MTWAFIQ متوافق

MTWAFIQ supports enterprise transformation. We help an organization take a business problem to an approved Business Case, a delivery plan and a verified result, and we provide the programs, sector references and tools to do the work.

For Enterprise Clients

The problem

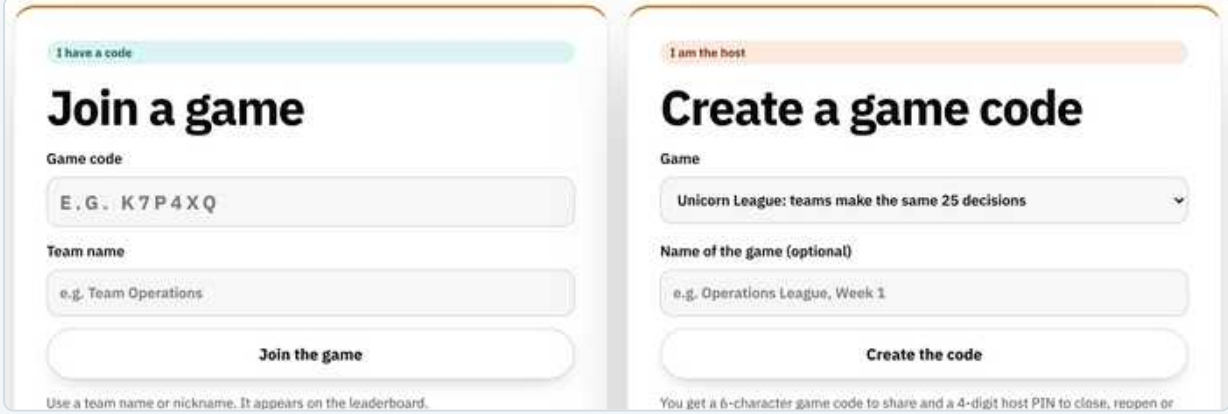
People remember what they decided, not what they were told.

Team leagues and practice games

The same questions for every team, on one live board

Question games on business and banking judgment, the Unicorn League, Speed Duel and Be Certified, and the Team League, where a host shares one game code and every team plays the same questions on one live leaderboard.

Who it is for: HR, learning and operations leaders, and team leaders who need ten useful minutes with their teams.



Join with a game code, or host: pick the game and create a code.

What you get

- **The Unicorn League**
  Teams make the same business and banking decisions, and climb the same ladder.
- **Speed Duel**
  Live: the same question at the same time, and the winner stays on.
- **Be Certified**
  Practice questions for professional certifications, as a game: one wrong answer and you are out.
- **Host tools**
  Close joining, reopen or reset the scores. Codes expire on their own.

How access works

For Enterprise Clients
By a demo request, for your organization.

Watch it:
www.mtwafiq.com/league.html
#video-team-league

> **Good to know.** A Be Certified badge is a game result, not an MCC certificate.

Your next step

Request a Demo www.mtwafiq.com/contact.html

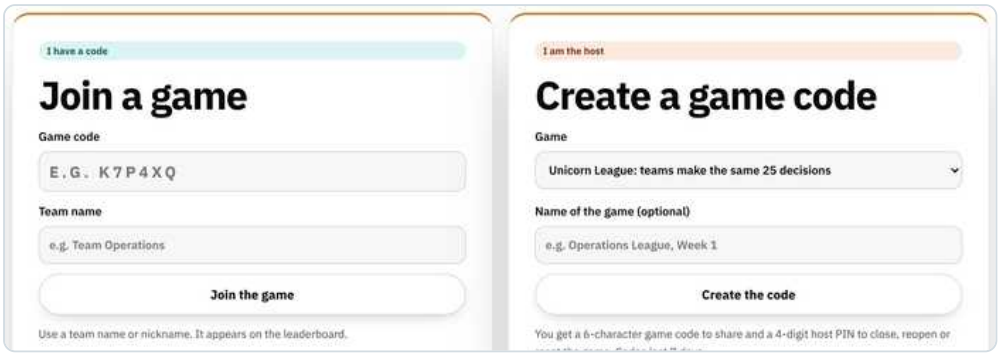
Send a demo request with your work email and name the games for your teams.

What happens next. You give your name, organization, role and intended business use. The MTWAFIQ team reads every request and answers by email. Sending a request commits neither side. Access starts only after approval.

