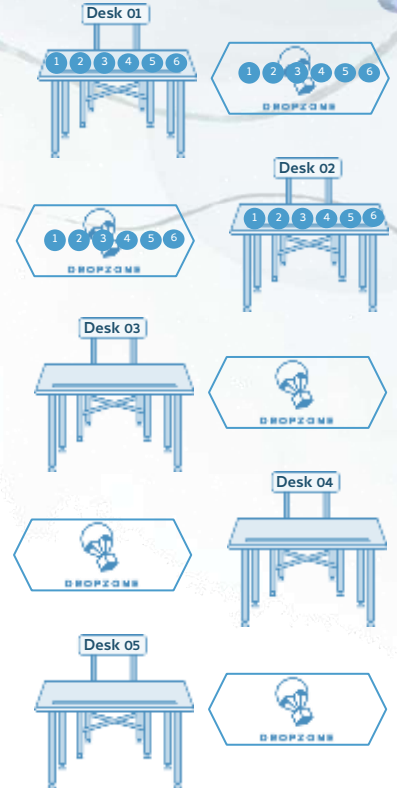




First a game

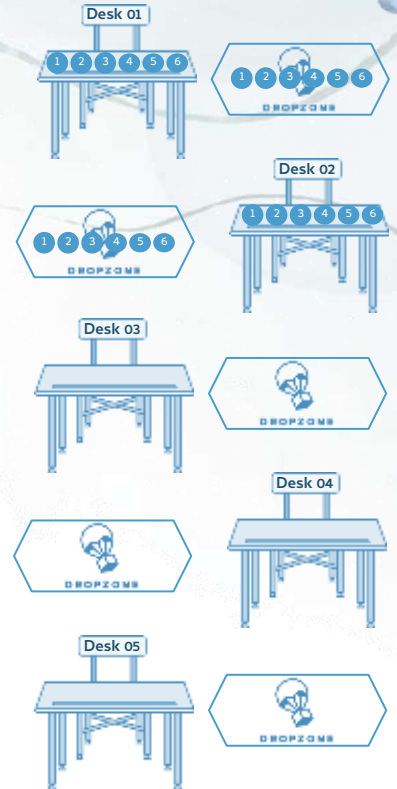
Round 01

- Split into teams of six people.
- Five team members each pick a desk numbers from 01-05.
- One person is the time keeper of the team.
- The task is to move all the coins from one desk number 01 to desk number 06 keeping the following rules in mind.
 1. The coin has to be moved from the desk to handover area **one by one**.
 2. The next person needs to wait until **all the coins** of the previous person are **in the drop zone**.
 3. Repeat steps 1 & 2 until all coins have reached the last desk.
- Time keeping:
 - The time keeper notes:
 - The start time – The time when the first coin is moved from desk 01 to handover area
 - The end time – The time when the last coin is moved from handover area to desk 05
 - Everyone else notes just their own processing duration



Round 02

- Keep the team from Round 01.
- Each team member keeps the same desk number from Round 01.
- Same person plays the time keeper of the team.
- The task is to move all the coins from one desk number 01 to desk. number 06 keeping the following rules in mind.
 1. The coin has to moved from the desk to handover area **one by one**.
 2. The next person need to wait until **the first coin** of the previous person are **in the drop zone**.
 3. Repeat steps 1 & 2 until all coins have reached last desk.
- Time keeping:
 - The time keeper notes:
 - The start time – The time when the first coin is moved from desk 01 to handover area
 - The end time – The time when the last coin is moved from handover area to desk 05
 - Everyone else notes just their own processing duration



