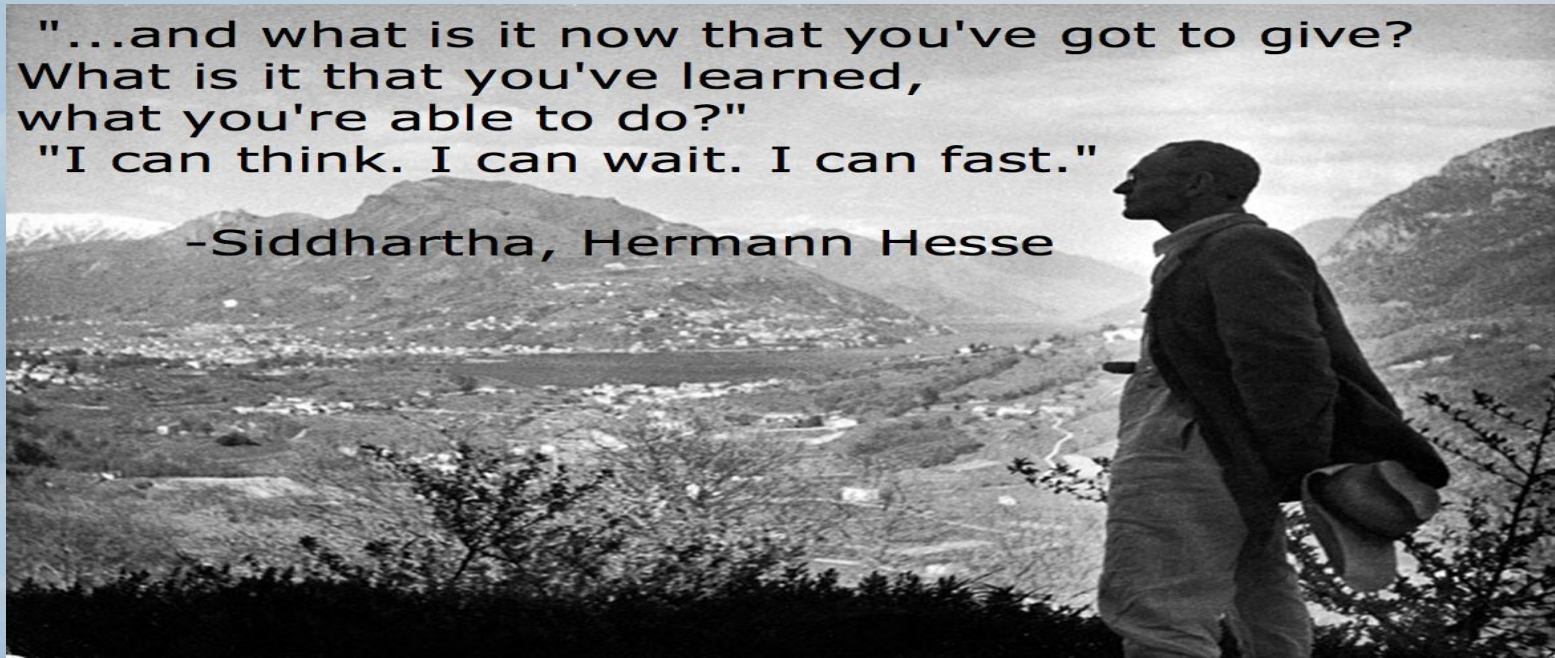
# Summary

- New learning methodologies must connect at a Motivational level for better performance
- Limitations of E Learning that of limited levels can be compensated by engaging with a SME
- Trainer/Training medium is the Key link

"...and what is it now that you've got to give?  
What is it that you've learned,  
what you're able to do?"

"I can think. I can wait. I can fast."

-Siddhartha, Hermann Hesse



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