



### **TALENT ADVISORY** - Transformative Talent Solutions

### 01 LEADERSHIP

Capability Development

We help leaders to rise to the challenge to lead their businesses and achieve meaningful growth by changing the way they think act & connect.

### 02 **BELONGING**

Diversity, Equity & Inclusion

We help create a safer & inclusive work environment by working on breaking biases, facilitating inclusive culture, & diversity leadership confidence.

# 03 BUSINESS STRATEGY DEVELOPMENT

Conclaves & Retreats

We work with your leadership teams to devise VISION-2-STRATEGY, & STRATEGY-2-EXECUTION pillars for the organization.

### 04 **CHRO ADVISORY**

**People Process Consulting** 

We leverage our in-depth experience to provide value solutions to Business & HR Leaders for People Process Effectiveness.

### 05 coaching

360° People Leadership

360° People Leadership model is targeted toward people leaders tasked with responsibility of core execution of leading people & business.





### **OUR CREDENTIALS**

### **Verborum non Egestas, Fido Actus!**

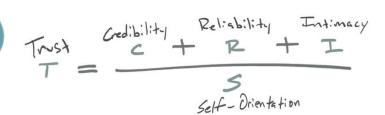
NO NEED OF WORDS, TRUST ACTIONS!

YEAR
INCORPORATE
2016

PASSION'PRE NEURS 100+
HAPPY
CLIENTS

GLOBAL DELIVERY CAPABILITY

DIVERSE INDUSTRY EXPERIENCE ARDENT
EXPONENTS OF
Be Spoke &
#Experience Learning
METHODOLOGY











### **INDUSTRY RECOGNITION**



Brandon Hall Excellence Awards highlight the ability to design and implement learning and leadership interventions that make a measurable impact on business outcomes.

Winning these awards for the third consecutive year highlights ProventusHR's continued dedication to creating impactful, business-driven leadership programs.







### **PROVENTUS HR** - About Us

### Rama Krishna (RK)

Consultant | Coach | Facilitator | Behavioural Agronomist





Alumni of National Defence Academy



Master in HR Management from IMS. Indore



Over 25 yrs of experience with TCS, JP Morgan Chase, Jet Airways, Essar, NRB



Passionate about Experiential Learning, #ExperienceLearning



Leading exponent of REEL|LIFE, Movie review based experiential learning methodology



Certified Master Coach (MCC) | Marshall Goldsmith SCC | ICF



30%

50%

75%

90%

**Practice Doing** 

**Teach Others** 

**ProventusHR** 

**EDGE** 

**We** believe that people learn best through experiences, exploring, creating, connecting and interacting with the world and each other, not through sitting and looking at slides!

We specialise in facilitating experiences, where executive participants can learn and apply their learnings in a risk-free learning environment, simulating real life.

Towards this experience creation, we leverage Computer Simulations, REEL\Life (Movie based learning format), Rapid Prototyping, Socialisation, Gamification etc in our workshops.







### **LEAP** - Leadership Excellence Through Awareness & Pride

### **Different Strokes for Different Folks**











### **LEAP** - Designed For Success

We know that human behaviour shaped over decades of experiences, cannot be changed with a stand-alone training intervention. We offer Bespoke & Integrated Leadership Intervention, a 360° mindshare approach spread over 6-9 months.

360° MODULAR
MULTI-MODAL
MULTI-SENSORY
MINDSHARE









### **LEAP** – Recommended Journey Flow (In Person Workshops)

Module 1

One Day

I LEAD mySELF

- LEADING SELF
- LEADING EMOTIONALLLY INTELLIGENT



Module 2

One Day

I LEAD myTEAM

- LEADING TEAM PERFORMANCE
- EFFECTIVE DELEGATION



Module 3

One Day

I LEAD myINNOVATION

- LEADING INNOVATION
- FAIL FAST FAIL SAFE (Psychological Safety)



