

BOOK NOW AT STEPHANIEANGELO.COM

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Stephanie works with organizations that want to create a great Company Culture to outlive, outlast and outperform their competition. With her training, speaking and consulting she helps her clients develop strong cultures by establishing customized in-house programs to create Traction not Transaction[™] which helps employees do better on their jobs, decrease turnover and create high engagement organizations.

Stephanie invented the popular board game Company Culture - a Game of Workplace Traction not Transaction® which is an exclusive element in her company culture workshops and can be experienced in-person or virtually. Clients include companies like CopperPoint Mutual, Faist GreenTec, Intel and Raytheon and has spoken to numerous conferences and associations such as IFMA and ASIS and SHRM.

Stephanie has been interviewed on all five Phoenix TV channels and has been featured in publications including the Arizona Republic and The Phoenix Business Journal.



Stephanie is an eSpeakers Certified Virtual Presenter, a professional member of National Speakers Association and a member of Society for Human Resource Management.

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"Stephanie is fantastic! From a planning perspective, she's responsive, easy to work with, and tailors her presentation to the audience. You can tell that she's taken the time to make sure her presentation is engaging virtually just as much as it would have been in-person. Our attendees rated her highly noting "phenomenal speaker", "one of the best sessions", and "her use of real-life scenarios really enhanced the experience for the listener"

LeighAnn Tobia, CMP, DES Director of Conference & Events IMA®

"I recommend Stephanie's Company Culture Is Not a Game workshop for organizations that want to leverage their leadership team's talents and ideas to continue moving their organization forward in a positive way."

Amy Shuckhart, CEO

"Stephanie Angelo was a great addition to our convention program. She was professional, prepared and went above and beyond to understand our industry and tailor her presentation accordingly. We received positive feedback on her sessions from our attendees"

COMPANY CULTURE - IS NOT A GAME...UNLESS IT IS!

This workshop, and exclusive board game, prompts people within companies to talk to each other. It's about what we value and what people crave for healthy and positive workplace cultures.

We're not just "playing games"! This highly interactive element to our training has very targeted outcomes. It has "long term" written all over it! We care as much as you do that the training "sticks" and you have a strong, prosperous, highly-motivated, loyal and happy workforce.

MASTERING YOUR STRATEGIC THINKING SKILLS FOR MAXIMUM SUCCESS IN YOUR ORGANIZATION

Leaders, Managers and Human Resource Professionals are often confused by what is, and is not, Strategic Thinking. They may fall easily into traps and make expensive mistakes to the detriment of their company. This session will help attendees grasp the Strategic Thinking differences that will help them have a positive impact on the organization's bottom line and strategic goals and objectives.

HOW LEADERS MAKE WORKPLACE ACCOUNTABILITY COOL

You have to be creative and innovative when it comes to affecting human behavior. In this seminar we'll stimulate the most effective ways of ensuring and supporting individuals' accountability, reveal the many measurable benefits to the company and its impact on competitive advantage.

LEADING THE PACK – HOW A CULTURE OF LEARNING PUTS YOU AHEAD

It's predicted that when the COVID19 "dust settles" there will be a mass exodus of employees based on how employers reacted during the pandemic. Why not create a culture that keeps your employees happy, productive and loyal so they'll stay?