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James Chisholm is the Co-founder and Principal of ExperiencePoint, a global business simulation company based in Toronto and San Francisco. A pioneer in the design of online game-based learning, James has authored numerous leadership simulations in use by over 100,000 executives and managers worldwide.

James and his team work with senior leaders at organizations including the United Nations, Google, Microsoft, Exxon Mobil, Bayer, Nike and various branches of the US Armed Forces. Clients also include leading business schools such as Wharton, Kellogg, UNC, Mt. Eliza, HEC (Paris), London Business School, U of Michigan and the University of Toronto.

James speaks and writes widely on the subject of games, learning and change. He co-authored chapters in the "Handbook of Experiential Learning" and in the Center for Creative Leadership's Fieldbook, "Experience-Driven Leader Development: Strategies, Tools, and Practices" (both published by Pfieffer).

Inspired by the challenge to create, he leads a company whose work has been recognized for excellence by a variety of organizations including the Edison Awards, Stanford Research Institute, the American Society of Training and Development, and leading technology providers like Adobe.

James is a member of ISA (Training Industry Association), ABSEL (The Association for Business Simulation and Experiential Learning), ISAGA (The International Simulation and Gaming Association) and Interactive Ontario.