Module 4

One Day

I LEAD mySTAKEHOLDER

- STAKEHOLDER TRUST & RELATIONSHIP
- INFLUENCING WITH IMPACT



Module 5

One Day

I LEAD myBUSINESS

- BUSINESS ACUMEN & STRATEGIC MINDSET
- PESTLE BIG PICTURE THINKING



Module 6

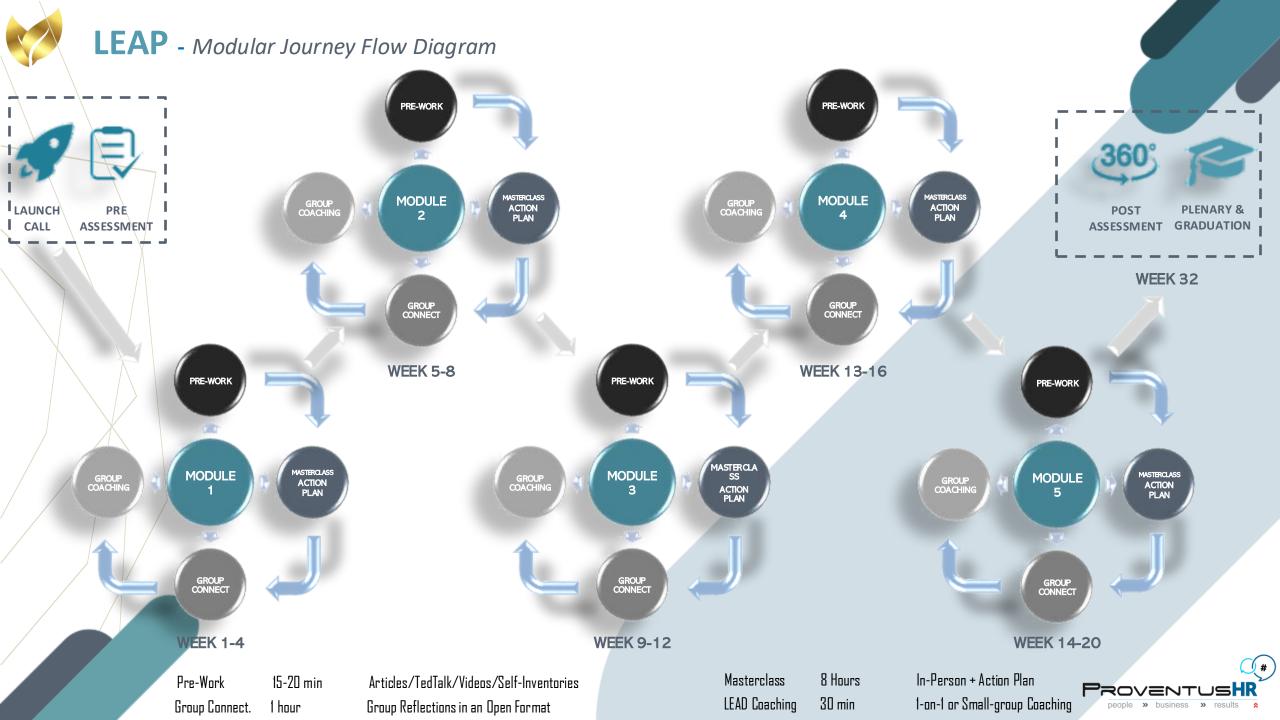
One Day

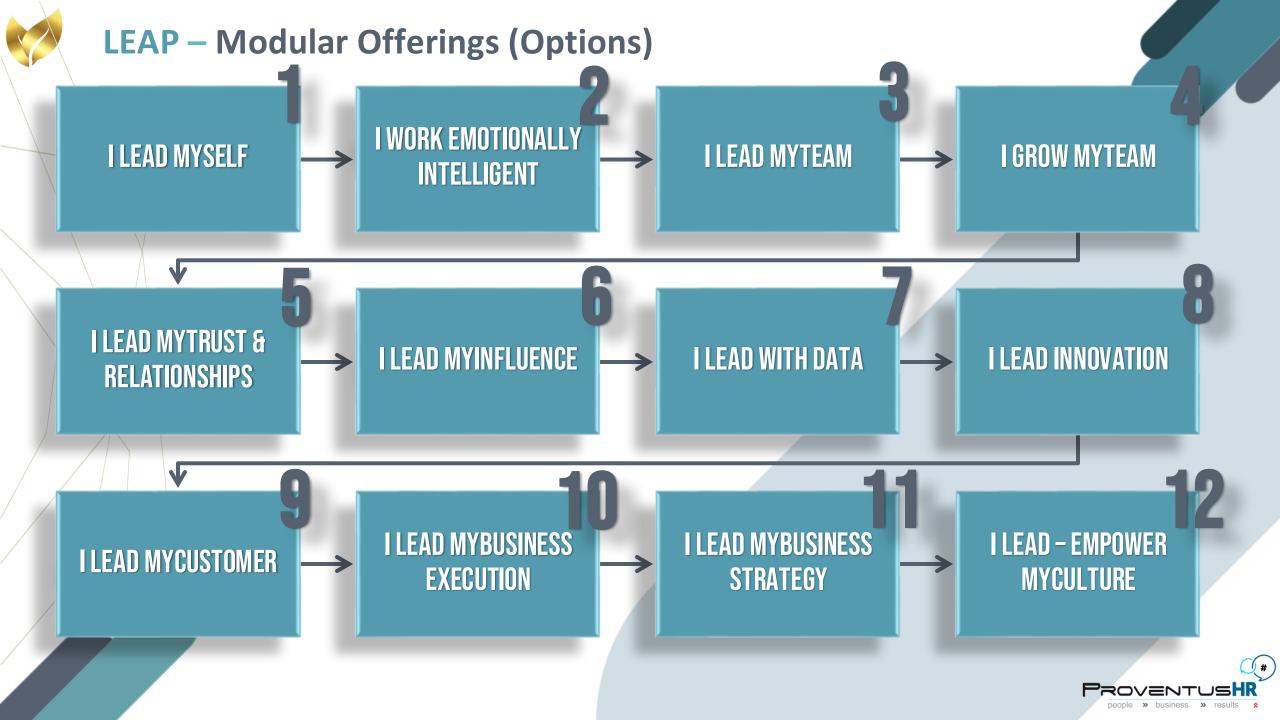
I LEAD myCULTURE

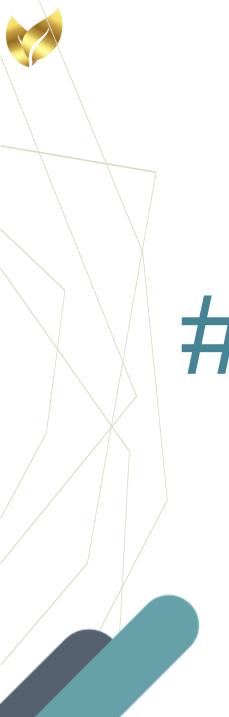
- CHANGE AGILITY
- EXTREME OWNERSHIP











# ## Experiential Methodologies leveraged for learning effectiveness

SNAP SHOTS





## Gamification in LEAP Journey

Participants earn points through engaging activities, fostering interaction and recognizing top achievers, ultimately enriching the learning experience.





### **Point Accumulation System**

Participants earn points through attendance, participation, quiz rankings, and submissions.

01



### **Recognition of Achievers**

Top 10 participants are honored as Shield Bearers, highlighting their efforts.

02



### **Impact on Graduation Event**

Accumulated Shields from participants contribute to the final Graduation event.

03



#### **Certification Process**

Shield Bearers receive certifications at the Graduation event, symbolizing their achievements.

04



### **Engagement through Gamification**

Gamification promotes active participation and motivates learners throughout their journey.

05



### Advantages of Gamification Exploring the advantages of gamification in learning



### **Encourages Engagement**

Gamification introduces points for participation, driving motivation among learners.



## Fosters Continuous Learning

Shields signify progress, encouraging a culture of ongoing education.



