

#### **Conspiracy of Silence**

We use video scenes to create situational judgment tests



You don't have to read studies to understand the impact of trust at work.

Trust - or the lack of trust - shows up in all sorts of ways in an organization.

Ever seen this kind of awkward moment?

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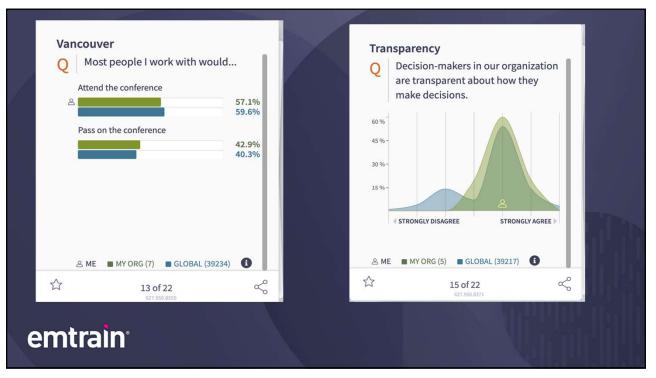
#### **Good People and Bad Decisions**

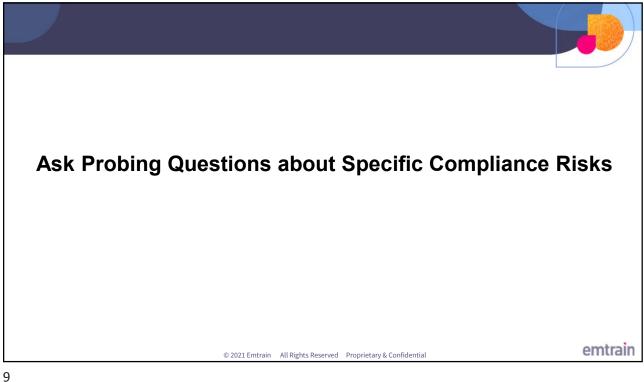


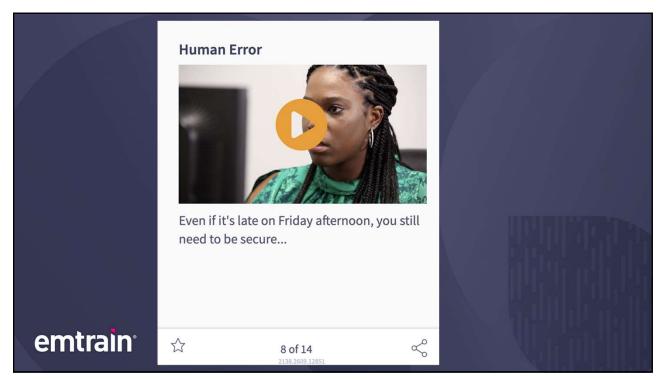
Self-interest is one dynamic that often plays a role in unethical decisions.

And it's something most people face at work - in big ways or small.

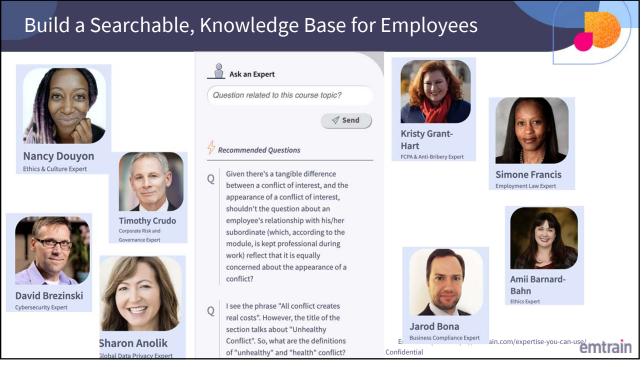
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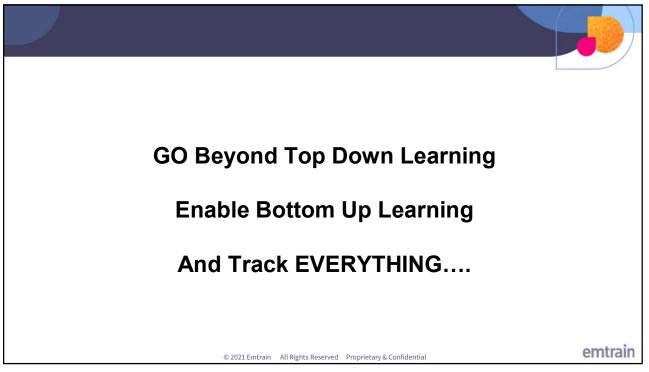












nclusion Scoreca	<u> </u>		
me Corporation Unique Learners: 1	074 Response Period: 8/12/2020-9/29/2021		
Overall Inclusion Score	Workplace Social Indicators™ Scores		
	Decision-Making Processes 42nd	A structure for making decisions that is fair and consistently used.	
	Valuing Differences 74th	The awareness, acknowledgement, and appreciation of differences.	
63	Allyship 78th	Behaviors that create social equity, access, and opportunity for those who wouldn't otherwise have it.	emtrain
Healthy	Curiosity & 52nd	How individuals sense and adapt to the needs of others.	
N 1997	Authenticity & 66m Belonging	How individuals sense and adapt to the needs of others.	
*Average of Indicator and Knowledge Scores	*Percentile in benchmark		
Demographic Experience	Content Contributing to Scorecard		Industries in Benchmark (Top 10)
The experience gained by interacting with people from different race, gender, age, class, and other characteristics.		Diversity and Inclusion	Internet & Software
How many races, genders and generations do	178	Unconscious Bias	Professional Services Retail
you think are represented in your	220		Manufacturing
Personal Friend Group 12% 35% 23% 29%	155 152 152 152		Hospitality
Work Teams 37% 29% 28%	* *		Construction & Engineering
Work leams 37% 20% 20%	242 199		Pharma & BioTech
Leadership Team 26% 46% 14% 14%	157 142 47 110 20 23 23 26 53		Healthcare Financial Services
1-2 3-4 5-6 6+	28 23 <sup>34</sup> 25 10/20 11/20 12/20 1/21 2/21 3/21 4/21 5/21 6/21 7/21 6/21	9/21 10/21	Consumer Products

### Learners appreciate a good experience:

**95**<sup>%</sup>

This content has practical value

89%

This was an engaging experience

**89**<sup>%</sup>

I would recommend this to a colleague

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