



cutting through complexity™

Introduction to the UN Global Compact Dilemma Game

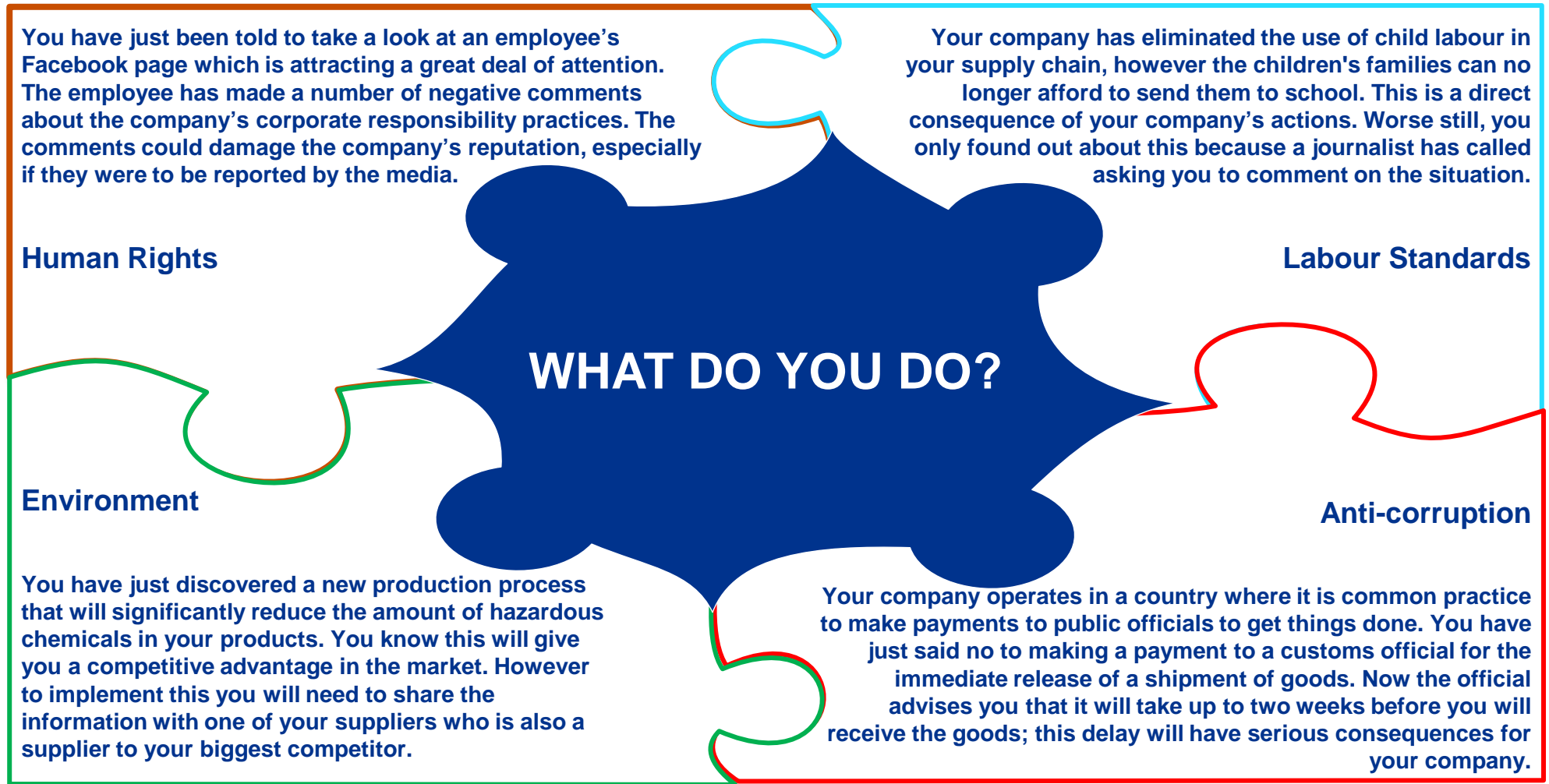
Climate Change and
Sustainability Services

ADVISORY

August 2011



Based on real life business dilemmas, the game engages players in meaningful discussion about complex issues.