### Recognizes Achievements

Top performers are celebrated as Shield Bearers, fostering pride and motivation.



### **Builds Healthy Competition**

Rankings inspire learners to strive for excellence and improve their skills.



### Supports Accountability

Rewards for pre-work and action plans empower learners to prepare thoroughly.



### Increases Retention

Regular rewards create memorable learning experiences, enhancing retention.



### **Celebrates Success**

Graduation ceremonies honor participants' dedication and achievements.



### Simplifies Goal Tracking

Clear milestones and targets help learners stay focused and motivated towards their educational objectives.





### Simulation Experience Explore Effective Strategies



### **Experiential Learning**

Provides hands-on, immersive experiences that enable participants to learn by doing.



### **Enhances Engagement**

Captures attention through interactive and dynamic activities, making learning more enjoyable.





### **Realistic Problem-Solving**

Mimics real-world scenarios, allowing learners to practice decision-making in a safe environment.



### **Promotes Critical Thinking**

Develops analytical and strategic thinking by challenging participants with complex situations.



#### **Immediate Feedback**

Offers instant insights into actions and decisions, fostering quick learning and improvement.



### **Fosters Collaboration**

Encourages teamwork and communication, simulating collaborative workplace dynamics.



### Risk-Free **Experimentation**

Encourages trying new strategies and approaches without realworld consequences.



### **Bridges Knowledge and Application**

Helps translate theoretical concepts into practical skills and behaviors.