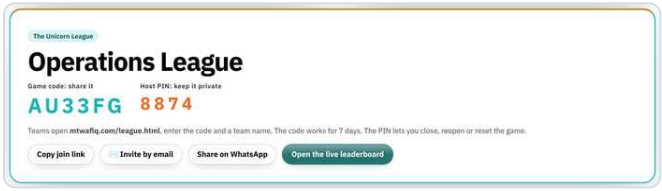
How it works

Step by step, as it looks on the screen. The cases and banks are fictional, and their figures are illustrative.

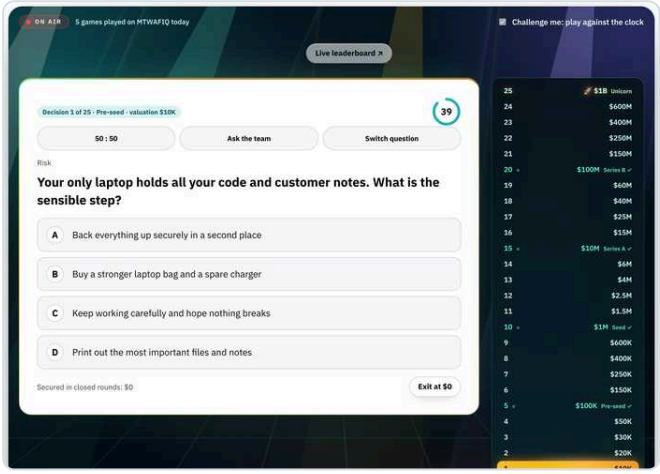
The Team League: one code, every team, one board



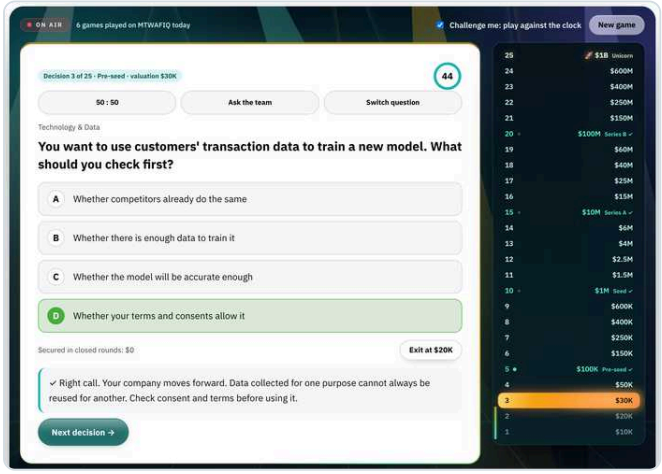
1 Join with a game code, or host: pick the game and create a code.



2 You get a six-character code to share and a host PIN.



3 The team plays: the same 25 business decisions as every other team.



4 Decision after decision: a sound call moves the company up, a weak one stalls it, and the score goes to the board.

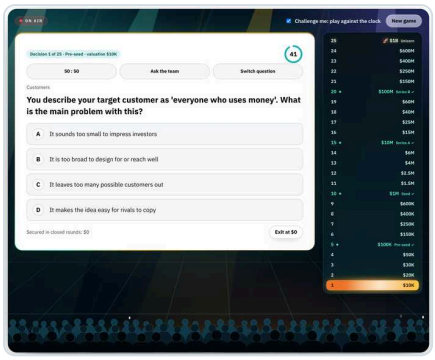


5 The host sees every team on one live board: put it on the big screen.

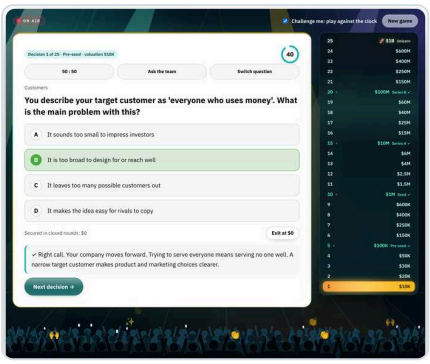
How it works

Step by step, as it looks on the screen. The cases and banks are fictional, and their figures are illustrative.

