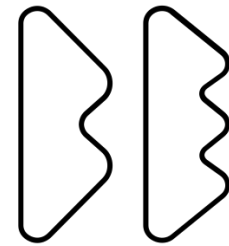




RISING LEADERS



**Being
Essential[®]**



What made us design Rising Leaders?

-  TITAN is Changing: 900 new hires in the past 9 months
-  1 out of 4 has been with the Group for 20+ years
1 out of 4 joined in the last 2 years
-  Improve management skills for a diverse group of First-Time Managers: Design an engaging learning experience that could scale, foster connectedness, be inclusive to accommodate various learning styles and build on TITAN's collective wisdom



**Harvard
Business
Publishing**
Corporate
Learning

RISING LEADERS

Blended Learning



Participants attend **Harvard Manage Mentor (HMM)** e-learning courses & related material as a prerequisite to join the upcoming workshops.

1. Self-led e-learning

- ✓ 10 Self-Led E-learning modules
- ✓ Extensive Theoretical Background
- ✓ Videos from Experts
- ✓ Series of Challenges
- ✓ Knowledge Confirmation
- ✓ Questionnaires
- ✓ Leadership Activities
- ✓ Self-assessments



In groups of five, participants shall practice **action learning**, leadership skills, exchange thoughts, experiences, give & receive feedback from peers.

2. LEAD Circles

- ✓ 10 LEAD Circles, one for each module
- ✓ 1st Circle will be facilitated by instructor to role model and set standards
- ✓ Subsequent LEAD Circles will be led by a different team member each time
- ✓ Participants should prepare certain business cases beforehand
- ✓ During the session they will discuss different views & actions
- ✓ They will give and receive feedback

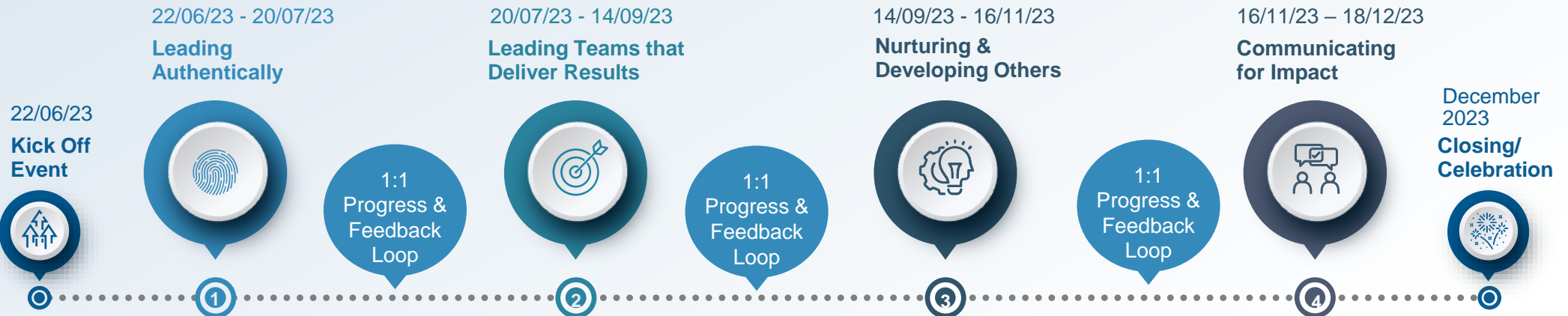


Instructor-led workshops bring all participants together to apply knowledge gained from e-learning courses, **LEAD Circles** and their daily work business challenges.

3. Instructor-led Workshops

- ✓ Case Studies
- ✓ Best Practice Capturing
- ✓ Exchange of Experiences
- ✓ «What If» Scenarios
- ✓ Role Playing Games
- ✓ Game-Based Learning
- ✓ Group Discussions

PROGRAM ROADMAP



22/06/23 - 20/07/23

Leading Authentically

20/07/23 - 14/09/23

Leading Teams that Deliver Results

14/09/23 - 16/11/23

Nurturing & Developing Others

16/11/23 - 18/12/23

Communicating for Impact




December 2023
Closing/
Celebration




22/06/23
Kick Off
Event






1:1
Progress &
Feedback
Loop




1:1
Progress &
Feedback
Loop

1:1
Progress &
Feedback
Loop

-  1. Leading People: w29/06
LEAD Circle: 06/07
-  2. Team Management: w06/07
LEAD Circle: 13/07
-  1st Workshop: 20/07


-  1. Goal Setting: w20/07
LEAD Circle: 27/07
-  2. Delegation: w27/07
LEAD Circle: 07/09
-  2nd Workshop: 14/09


-  1. Feedback Essentials: w02/10
LEAD Circle: 12/10
-  2. Retaining Employees: w12/10
LEAD Circle: 26/10
-  3. Developing Employees: w26/10
LEAD Circle: 02/11
-  4. Coaching: w02/11
LEAD Circle: 09/11
-  3rd Workshop: 15-16/11


-  1. Persuading Others: w16/11
LEAD Circle: 23/11
-  2. Difficult Interactions: w23/11
LEAD Circle: 30/11
-  4th Workshop: 18/12

Current
Capability
Assessment

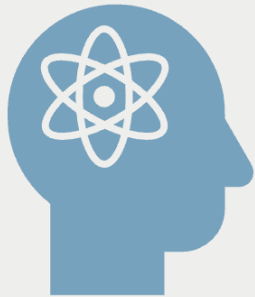
Development
Assessment

 E-learning: Self-paced e-learning (HMM)

 Lead Circles: Participants in groups of five engage in action learning, practice leadership skills, exchange experiences, provide and receive feedback.