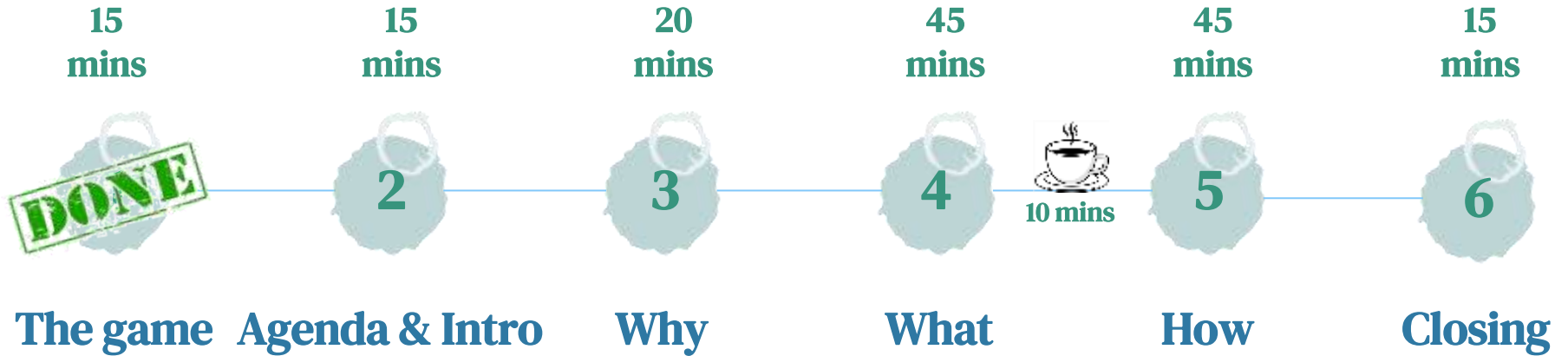


Team work

In modern day workplace

Aazmi A
Reutlingen
24 October 2022

Agenda





Hi!

My name is **Aazmi**.

I am:

- a leadership Scholar, Coach, Trainer, Workshop Designer, Facilitator and Moderator
- a software engineer who turned psychologist
- living in Germany since 6 years

I come from...



Two homes

Born in
Calicut (City)
Kerala (State)



Live in
Heppenheim an der
Bergstraße (City)
Hessen (State)

One of my hobbies – Henna art



Some personal pictures from home...



Traditionally way of serving food...



Grenzenlos



- Place students from Africa, Asia and Latin America in vocational schools.
- With the methods of Global Learning, their expertise and the focus on the 17 Sustainable Development Goals (SDGs) of the United Nations, they conduct teaching cooperations as "Borderless Active".



- The aim is to encourage students and trainees to take sustainable professional action in our globalised world.
- In this way, transformation towards a more just world is possible.

The offer is free of charge, as it is funded by the Federal Government and the Federal States.



Bundesministerium für
Wirtschaftliche Zusammenarbeit
und Entwicklung



<https://www.wusgermany.de/de/auslaenderstudium/grenzenloS>

SUSTAINABLE DEVELOPMENT GOALS



17
Goals

169
Targets

3518
Events

6596
Actions

SUSTAINABLE DEVELOPMENT GOALS

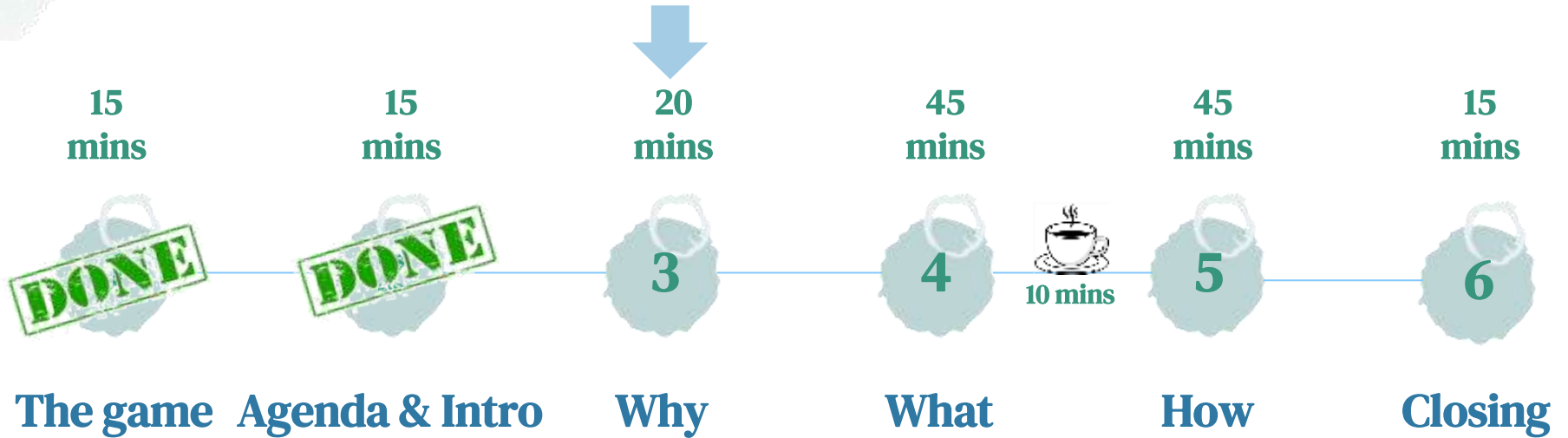


Goals

8

Promote sustained, inclusive and sustainable economic growth, full and productive employment and decent work for all

