

CreditLab[®] Fundamentals: Product Overview

Why BankersLab[®]?

- Innovator in the development of advanced calculation-based and simulation training for banking associates.
- Offers a suite of products across banking functions and staff levels
- Respected executive team, each with over 20 years financial services and functional expertise
- Leverages proven techniques on how to train executives for the greatest retention and usage of learning

CreditLab® Fundamentals Overview

CreditLab® Fundamentals is a simulation-based training course designed to set a solid foundation and understanding of consumer credit risk principles. CreditLab® is developed using best practices learning design which maximizes understanding of core principles.

Covering both secured and unsecured retail products, CreditLab® trains participants on the fundamental drivers of the credit life cycle, addressing topics such as, product definitions, underwriting principles, credit bureau data, and collection best practices.

The multi-day training course is run in a classroom setting and transforms the learner into a player. In order to win the simulation game, players must successfully operate the most profitable virtual bank with the most satisfied customers. Each team has to demonstrate a core understanding of consumer credit risk, underwriting, use of credit scores and collections concepts.

Each module of the simulation game is linked to content rich course materials, activities, case studies and supportive mobile learning apps.

Training Content and Audience

CreditLab® Fundamentals includes:

- Simulation gaming software
- Training curriculum, case studies and materials, including PowerPoint presentations that are laid out in a discovery-learning mode with discussion prompts and challenges to the participant.
- Trainer notes which provide answers to questions posed in the presentations
- Participant Handbook which contains training content, reference information and space to take notes
- Trainer Handbook that provides guidance on choosing case studies from the course

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library, ideas about localizing training, and advice for coaching teams using challenging games.

• The course can be conducted by either BankersLab industry practitioners or your own internal experts

Target Audience

Entry-level underwriters, analytics staff, risk management staff, product management staff, and operations staff. This foundation level course is targeted to new joiners, entry-level staff, senior and associates with 0 to 3 years experience. Class size should range between 20-30 participants.

CreditLab® Fundamentals Library

A library of additional training material is also available for use in client training. The library allows trainers to tailor the course by choosing case studies and activities based on level of difficulty, subject area and market maturity.

Day One	Day Two	Day Three
Course Introduction	Underwriting Concepts	Collections Process
		Overview
The Retail Credit Product	Activity: Underwriting	Activity: Collections Role
		Play
Activity: The Retail Credit	Quiz Game Show	Customer and Portfolio
Product		Behavior in a Downturn
Activity: Customer Value	Scorecards and Bureau	Activity: Downturn
	Data	
Simulation Game:	Simulation Game:	Simulation Game:
Credit Policy	Underwriting	Underwriting in a Downturn

Three-Day Agenda

Simulation Game Structure

- During each module, the team will go through a two-year process of managing a • portfolio. Players have three trials to practice managing their portfolio, prior to the final run.
- Each trial run provides the opportunity for players to hone their skills at balancing their competing objectives
- The winning team will have the highest Net Income on completion of the Final Round.

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Course Module Learning Objectives

The Retail	Analyze the credit risk and reward trade-off		
Credit			
Product	Specify how a retail product is designed and how we can use those		
FIOUUCI	elements to foster long-term profitability and sustainability.		
	Distinguish elements that ensure the product provides customer value		
	• Define the elements of the customer value management cycle and link		
	them to risk and reward		
Activity: The	Create a retail product for your bank's launch		
Retail Credit	 Propose who will be your customers, pricing and product 		
Product	Present your product to the other teams for discussion and feedback		
Activity:	Review other teams' products from the previous activity		
Customer	• Present your views on the effectiveness of their product in terms of		
Value	the key customer value metrics		
Underwriting	• Analyze how the tools used to screen applicants can be used in a cost		
Concepts	effective manner which supports building a healthy portfolio		
	Compare techniques available for credit initiation management		
	 Assess how to adjust the underwriting process depending on the 		
	product or scenario		
	 Understand the importance of data and identity verification to prevent 		
	application fraud		
Activity:	Review different applicant profiles and propose to accept/reject/review		
Underwriting	Present your findings and compare to other teams		
	Analyze relationship between typical application data (demographic &		
	credit bureau) and customer repayment behaviors		
	Propose which credit bureau data items should be used		
	for underwriting		
Quiz Game	Teams will compete against each other to demonstrate knowledge of		
Show	concepts covered in the course		
	 In a "Jeopardy" style course, each team will take turns to choose a 		
	multiple choice question by difficulty and category		
Scorecards	Recognize the role of data quality in creating effective models and how		
and Credit	parts of the business impact this		
Bureau Data	 Understand the difference between application and credit bureau 		
	scores		
	 Prepare to apply application and bureau score decisions in the 		
	simulation game		
	 Understand issues which typically arise when using scores for 		
	Understand issues which typically arise when using scores for underwriting		
	underwitting		



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Collections Process Overview	 Classify the roles and expected outcomes for collections and recovery management Understand the impact of a growing, shrinking or changing business on the collections team Appreciate important skills which collection staff must demonstrate, such as compliance with policy, tone of language, and negotiation skills.
Activity: Collections Role Play	 In a role play, practice collecting overdue payments from borrowers Practice varying tone of call for different scenarios Practice negotiation skills Appreciate challenges faced by collections staff such as the need for time efficiency, tailoring tone within each call and the need to obtain a promise to pay
Customer Behavior in a Downturn	 Analyze the impact of the concept of 'payment hierarchy' on our customer's payment behavior during a downturn Appreciate the downturn's impact on customer assets, liabilities and ability to pay Discuss typical methods of mitigating customer payment stress
Activity: Downturn	 In a scenario, analyze how customer would be affected by an economic downturn Break down economic impacts on customers savings rates, incomes, etc.





Simulation Game Learning Objectives

Credit Policy	 Market understanding is important. We create an audience of interested credit applicants though marketing. Well-spent marketing dollars result in a good portfolio in terms of revenue and risk Use of underwriting standards. Our underwriting decision is a combination of our use of credit policy, credit scores, underwriting standards, verification standards, etc. We must consider how to use all these tools together based on our envisioned strategy
Underwriting	 Underwriting: We must integrate new information about market maturity such as the bureau score maturing. Learn how to use both an application score and bureau score together. Exposure: Part of our underwriting decision is exposure. Larger exposure leads to higher interest revenue but may result in high losses. Strike the right balance Loan Pricing. High pricing may cause attrition but has bigger margins. Low pricing may retain customers but will result in thin margins. Players must observe this tradeoff in the results and strike the right balance
Downturn	 Pricing and Exposure. High pricing may cause attrition but has bigger margins. Low pricing may retain customers but will result in thin margins. Players must observe this tradeoff in the results and strike the right balance Impact of macro-economy on customer delinquency. Players need to observe the impact of a downturn on the vintage delinquency curve and adjust underwriting strategies accordingly





Simulation Game Player Mission

CreditLab® Simulation Modules				
Credit Policy Module	Underwriting Module	Downturn Module		
Module Conditions Faced By Players				
Stable Economy Four portfolios: two secured and two unsecured. One emerging market and one mature market.	Stable Economy Emerging market begins to mature In mature market, credit bureau score is becoming predictive	Weakening economies impact all portfolios.		
Module Decisions Made By Players				
Allocate marketing budget among four portfolios. Decide use of policy criteria, credit scores, underwriting standards and verification levels.	Decide underwriting standards, including pricing and exposure.	Same decisions as previous rounds. Use three trials to conduct portfolio stress testing. Decide how to adjust underwriting standards during a downturn		

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