# Interel



# **國 Electric Maze**

## Effective Learning Through Innovative Technology

### THE CHALLENGE

To deliver a dynamic learning activity that illustrates the value of effective communication, skillful planning, leadership roles, coaching and success through team process.

## THE SOLUTION

The Electric Maze® is an electronically programmable innovative activity that challenges teams to find a successful path without triggering an alarm. Activities using the Electric Maze, which can be completed in about an hour, clearly demonstrate the importance of the skills essential to an organization's success.



**EM3 Carrying Case** 

he Electric Maze is a widely used and popular device providing a powerful learning experience, yet requires little physical effort. Its unique design assures that these activities are safe and appropriate at all organizational levels, regardless of age, physical condition or cultural orientation. Simple programming of the Maze creates a training environment that can be tailored to meet diverse learning goals.



# **Electric Maze®**

### **ELECTRIC MAZE**

### SPECIFICATIONS

Grid pattern carpet with pressure sensitive switches. Programmable control module with visible and audible alarms. 9v battery included. Typical number of participants: 4 to 24. Typical activity area: 12' x 15'. Indoor location. Set-up and operation manual provided.

#### EM1

Control Module: Switch programmed Dimensions: 6' x 9' grid Shipping Wt/Dim: 48 Lbs/78" x 10" x 10" Carrying Case Optional

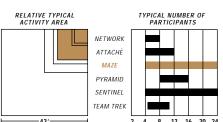
#### EM<sub>2</sub>

Control Module: Pin programmed Dimensions: 6' x 8' grid Shipping Wt/Dim: 45 Lbs/78" x 10" x 10" Carrying Case Optional

#### EM3

Control Module: Pin programmed Dimensions: Two 3' x 8' grids joined with Velcro® for use Shipping Wt/Dim: 60 Lbs/50" x 14" x 14" Carrying Case Included Action Learning Devices provide an environment for accelerated learning, a stage for viewing individual, group and organizational behaviors, and a versatile tool for enhancing employee and organizational development programs. Each device can produce a variety of learning environments reflecting group dynamics ranging from simple to complex. Each tool also provides an arena for action-based assessment of participants styles and capabilities and a practice field for developing new competencies. Clients use Action Learning Devices for developing leadership, coaching and systems thinking skills, for creating high performance teams and learning organizations, and many other applications.





Interel was formed in 1973 to research solutions to problems affecting corporate productivity. This work led to the creation of Action Learning Devices, which have evolved to meet the changing needs of corporate clients. In today's fiercely competitive business environment it is essential that organizations respond immediately to market changes, new technology and customer service requirements. Interel's Action Learning Devices provide an accelerated learning environment for employees that allows them to discover how to meet those competitive challenges in timely, effective and creative ways. Today, Interel is the leading producer of Action Learning Devices used by Fortune 500 companies for human resource and organizational development, and institutions engaged in action learning.

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