Agenda



The background features two stylized human profiles in light blue, facing each other. Inside the heads of these profiles are clusters of blue and green floral or leaf-like patterns. The overall aesthetic is soft and artistic, with a light blue and green color palette.

Why

**does teamwork become
more important**

A stylized, light blue profile of a human head facing right. The head is filled with various abstract and floral patterns in shades of blue and green. There are several clusters of small, dark blue flowers or leaves scattered around the head. The background is a soft, light blue gradient with faint, wavy lines.

Emotional intelligence

VS.

Artificial Intelligence

**The key differentiating factor
between Man and Machines**

Perceiving
Emotions

Understanding
Emotions

Emotional
Intelligence

Managing
Emotions

Using
Emotions

Low Emotional Intelligence

High Emotional Intelligence

Aggressive
Demanding
Egotistical
Bossy
Confrontational



Assertive
Ambitious
Driving
Strong-Willed
Decisive

Easily Distracted
Glib
Selfish
Poor Listener
Impulsive



Warm
Enthusiastic
Sociable
Charming
Persuasive

Resistant to Change
Passive
Un-Responsive
Slow
Stubborn



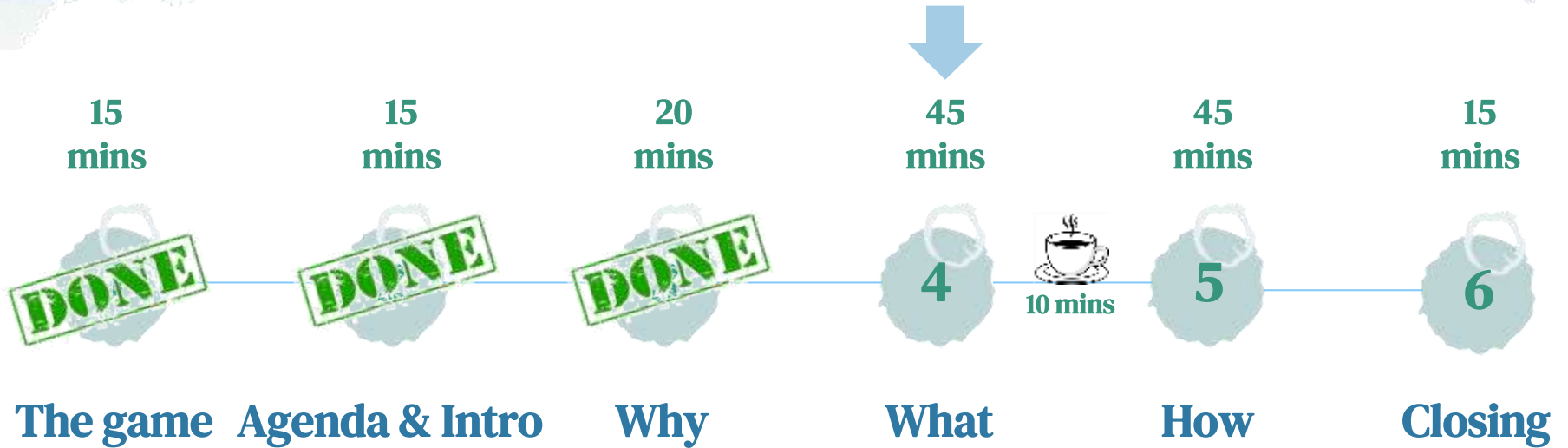
Patient
Stable
Predictable
Consistent
Good Listener

Critical
Picky
Fussy
Hard to Please
Perfectionistic



Detailed
Careful
Meticulous
Systematic
Neat

Agenda



The background features two stylized human profiles in light blue, facing each other. The profiles are filled with various floral and leaf-like patterns in shades of blue and green. The overall aesthetic is soft and artistic.