The best learning comes from experience

Everyday employees face difficult dilemmas and make decisions that are critical to your business. The UN Global Compact Dilemma Game recreates these challenging situations using real business dilemmas to train your employees to make the right choices. Players learn in a safe environment where they can explore how to handle ethical dilemmas and stakeholder responses without putting the business at risk.



"Over a five year period businesses that train their staff to understand and apply codes of ethics financially outperform those that do not by a significant margin on four indicators of financial performance"

Institute of Business Ethics, UK

How the game works

During the game players:

- Test their skills at solving real dilemmas in a safe environment
- Explore stakeholder responses to the dilemmas
- Become aware of their own personal values and ethics
- Discuss company expectations such as codes of conduct, values and compliance issues
- Increase their understanding of the UN Global Compact and its practical application



The game can assist in meeting a number of client objectives



Our service offering to clients....

We offer three key services in relation to the dilemma game:

Tailor-made games

- Tailored to meet specific organisational needs
- We can create new dilemmas, wild card examples, stakeholders, use the UN Global Compact as a framework, or your own CSR principles or Code of Conduct
- We can also arrange game production and delivery

Workshops

- Customised to meet specific learning objectives
- The game is used at the beginning of the workshop as a catalyst to prompt discussion and identify the material issues
- The remainder of the workshop is spent facilitating discussion and agreeing outcomes

Train-the-Trainer programmes

- Including development of a facilitation guide including background to the dilemmas and links to useful resources, as well as training workshops for your trainers

The game has been played by company boards, managers, NGOs and universities in over 40 countries

International organisations:

- **A.P Møller-Mærsk**
- **Mærsk Line including Nigeria**
- **Mærsk Supply Service**
- **Novo Nordisk**
- **Grundfos**
- **Danfoss**
- **Bestseller - employees working in the regional offices, India, Bangladesh , China & Turkey**
- **Shell International B.V.**
- **FujiXerox**
- **Monsanto**
- **TNT**
- **Danish Foreign Ministry**
- **Danish Ministry for Industry & Business**
- **IDH (Dutch Sustainable Trade Initiative)**
- **DIEH (Danish Ethical Trading Initiative)**
- **IFU (Industrialisation Fund for Developing Countries)**

UN Global Compact:

- **UN Global Compact Leadership Summit , New York**
- **Global Compact Networks around the world including:**
 - **Nordic Network**
 - **Namibia**
 - **Pakistan**
 - **Thailand**
 - **Nepal**



Educational institutions:

- **Escade Business School, Barcelona**
- **Wollongong University, Australia**
- **University of Copenhagen**
- **Danish Technical University - Centre for Energy Resource Engineering**

INDEX: Design to Improve Life Award 2011

- The game is a finalist in the INDEX Award 2011 - one of 60 finalists chosen from 1,000 entries from around the world
- INDEX is the world's largest prize for design
- INDEX works globally to promote and apply both design and design processes that have the capacity to improve the lives of people worldwide
- The 2011 award winners will be announced in September 2011
- Find out more about INDEX and view the game's entry at: <http://www.indexaward.dk/>
- You can also view a short two minute video about the game at: <http://www.youtube.com/watch?v=8wMG2n11flo>



The game has received many enthusiastic endorsements....

"The dilemmas are thought provoking and representative of real business issues. Having the opportunity to look at the dilemmas from a multi-stakeholder perspective is a unique dimension of the game that adds great value to the players' learning."

Lise Holst
Director of Bioethics
Novo Nordisk

We were elegantly swept into some of the hard-core questions that are part of everyday business life, and the game manages to keep the complexities that are often left out in these types of games. Everybody was kept active all the time as "stakeholders" with different opinions which also provided an important real-life perspective to the discussion.."

Annette Stube
Director of Group Sustainability
A.P. Møller-Mærsk Group

Contact information



Dawn Baggaley

Senior Manager

- Co-developer of the UN Global Compact Dilemma Game and specialist in the development of tailor-made dilemma games
- 4 years as sustainable business consultant in Denmark and New Zealand
- 8 years as Head of Procurement, Westpac Banking Corporation, including implementation of sustainable procurement practices
- Experienced in CSR strategy and governance, sustainable leadership development and responsible procurement
- MSc Responsible Business Practice, University of Bath, UK

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