## **Executive Summary**

State of Missouri: Learning Framework



#### **BACKGROUND**

The Learning Framework capstone team was tasked with building upon the Learning Framework developed by OA Division of Personal in 2021. This Framework was created to help guide state team members through their LDR requirement and has since been marketed to all learners. However, upon our investigation we found that this framework is underutilized.



#### **PROBLEM STATEMENT**

How can the State of Missouri optimize promotion, understanding, and utilization of the Learning Framework to better develop State of Missouri team members?

#### **RECOMMENDATIONS**

Our capstone developed a gamified version of the Learning Framework modeled after the popular board game "Monopoly". This gamified version contains content for all State of Missouri team members which ties directly to QPS results. This version of the framework provides team members with an opportunity to delve deeper into some learning topics, for supervisors to help bolster their teammates' skillsets,

and for the team members who pursue trainings to receive recognition.

#### **GOALS AND OBJECTIVES**

- Create a Learning Framework that is utilized by more team members
- Create a Learning Framework that team members can utilize for developing leadership skills
- Create an updated version of the Learning Framework that leadership can use to help supervisors and team members build the key skills that QPS measures.

### **MEASURES AND TARGETS**

Priority Measures	Current Status	Target
QPS scores	Motivation: <b>46%</b>	Motivation: <b>56%</b>
(% agree/strongly	Professional Development: <b>60%</b>	Professional Development:
agree)	Supportive Leadership: <b>62%</b>	70%
	Inspirational Leadership: 48%	Supportive Leadership: 72%
		Inspirational Leadership: 58%
Framework	Unknown	To be determined
utilization		
(Training hours,		
MO-Bucks)		



## **Executive Summary**





# 2024 Learning Framework Game Board



