GAME CHANGER MINDSETS

AdVentures Academy

A NEW WAY TO LEARN

GAME CHANGER MINDSETS

Film-led workshops that turn discussion into ownership.

FIRST TIME IN PAKISTAN



www.ava.com.pk

WHY THIS MATTERS

WHAT IF TRAINING FELT LIKE A MOVIE?

And led to a conversation people actually remember?



AdVentures Academy

THE PROBLEM

Most Training Fills a Room. Not Every Session Changes It.

01

ONE-WAY

The trainer speaks.
The room listens.

02

SAFE ANSWERS

People repeat what they think is expected.

03

GENERIC

Examples can feel disconnected from real life.

04

FORGOTTEN

Notes survive. Behaviours often do not.

ATTENDANCE ≠ OWNERSHIP

GAME CHANGER MINDSETS

AdVentures Academy

DON’T START WITH A SLIDE

START WITH A STORY

A short film clip makes everyone curious.

THE METHADOLOGY

AdVentures Academy

One Film. Four Powerful Moments.

A facilitated journey from first reaction to practical insight.

01

WATCH

See a moment unfold.

02

SHARE

Say what stood out.

03

DISCUSS

Explore other views.

04

CONNECT

Apply it at work.

NO “RIGHT” INTERPRETATION - EVERY PERSPECTIVE OPENS THE CONVERSATION.

THE METHADOLOGY

AN INTERNATIONAL TRAINING METHODOLOGY

NOW IN PAKISTAN

Brought to you by

ADVENTURES ACADEMY



Assad Koshul

Founder GCM

CPA & CPTD Certified | 14 Global Industries

01 / WATCH

The Clip Opens The Question

A film scene provides a shared experience. Everyone can observe, react and form their own interpretation.



02/ SHARE

There Is No Single Right View

“What did you notice?”

Participants speak in their own words, bringing assumptions, experiences and perspectives into the room.



03 /DISCUSS

One Scene. Many Perspectives

The real learning happens in the exchange.

Participants compare interpretations, question assumptions and build on one another’s ideas.



04/ CONNECT

From The Screen To Real Life

Now the discussion becomes personal: What does this reveal about how we work, decide and lead?



SIDE BY SIDE

A Different Kind of Learning Room.

The biggest change is the role of the participant.

TRADITIONAL TRAINING	GAME CHANGER MINDSETS
Lecture & slides	**Film clip & shared scene**
Trainer-centred	**Participant-centred**
One expected response	**Multiple perspectives**
Listen & take notes	**Observe, share, debate**
Imported examples	**Local, work-connected dialogue**

PROOF FROM THE ROOM

International Case Studies



Bina Business Incubator
Istanbul



Mohamed V University
Rabat Morocco



Innovation DuPage
USA

BRING GCM TO YOUR ORGANISATION

Let’s Change The Way We Learn

Book a free consultation to tailor a film-led session to your goals.



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