### **Supports Long-Term** Retention

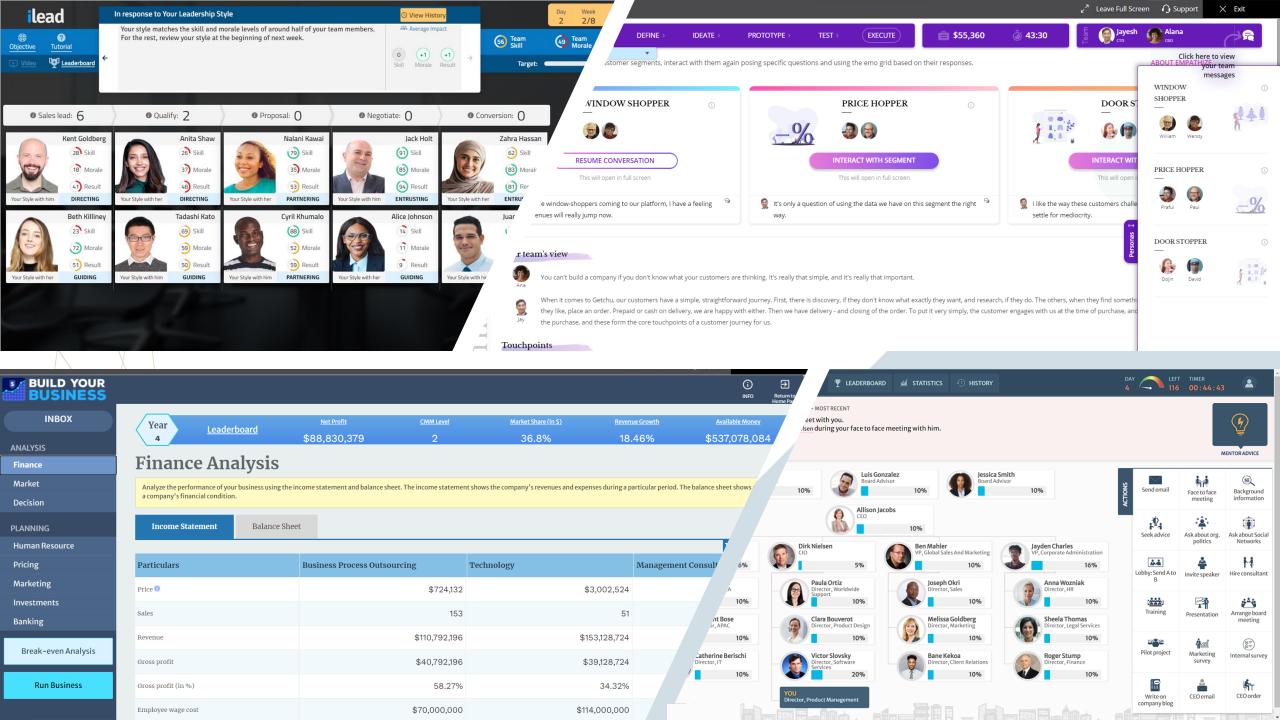
Reinforces learning through active participation, ensuring deeper understanding and recall.



### **Customizable for** Relevance

Tailors' scenarios to specific industries, roles, or challenges, ensuring applicability and value.







### **REEL**|Life in Learning



### **Transformative Learning Through** Cinema

Harness the power of storytelling and visual narratives to inspire deep reflection and behavior change.



### **Cross-Referencing** Concepts

Reinforce learning by linking cinematic lessons to real-world frameworks, models, and nizational practices.





### **Immersive Experiences**

Dive into curated movie clips that challenge biases, provoke thought, and ignite meaningful conversations.



### **Relatable Contexts**

Use cinematic scenarios to mirror workplace challenges, fostering realtime problem-solving and emotional connection.



### **Captivating Stories by Master Storytellers**

Leverage iconic films created by some of the best storytellers to deliver powerful messages that resonate.



### **Enhanced Learning** Retention

Engaging visual and emotional stimuli ensure lessons are remembered longer and applied effectively.



### **Critical Themes**

Address key learning objectives like leadership, ownership, inclusion, and collaboration through engaging and memorable examples.



### **Engage and Inspire**

Leverage the emotional resonance of movies to inspire participants to internalize and apply learning outcomes.



### **Action-Oriented Insights**

Facilitate discussions and reflections that translate cinematic lessons into actionable steps for personal and professional growth.



### Scalable and Versatile

Applicable across diverse topics and audiences, adaptable to training, coaching, and team-building scenarios.







### What's your favourite movie?

We'll bet you can enthusiastically tell us all about it, even if you haven't seen it in years.

Stories are like nutrition for our souls.

We remember them and love them.

They have deeper meaning for us.







### Action Learning Templates Key Details and Participant Benefits

### **Apply Learned** Concepts



Implement skills to tackle realworld challenges effectively.

Live Scenario **Implementation** 



Gain hands-on experience by applying theories in real situations.

### **Final Project** Presentation



Achieve FPP Certification showcasing expertise and skills.

### **Recognition & Impact**



Deliver impactful projects and gain recognition for excellence.

### Leadership Portfolio



Build a portfolio showcasing leadership and project achievements.







