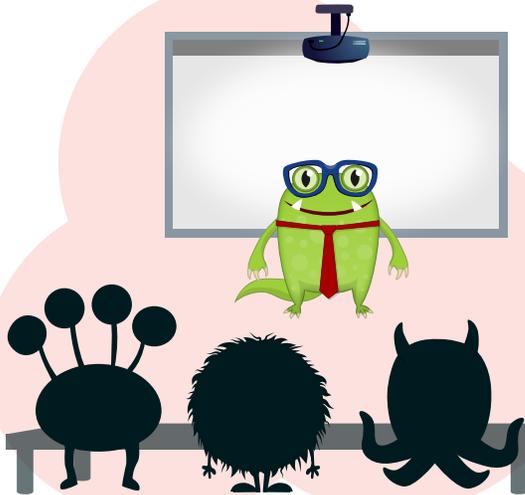


Luma's Observation

Most learning experiences are designed to be learner-to-instructor or learner-to-self.

Learner-
to-Instructor



Learner-
to-Self



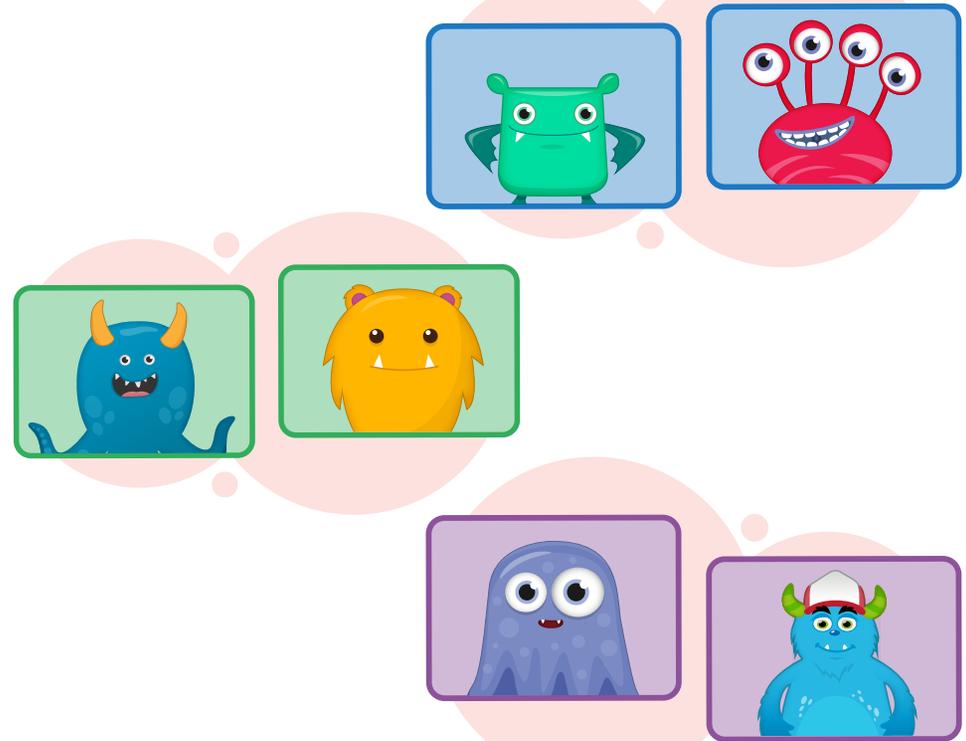
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Lumafy Tip 35

Create experiences that engage learners with learners in out-of-the box thinking challenges.

SOLVE IT!

Ask a challenging divergent question and have teams solve it within a given time frame and whichever team can solve it first earns the reward.



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