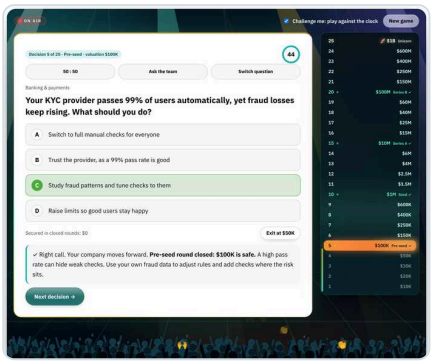
The Unicorn League



1 The Unicorn League: a ladder of business decisions, with three lifelines.

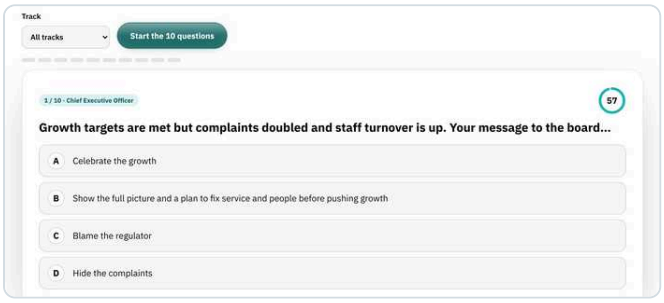


2 Pick an answer: the reason comes with it.

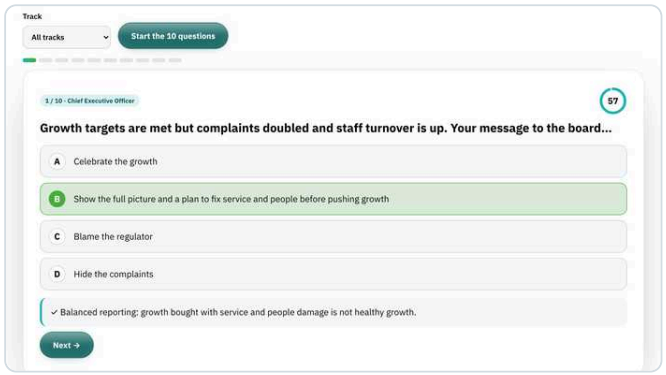


3 Climb decision by decision; each closed round keeps its value safe.

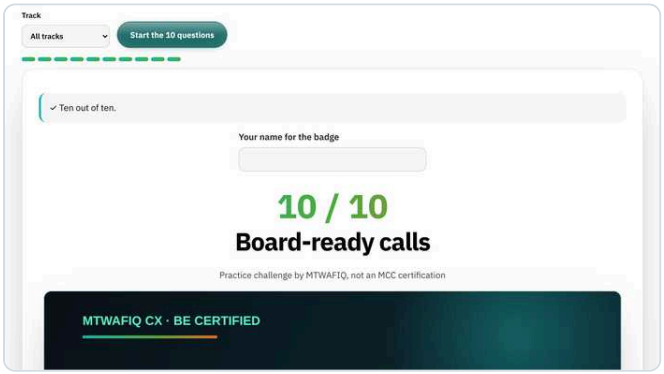
Be Certified



1 Be Certified: pick a track and start: ten questions, sixty seconds each.



2 One question at a time, against the clock: the answer and why.

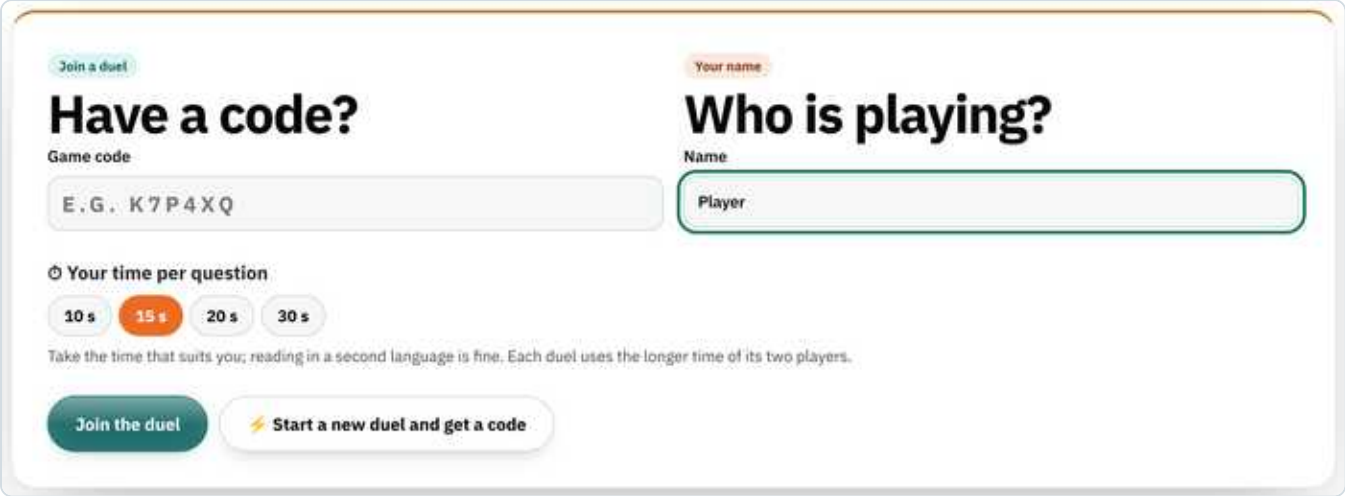


3 Ten right and you are certified; one wrong answer and you are out.