LS	STEP 1 STEP 2															
	Strength (Capabilities/ Skills)	Weakness (Lack of skills/ attitu knowledge)	1 1	ity vithin the system to ue strengths)	Threats (risks and conse arising from the weakness)		nd professional pr		Rate the perso on his/her WI (High-Low)		er SKILL w)	Which quadrant does (s)he belong to on the WILL- SKILL matrix**	What leader style will you adapt for th situation ***	leadership st	s that you will take basis your chosen tyle	What activities can you delegate to him/her basis the Urgent-Important matrix
Specialist	* Technical Excellence * Effective Comminication * Dedication	* Work in Silo * No proacitiveness * General Structure	* Higher Re	* Career Growth * Higher Role * Award & Recognition		* Lead the * Execute r structures	ormal *	Lack of confidence Monotonous work Miss deadline/ leading to omplaints	Low	Hi	gh	Qualified	Partneri	<b>I</b>	nteraction for tech problems signments specific to gain confidence f	or Hi-U/Lo-I
Project Engineer	* Soft Skills  * Confidence  * Ready for help	* Dictate * Unable in Mentor		* Successor TL * Visibility across BUs		* Lead the * Become projects	M for large	Too many tasks together Incomplete tasks	High	Hi	High Co		Entrusti	ng * Involve in s	* Assign team responsibilities * Involve in standardisation/productisation improvement	
Working Engineer	* Innovative Ideas * Quick learner * Result oriented	* Dedication * Ignore the guideling	Tools	•	* Loss of quality * Errors in delive			Overconfident Client complaints for mistakes	High	Lo	ow.	Learner	Guidin	* Nurture the * Work to ga	e ideas ain self satisfaction with organisation go	oal Lo-U/Hi-I
Working Engineer	* Multi Task  * Dedication  * Urge to learn new	* Accept Everything * Effective comunic	l l	n interested areas knowledge	* Unable to meet deadlines * Overloaded	* Work on structures * Lead the	sc	Customer complaints for chedules Open intercation	High	Lo	ow	Learner	Guidin	σ I	he work to complete within deadlines rnings in new areas	Lo-U/Hi-I
Working Engineer	* Ready to take Higher Role * Dedication	* Sudden leaves	Personal problems  Sudden leaves  Latest tech updates  * Lead the project  * Gain confidence		* No output * Mistakes * Missed deadlin	* Support	eam pe	Lack of confidence on own erformance Customer complaints	Low	Lo	ow	Beginner Direct		* Overcome personal difficulties * Gain confidence by attending e-courses		Lo-U/Lo-I
Key Performance Issue of you team member, to be improved upon	Feedback - Situation	Feedback - Behaviour observed	Feedback - Potential impact	reaction/objection (from team member)	developmental	What are the Goal questions (Leading) wi you ask?	What do you the is the current Reality/status of the individual w.r.t. the goal.	(Leading) will you ask?	the Dev options individu	o you think are elopments available to the Ial? (Think other AINING)	What are will you a	the Options question isk?	s	STEP 4 What in you view should be the Way orward (Timelines, Milestones)	What are the Way Forward questions (Leading) will you ask?	What is the agreed upon Goal? (After coaching discussion with the team member)
Confidence to handle large assignment worth 1000 Manhours	When new assignment alocated to team today	Pessimistic	Self and organisation growth	* No opprotunity * Overloaded	Understand the dynamic designs	How can you be mo intercative & approachable?	e Isolated worki	ng Do you think someone car your role as successor	I	Project Manager rform the role			It is expected that you take up this job as PM; can you do it?	Take up review of Mundra FGD Chimney & coordinate with client		
Guide the team with new soft skill	Requirement of new soft skill for optimisation for new job on 15th Oct 2020	Pessimistic	Knowledge transfer	Yes I will do it	Learn 1 new software every year	How do you think you be a good leader to gu the team?	I No team	How can you take the te forward meeting the challe they face?	enges	in monthly team meetings		ur opinion about taki Inducting team intera	_	Assign alternate nonth's meeting host	How will you be able to arrange the interaction?	Conduct team meeting for Jan 21
Concentration & dedication	During entry submision for Pride contest 2020	Antagonistic	Productivity improvement	Whats wrong with my approach?	Innovation	What do you enjoy do but don't do well?	ing No self motivat	Do you think you are tion understanding whats expe from you?	ected appr	re the web/old paches before onclusion	l l	you think there is a ga ge on any topic on th Can we use that?	e internet?	Read technical ournals/publications	How many journals do you go through every month?	White Paper publication
Accept every task assigned	When 'ABC' PM asked about work load last Monday	Silent	Complete in time/meet deadlines	I can do it as per your guideline	Prioritise the tasks	What's the one thing want to accomplish t year?	I Confused wit	· ·	ion of Discu	uss with peers		reporting manager he		arget specific activity	What is your target for achieving specilisation?	Study duct support designs
Personal life issues	When you didn't log in before 9:30 for this entire week	Doubtful	Meet minimum expectations of output	I am trying but unable to do it	Gain confidence in what you do	What is the most important thing in you	ur Lost the way	How can you help the organisation to meet its tal	Past	project details	l l	ften do you visit the a		Reference to the archieved data	Can you study this design from two projects and prepare comparison of approaches?	Complete CW sump design for HK
		•	<del>-</del> '	• •				•								





