



AT WORK

A LEARN AWESOME PROJECT

TEAM BUILDING WORKSHOP · HALF OR FULL DAY

YOUR TEAM MAKES A VIDEO GAME. YOU GET TO KNOW YOUR TEAM.

Solo, in pairs or in small groups, your people design a retro game on paper, build it with your own AI tools, then play each other's games. No coding. Everyone takes the book home to make one with a kid they love.

HALF OR FULL DAY

FROM \$4,999 + GST

IN PERSON OR ONLINE

YOUR AI TOOLS



IT'S NEVER ABOUT THE GAME. IT'S ABOUT THE CONNECTION.

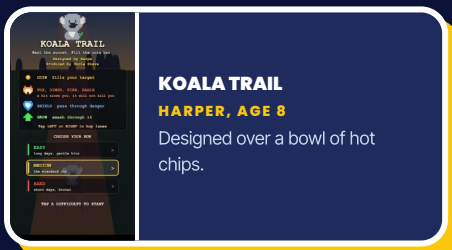
A team building day on the outside. Big topics hidden in the sauce.

WHERE THIS CAME FROM

IT STARTED WITH A BOWL OF HOT CHIPS.

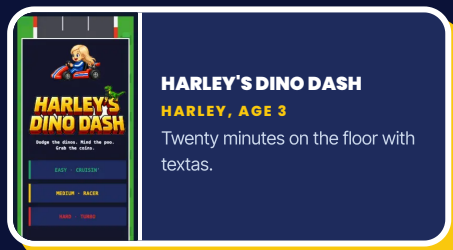
I'm a professional uncle. Uncle by blood to my niece Harper, and Uncle Steve to a few other kids whose families have made room for me.

One night Harper and I were waiting on hot chips. The restaurant's built-in games were rubbish, so we designed our own: the hero, what's chasing her, how you win. **By the time the bowl was empty, we were playing it on my phone.** Then it happened again. And again.



KOALA TRAIL HARPER, AGE 8

Designed over a bowl of hot chips.



HARLEY'S DINO DASH HARLEY, AGE 3

Twenty minutes on the floor with textas.



SNAG HOUND A 9 YEAR OLD

A full game design document, starring Banjo the sausage dog.

Those afternoons became a book: **Press Start Together**, for the significant adults in a kid's life.

THEN I TRIED IT ON MY TEAM

GROWN-UPS PUT THEMSELVES IN THE GAME TOO.

Kids don't hold back. Give them a blank page and they tell you exactly what they love. I wanted to know if adults would do the same.

So I ran it with the Learn Awesome team. They argued about who the good guy is, what the power-ups do and how you win. They told me more about themselves in one afternoon than in a year of meetings.

WHAT THEY LOVE

Ours was our commute through Makati: stray cats, matcha and kwek kwek.

HOW THEY SHARE IDEAS

Some draw, some write the rulebook, some act the story out.

HOW THEY THINK

A systems thinker and a creative came at one game from opposite ends.

WHAT MATTERS TO THEM

One game was full of small symbolic moments. That tells you who people are.

WHY IT WORKS

YOU DON'T GET THIS FROM A TRIVIA NIGHT.

One of the most amazing sessions I've facilitated in almost two decades.

For a few hours I got a glimpse into their worlds. Literally. They built them, and invited me in. Everyone walked out with a working game. I walked out knowing my team better.

HOW THE WORKSHOP RUNS

FOUR LEVELS. ONE ARCADE.

1

TEAM UP

Solo, in pairs or in small groups.
Mixed on purpose.

2

DESIGN ON PAPER

Hero, baddies, power-ups, rules,
world. No screens yet.

3

BUILD WITH AI

The worksheets become the
prompt. The AI does the coding.

4

THE ARCADE

Every game gets presented and
played. Awards and high scores.

HIDING THE VEGGIES IN THE SAUCE

THEY THINK THEY'RE MAKING A VIDEO GAME.

They are. They're also working through AI, leadership, connection, and where people fit as the technology moves.

ON THE PLATE

IN THE SAUCE

PICKING A HERO AND A WORLD

Connection. What people love and notice comes out on paper.

TEAMING UP

Leadership and collaboration. Who leads, who listens, how people land on one idea.

WRITING THE RULES

Systems thinking. Every action has a consequence, and someone designs it.

POWER-UPS AND TRADE-OFFS

Decision making. Incentives, risk and reward, what's worth the cost.

PROMPTING THE AI

AI fluency, human in the loop. Say what you want, check what comes back, stay in charge.

PLAYTEST AND FIX

Feedback and iteration. Giving it, taking it, deciding what matters.

THE ARCADE

Storytelling and confidence. Standing up and showing something you made.

REAL GAME, REAL TEAM

TWO PEOPLE. NO CODE.

RULEBOOK · RUSH HOUR MAKATI

3 LIVES

OBJECTIVE	Reach your desk by 9 o'clock
HAZARD	Get bumped and you lose time
WEAPON	Your laptop is a boomerang
TRADE-OFF	Pat a stray cat: 25% faster, costs 10 seconds
POWER-UP	Matcha latte heals and adds speed
GRENADE	Kwek kwek, the street food bomb
LIFELINE	Phone a friend at work

WHAT EVERYONE WALKS AWAY WITH

SOMETHING TO TAKE HOME.

CONNECTION

They see how each other thinks, leads and listens.

AI CONFIDENCE

A real build on tools they already have. No slides.

AN ARCADE THAT STAYS

The games live on inside your organisation.

THE BOOK, ONE EACH

Press Start Together, to run the same workshop with a kid they love.

PICK YOUR GAME MODE

UP TO 20

PLAY

Pure team building. Games set
in your world.

UP TO 20

CAMPAIGN

Built around a company theme,
shared company wide.

40 AND UP

BIG ROOM

Offsites and conferences. The
arcade closes the day.

HOW WE RUN IT

IN PERSON OR ONLINE

Both work. In person is better: the
paper, the arguing and the arcade
hit differently in one room.

STARTING FROM

\$4,999 + GST

- Half day or full day
- In person or online
- A copy of the book for every participant

Built on your AI tools. We bring the prompts, templates and
worksheets from the book. Steve gets everyone to a playable
game.

PLAYER 1


ABOUT STEVE

STEVE CORNEY

Professional uncle and professional problem solver. Almost two decades
running rooms as a facilitator, trainer and MC. Founder of Learn Awesome,
the learning design agency behind thousands of learning experiences for
organisations like CSIRO, Boeing and NAB. He runs AI workshops and
designs learning for some of Australia's largest companies. TEDx speaker
and author of Press Start Together. Say yes, figure it out, and now he's
passing it on.

READY PLAYER ONE? LET'S TALK.

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