

## Canvas and ACHiIVE announce Strategic Partnership

The Strategic Partnership announced today between Canvas Leadership LLP and [ACHiIVE Limited](#) bridges the gap between the art and science of transformative learning. Canvas works at the intersection of human growth and organizational needs to ignite transformational change. ACHiIVE are pioneers of experiential simulation technology that create measurable improvements in personal performance, self-awareness and confidence to drive lasting behavioral change.

This partnership brings the Art of transformative Leadership together with the Science of Behavioral Change, through exciting new digital simulation solutions for modern, effective and measurable digital learning programs.

We understand that the success of organizational change initiatives is as much about collective and individual human behavior as it is the elegance of the underlying strategy, systems, structures and processes.

Jez Benton, Founder and CEO of Canvas stated, “This is why we are so excited to work with ACHiIVE. They have developed a digital simulation technology that is completely tailored to transformative learning. They combine experiential learning processes, with sophisticated assessment methodologies, real time analytics and feedback that tangibly transform the capability and behavior of learners”

John Wanklyn, Managing Director of ACHiIVE said “It was obvious from the very first meeting that ACHiIVE and Canvas were perfectly aligned. Canvas has an incredible collective expertise around Leadership development but recognized the recent seismic shift in digital transformation presented a massive opportunity to completely redefine the value, accessibility and scalability of leadership programs for their clients.”

John went on to say, “It has been a pleasure working with Canvas to help bring their inspiring leadership development concepts to life through our digital simulation platform”

Jez Commented” ACHiIVE just understood what we wanted and the opportunity to create such outstanding digital learning experiences for our clients is a real game changer”

If you are looking for truly engaging virtual experiential learning and would like to experience the power of the partnership, please contact us so we can showcase our approach and the technology.

### **About Canvas**

Canvas is a transformative learning, leadership, and culture change community that puts people at the center of systemic change and transformation. Headquartered in Westport, CT and operating world-wide across all sectors and industries, Canvas brings together a seemingly eclectic global community of visionary leaders, consultants, learning architects, instructional designers, facilitators, producers, academics, artists, behavioral scientists and performance coaches to help clients execute on vital people development needs.

### **About Achiive**

Based in Winchester in the UK, ACHiIVE has pioneered in the field of Experiential Learning for the past 15 years. We understand that skills and knowledge are perishable commodities and true behavioral change can only be achieved when capability is coupled with confidence, self-awareness and motivation. Our approach combines a potent mix of experiential learning theory, organisational psychology and immersive, real-world scenarios into a new, fully integrated Digital Simulation Platform that provides a safe, modern and effective digital learning environment.

Learn more at [www.canvasleadership.com](http://www.canvasleadership.com)

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