### **BrownBag eConnect Enhancing Learning Application**



58%

### Reinforces Workshop Learnings

Refreshes key concepts to maintain knowledge retention and relevance over time.



1.2x

### **Clarifies Action Plan Doubts**

Offers a platform to resolve uncertainties and fine-tune personalized action steps.



4x

### Encourages Practical Application

Drives the application of insights in realworld scenarios with ongoing support.



38%

#### **Real-Time Context Discussions**

Facilitates dialogue on workplace challenges, enabling targeted and actionable solutions.



92%

### **Promotes Social Learning**

Fosters peer to-peer interaction, sharing experiences, and collective growth.



3.4x

### **Stimulates Active Participation**

Ensures inclusive engagement through structured and open discussions.



58%

### **Enhances Accountability**

Keeps participants focused on commitments and progress through regular check-ins.



1.2x

### **Sustains Learning Momentum**

Bridges the gap between sessions, ensuring continuous growth and long-term impact.





### **Small Group Coaching**

### Structured Learning Review

Encourages participants to revisit and consolidate key workshop insights within a collaborative setting.



### Action-Oriented Accountability

Establishes a system where individuals are responsible for implementing learnings and reporting back to the group.



### Encourages Peer Discussion

Facilitates dynamic exchanges of ideas and strategies, enriching perspectives through shared experiences.



### Fosters Real-World

**Applicatiop**ortive environment to test, refine, and apply concepts in practical scenarios.



### Promotes Reflective Practice

Enables participants to assess their progress and adjust their approaches based on group feedback.



### Strengthens Commitment

Drives consistency in applying learnings by requiring structured updates and participation.



### Builds a Supportive Network

Creates a community of accountability partners who motivate and guide each other toward success.



### Enhances Problem-Solving

Leverages collective intelligence to address challenges and brainstorm innovative solutions.









### **LEAP** - Return on Investment

- Leadership Capability Development: Post-program assessments show an **18.5% improvement** in specified leadership competencies **for more than 98% of participants**, highlighting the program's efficacy in capability development
- LEAP achieves an impressive **learning effectiveness score with over 85%** in Reaction, Learning, and Application metrics
- Net Promoter Score (NPS) for the program is **greater than 91%**
- The **average progression score** across 360 Feedback of participants was **2.35 out of 3**, with **98%** of participants being classified as **positive movers on leadership capabilities**.
- Team Retention: LEAP Leadership Journey reduced attrition from 19% overall to 13% (in target group 240 employees) resulting in savings of ~60,84,000/- (6 mth CTC as cost of replacement)
- Team Engagement: Participants in the Leap Leadership Journey reported a 25% increase in employee engagement scores within six months post-program completion. (leads to a 10-15% increase in individual productivity and a 20% reduction in turnover according to industry benchmarks)
- Enhanced Appreciation Culture: An **increase of ~62%** reported in LEAP participants group for their team members being appreciated and encouraged at work.
- Increase in Team Productivity: Client organisations reported **10-15% increase in Team productivity** through enhanced outcomes and sales numbers
- Increase in Stakeholder Satisfaction: The LEAP participants have garnered a **high level of stakeholder trust ~20%** improvement in project alignment and infra-function resolutions