What factors contribute to Emotional Intelligence



Ability to communicate constructively

**Reflect on how you
communicated during the
game**



Ability to empathize with others

**Reflect on how you could
empathize with others
during the game**

The background features two stylized human profiles in light blue, facing each other. Inside the heads of these profiles are clusters of blue and green floral or leaf-like patterns. The overall aesthetic is soft and artistic, with a light blue and white color palette.

Ability to be of help

**Reflect on how you helped
others during the game**

The background features two stylized human profiles in light blue, facing each other. The profiles are filled with various blue and teal floral and leaf-like patterns. The overall aesthetic is soft and artistic.


Ability to handle (potential) conflicts

**Reflect on any conflicts
during the game**



Ability to give / take constructive feedback

**Reflect on how you gave
feedback to others during
the game •**



Ability to unlearn and relearn

**Reflect on how learned
during the game**

The background features two stylized human profiles in light blue, facing each other. Inside the heads of these profiles are clusters of blue and green floral or leaf-like patterns. The overall aesthetic is soft and artistic, with a light blue and white color palette.

What else...

Reflect other emotional intelligence aspects during the game

Agenda





-time activity

**How might these factors look
like in real life?**



Agenda



The background features two stylized human profiles in light blue, facing each other. The profiles are filled with various floral and abstract patterns in shades of blue and green. There are also several floating floral and abstract shapes around the profiles. The overall aesthetic is soft and artistic.

How
these factors look like
in real life

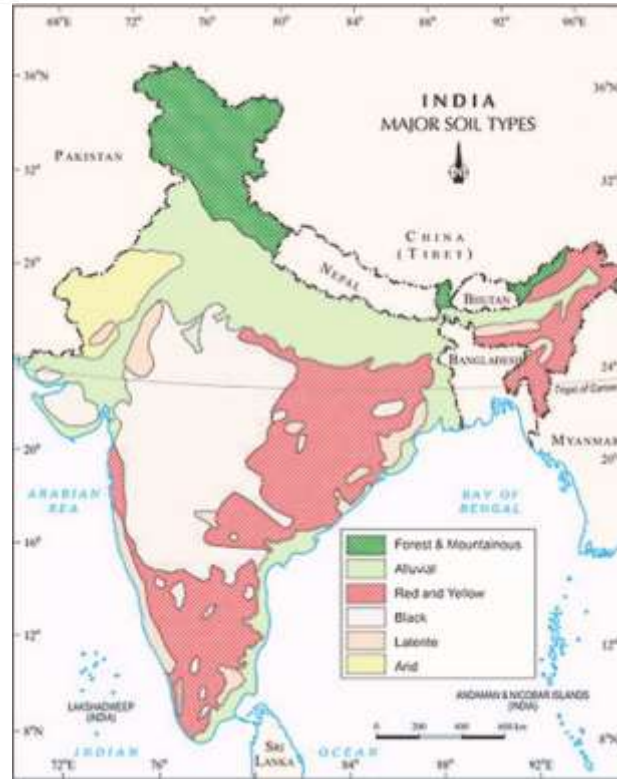
The background features two stylized human profiles in light blue, facing each other. The profiles are composed of simple outlines. Various decorative elements are scattered around them, including clusters of blue and green flowers, a blue circular shape with a white ring, and abstract wavy lines in shades of blue and green. The overall aesthetic is soft and artistic.

The team of strangers

Country Or Team?



Country Or Team?



Country Or Team?



Countries Or Team?



Countries Or Team?





**The team of
“Fliesenleger”**

Agenda





How

**would these factors look
like in your profession?**

The background features a stylized illustration of two human profiles facing each other, rendered in light blue outlines. The profiles are filled with various floral and abstract elements in shades of blue and green. There are several clusters of small, round flowers, some resembling hydrangeas, and some abstract, circular shapes. The overall aesthetic is soft and artistic.

Takeaway

**What are your take
away from today?**



Emotional Intelligence

**The key differentiating factor
between Man and Machines**



Team

Group of individual does not automatically make a team



Skills

**Soft-skills just like hard skills
get only better with practice**



Your action

What is the one thing you would do differently going forward?



Questions

What questions do you still have?

Agenda





Feedback

What feedback do you have for me?

Thanks!

I would be happy to connect and exchange.
Feel free to use any of the platforms:



Aazmi.A
@gmail.com

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