 Workshop: Engage the whole group via live facilitated workshop to reinforce key concepts

Which design decisions made a difference?



Master
Reflective Practice
& being **Autonomous**

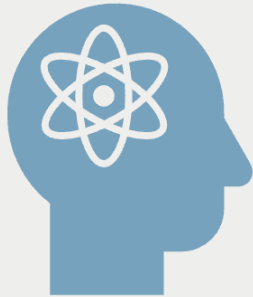


Learn
through a series of
meaningful
interactions



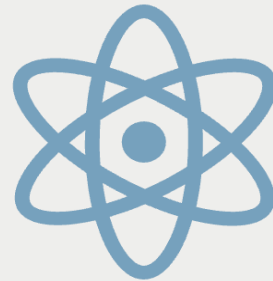
Engage
Top Leaders and
Managers of Program
Participants'

How it reflected on the program's effectiveness?



Self-paced deep dive on material

Had to be well prepared for LEAD Circles that further enriched the exchange depth of learning during the Workshops



e-learning, LEAD Circles, Virtual & Live Workshops, Fireside Chats & VR Games

Peer learning that fostered application of new skills, teamwork, high participation & engagement



Empathy with Snr Leaders

Participants' Managers involved in development plans & learning process

Connectedness, Confidence & Trust



Day 1
✓ **Live Workshop to reflect on Stream themes**

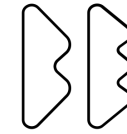




Day 2
✓ Fireside Chat with Top Leadership
✓ Virtual Reality Game by Visible | Catalyst Greece



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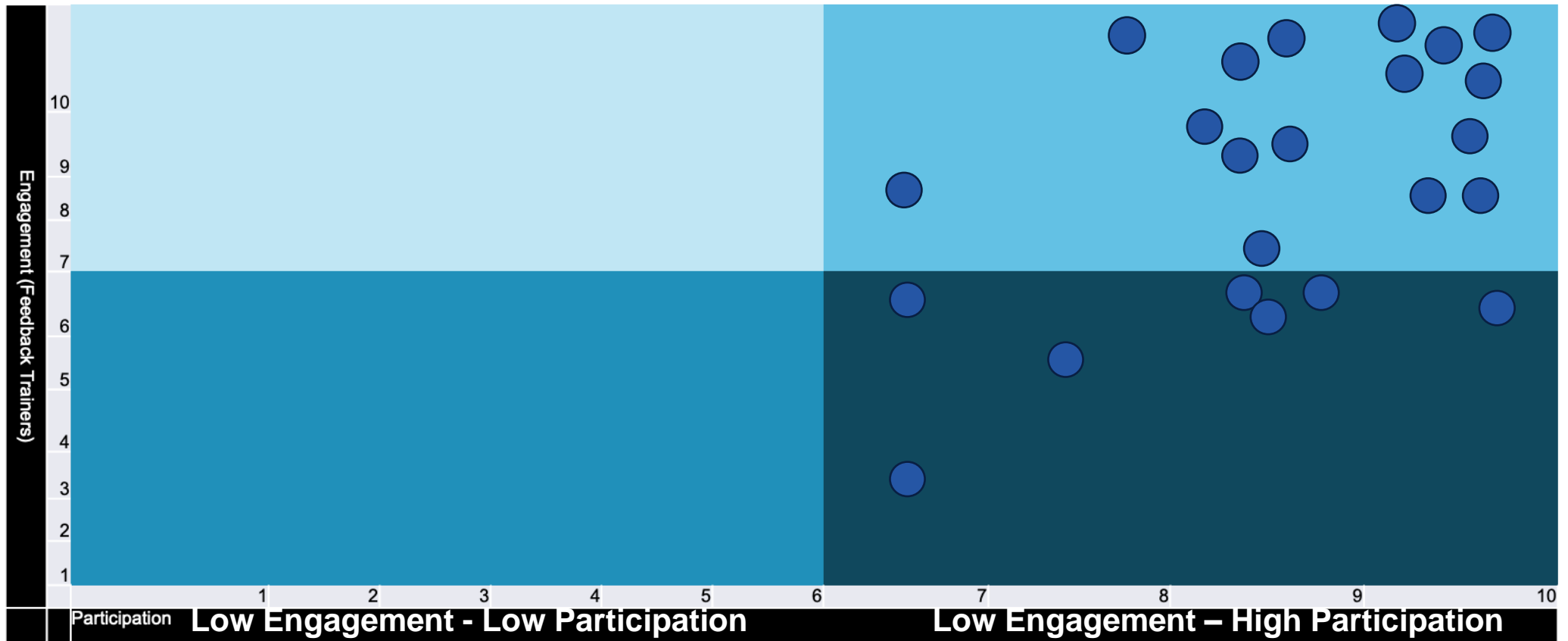
Being
Essential®



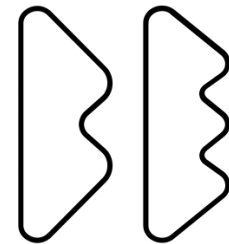
How to measure Success during the learning process

High Engagement – Low Participation

High Engagement – High Participation



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