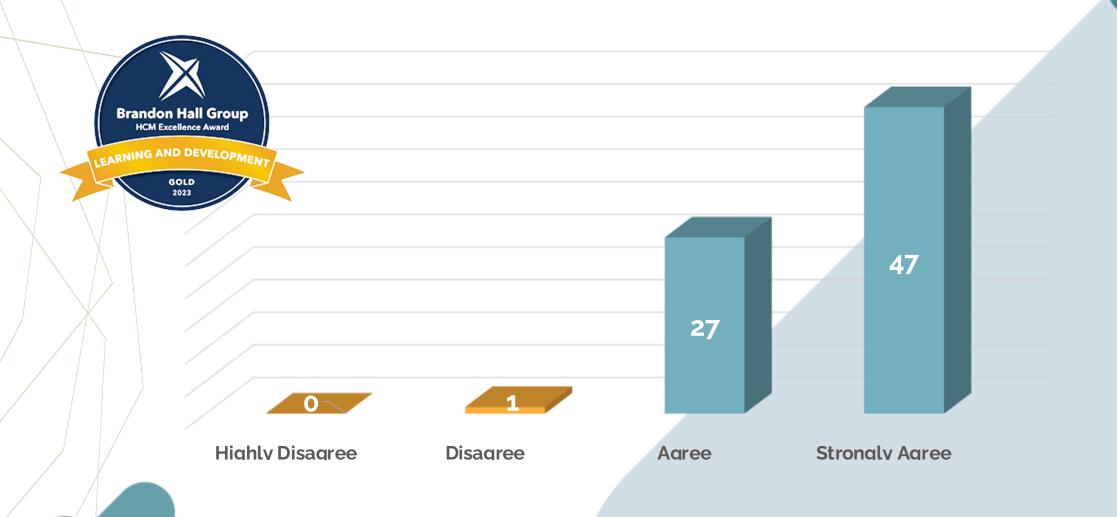


\* Tangible and measurable results, as reported by client organizations in Brandon Hall Award-winning submissions





### **LEAP** - 98% Leaders In LEAP Improved Their Effectiveness



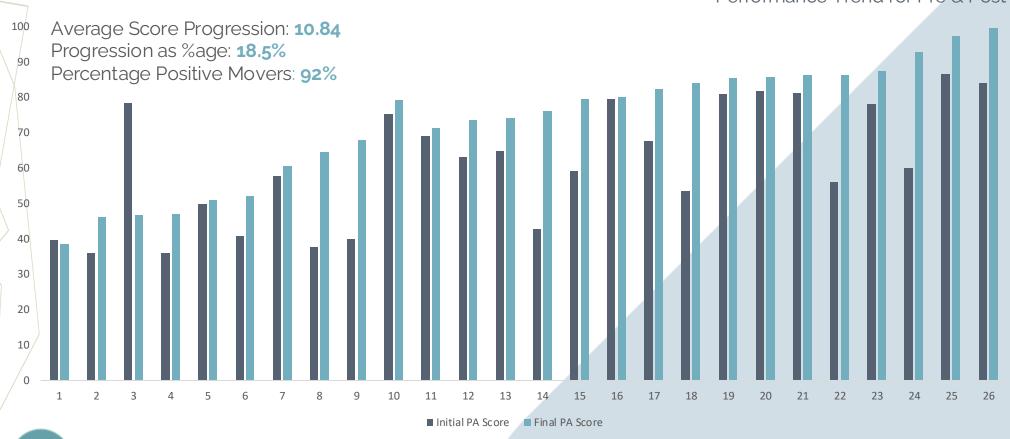




### **LEAP** - Leadership Mastery Journey

### The Psychometric

Performance Trend for Pre & Post Assessments

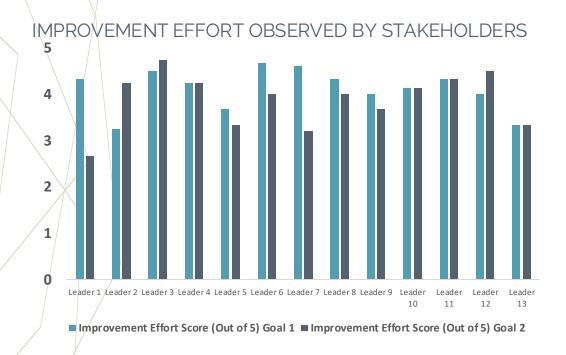


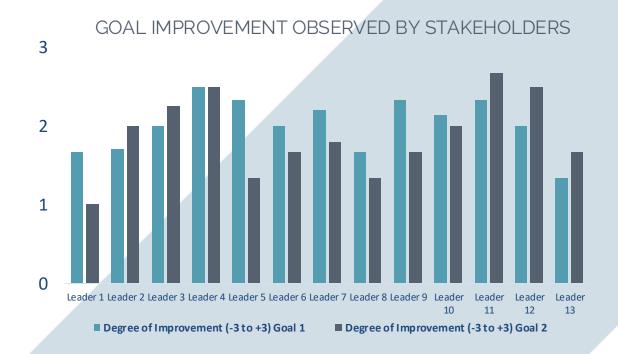
PROVENTUSHR
people » business » results \*



