mindframe

mindframe is set up as a theme park.
Plenty of choices. Lots of rides. No queues.
The theme here is Multiple Intelligence.
Rewiring Corporate brains to cultivate full human potential.

mindframe is packed with must-do activities spread
over five 'lands', all flawlessly themed in every detail.
Homeground embodies self esteem that is
the ability to assess ourselves accurately,
while Cyberspace takes on cognitive aspects and
makes language come to life.
Happyzoom is just like its namesake,
the realm of primal emotions,
the management of our inner experience.
Clubland offers thrills of social radaring, opening up
our mental bandwidth; Elsewhere is a charming
razor-sharp look into the future.

But most people, of course, are here for the rides.
Among the best are Riddler's Revenge
(located in Clubland), a legitimately thrilling
indoor rollercoaster ride through toxic behavior
and situational awareness; the epic
Superman's Escape (in Homeground),
a stylish future validation activity;
the captivating 'X' ride (in Happyzoom)
a soaring mood detection hubbub;
Tatsu (in Elsewhere), one of the most
atmospheric rides in mindframe
featuring feral brainstorming;
and the Viper (in Cyberspace),
a breakneck acumen ride around
language reconfiguration for clarity sake.

Beyond that, there are heaps of neat
audio-video metadata and lecturettes
to provide context, many of them
wonderfully charismatic and
touchingly timeless.

If anything defines mindframe,
it's the whiz touch that's so
obviously been lavished on all
of its featured lands, rides and
activities. Certainly, it's difficult
to imagine any other learning
experience retaining anything
as gripping as the
mind-blowing mindframe
model, you'll be reloading
its gist weeks afterwards,
whether you want to or not.

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