

# Case Study: Gamified Critical Thinking



**Hazard  
Identification**



**Potential Unintended  
Consequences**



**Reaching Out For A  
Second Opinion**

Our client was a government department responsible for maintaining public works. Many of their site leaders had been with them for 10, 20 or more years. As a result of that experience, they often thought they knew what to expect and were less aware of adverse consequences than they should be, given the potential for catastrophic damage to property and life.

50 attendees joined us in an effort to promote critical thinking, hazard identification, and team discussions. We designed the Critical Thinking Dating Game as a gamified training experience to introduce sometimes hard-to-understand cognitive failures in a fun and memorable way, as well as provide real-time strategies to prompt critical thinking that they could immediately apply to their work. 100% would recommend this training to others.

60 days later, 20 participants reported the following changes:

- 95% reported sharing the hazard of complacency with their team
- 84% reported thinking critically more often during the course of their own work
- 75% reported prompting critical thinking in their team more often
- 70% reported identifying more potential hazards
- 80% reported identifying more unintended consequences
- 65% reported reaching out more often for second opinions or advice from coworkers/safety

## CONTACT

To learn how we can work with you to co-create and implement a customized training program that results in the rapid adoption of key behaviors, contact our CEO, Sharon Lipinski, directly at 970-581-7681 or [sharon@habitmasteryconsulting.com](mailto:sharon@habitmasteryconsulting.com)

**While working with heavy equipment we “considered the chance for non team members to wander into the work area, resulted in better perimeter designation and signage.” PROGRAM PARTICIPANT**