### **LEAP** - Leadership Mastery Journey

### The 360° - Effort & Improvement Observed by Stakeholders

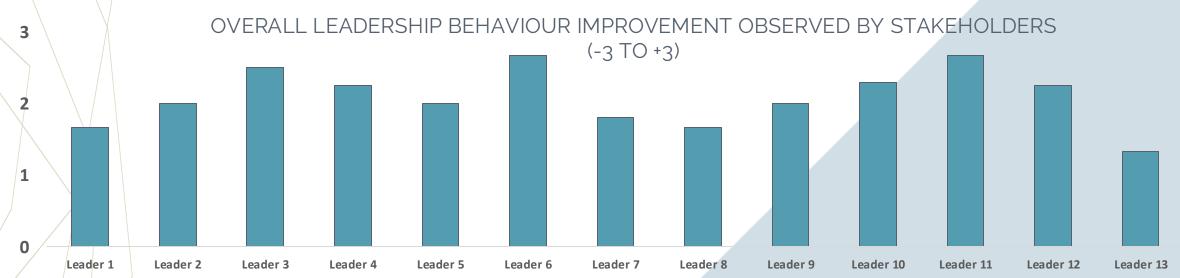














Marshall Goldsmith
Stakeholder Centered Coaching

# **ProventusHR Assurance RESULTS**

**ProventusHR** 

### THROUGH 360° REVI

Do you feel that the team has performed better since training? Which areas have improved the most? Are our customers/clients pleased with our improvements?

#### THROUGH SPEED COACHING

Are you using what you learned in training in your daily work?

Are there noticeable changes in individual and team performance post-training?

LEARNING OUTCOME

DID THE LEARNERS **ENJOY THE** TRAINING

Do you feel as though you can apply what you learned to your work?

Do you think you've gained the skills you needed to learn?

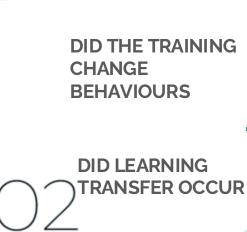
Did the training address the needs in your role and on your team?

Would you recommend this kind of training to others?

REACTION

BEHAVIOURAL

CHANGE



**DID THE TRAINING** 

**INFLUENCE** 

**PERFORMANCE** 





### Why ProventusHR is the Right Learning Partner for you

#### **CONTENT**

High relevance, contextual to industry and Client needs, ensuring real learning and producing demonstrable mindset change

### REEL|LIFE & BUSINESS SIMULATIONS

with deep management and personal development lessons and 60-90-minute simulations derived from industry standard behavioral models. Designed with inputs from global top thought leaders



#### **DELIVERY**

Utilizing experiential learning and gamification-based solutions to sustain interest and ensure learning retention in both classroom & digital mode

#### **PROGRAM MANAGEMENT**

Solutions to support workshop delivery in multiple locations



#### **FACILITATOR PROFILES**

Deep capability on leadership and talent development in banking and technology. Ex-CHROs, consultants and leadership coaches





### **ProventusHR Client List**















































































### Sectoral Presence

**AUTOMOTIVE** 



**CONSULTING** 



**FMCG** 



**GOVERNMENT** 



**INFOTECH** 



HOSPITALITY

OIL & GAS

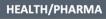


TRAVEL

**MEDIA** 















#### **Automotive**

**BMW** Hvundai Renault **Tata Motors** 

#### Consulting

Accenture **Ernst & Young** 

**GEP KPMG** 

**Tata Consulting Engineers** 

#### **FMCG & Consumer Products**

Akzo Nobel **Blue Star** 

**Godrej Consumer Products** 

Nykaa **Philips** 

#### Government of India

**Indian Navy** Indian Army

National Academy of Direct Taxes (IRS

Officer Trainees)

#### Information Technology

Infosys LanXess Mindtree

**Tata Consultancy Services** 

**Tech Mahindra** 

#### Not for Profit

#### The Energy & Resources Institute

#### Oil and Gas

**Bharat Petroleum** India Energy Exchange

Idemitsu

Pipeline Infra Ltd

**TechnipFMC** 

#### Media/Sports

**Sony Pictures DDB Mudra** Rajasthan Royals Saregama (RPSG)

#### Banking and Financial Sa

Axis Finance Bajaj Allianz Barclays BNP Paribas **HDFC Life** 

**Kotak Life Insurance Liberty Videocon** 

MSCI

Societe Generale

#### Education

Vishnu Group **VIBGYOR Schools** 

#### **Global Supply Chain**

All-Cargo FedEx

#### **Health and Pharmaceuticals**

Boehringer Ingelheim

CIPLA

GlaxoSmithKline

Sartorius Stedim

### Takeda Pharma

**ITES and Knowledge Services Brady Corp** CRISIL **REA India** Magic Bricks

SalesForce

#### Manufacturing

Bosch

Manjushree Technopack

Saint-Gobain Siemens **Thermax** Welspun

#### **Travel & Hospitality**

IHCL (Taj Hotels)

Indigo

Malaysian Airline

Vistara



