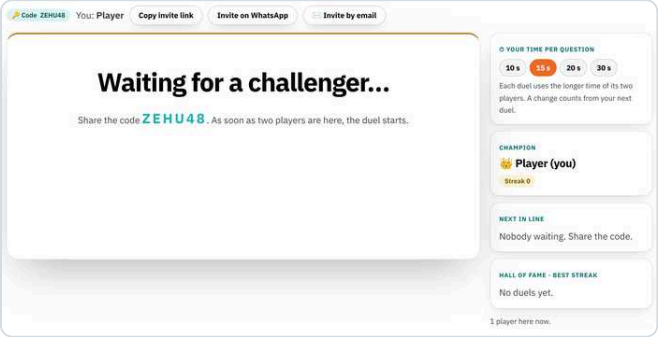
How it works

Step by step, as it looks on the screen. The cases and banks are fictional, and their figures are illustrative.

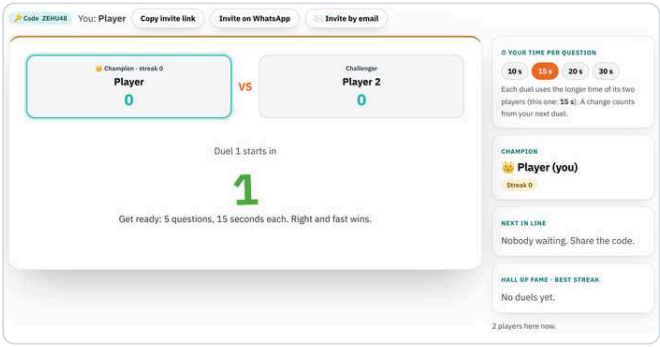
Speed Duel: winner stays on



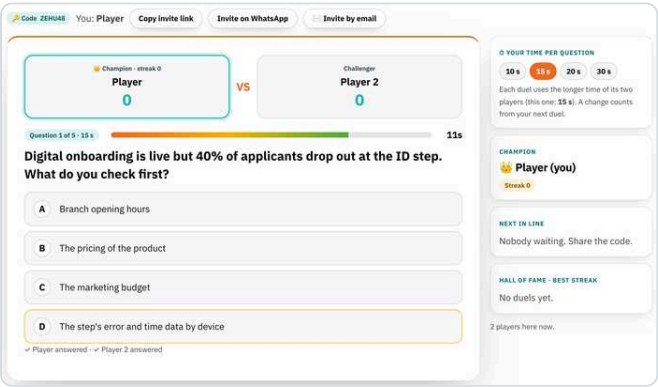
1 Speed Duel: join with a code, or start a new duel and get one.



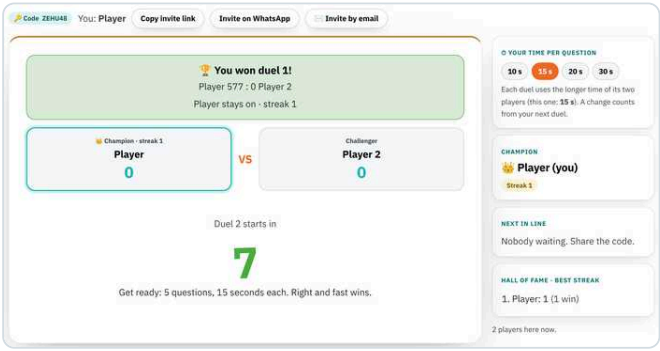
2 Share the code: the duel starts as soon as a second player joins.



3 A second player joins: a countdown, then five questions against the clock.



4 The same question for both; the faster right answer wins the point.



5 The winner stays on as champion; the next player in line steps up.