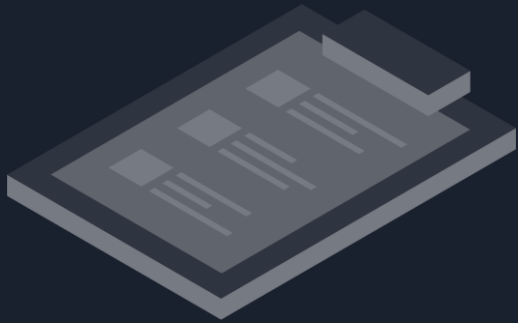# HIMBEERE
EVENT AGENCY

Green
Impulse

**Remote / Virtual Team Building
NEW 2020**

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Introduction.

Covid19 and its consequences on our lifestyles are now global.
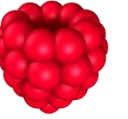We all have to adapt our ways of working from remote locations as efficiently as possible.

In this context of necessary separation, being able to create bubbles of social interactions and to do things efficiently while using digital tools are crucial.
It's about well being, human interactions, but also about effectiveness, and how to use digital tools to ease the process.
In this context, our agency UrbanGaming has launched a new concept of "Remote Games". Our objective: being able to adopt our products to this period and to your current challenges. Global team buildings, active learning approaches, collective intelligence... our offer is now "remotely" available.

Concept.

Green Impulse is an Escape Game suitable for groups from 10 up to 1000 pax. People will be divided in remote teams.

To win, participants will have to go through many digital challenges fostering communication and collaborative thinking.

NB: A centralized leader board will allow the teams to compare their scores.
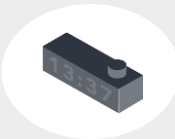
GENERAL INFORMATION

Groupe size
Up to 1000 pax

Team size
Teams of 4 to 5 people

Duration
60 minutes

Context
Remote work, and collaborative work

Material requirements
- Computer or smartphone
- Internet
- Your visio conference tool (Zoom / Skype / teams)

How to win
Find the culprit and score a maximum of points

Presentation video
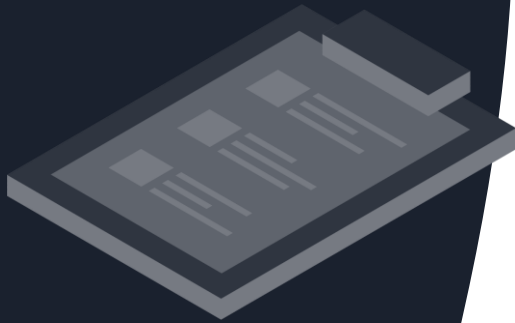See following slide

02
Video
presentation.

03

The Pitch.

Year 2030. The Green Impulse, the first subsonic shuttle working without any fossile energy, is about to take off!

Welcome dear cadet officers! Today the Green Academy will designate the pilot team for the Green Impulse! As you all know, you all are candidates for the launching of the first subsonic air shuttle, using only renewable energy!

Please be careful: someone is trying to sabotage the project! You will have to gather clues all along you training in order to identify the culprit among a list of suspects.

Preparation.

All participants must be gathered in same "virtual" rooms.

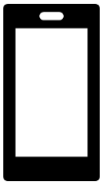| Skype	Teams	Slack	Zoom	Other

Each virtual team will receive:
- A link to the game platform
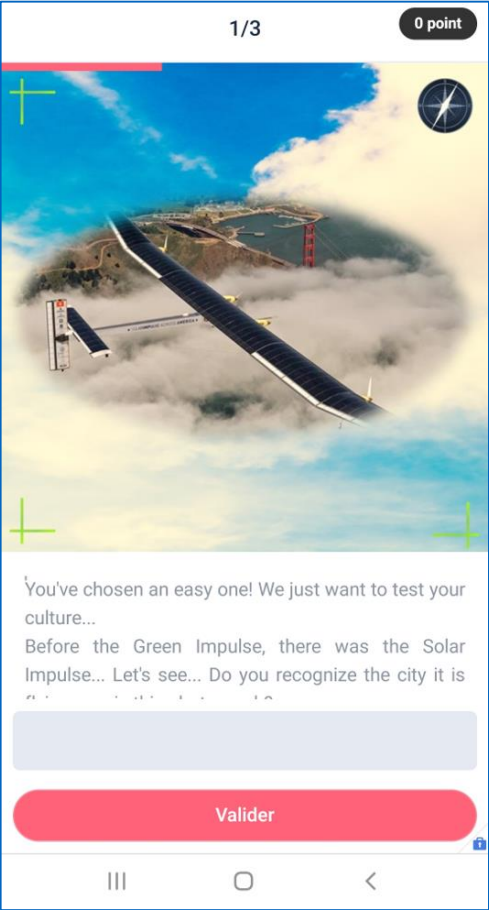- The introduction video

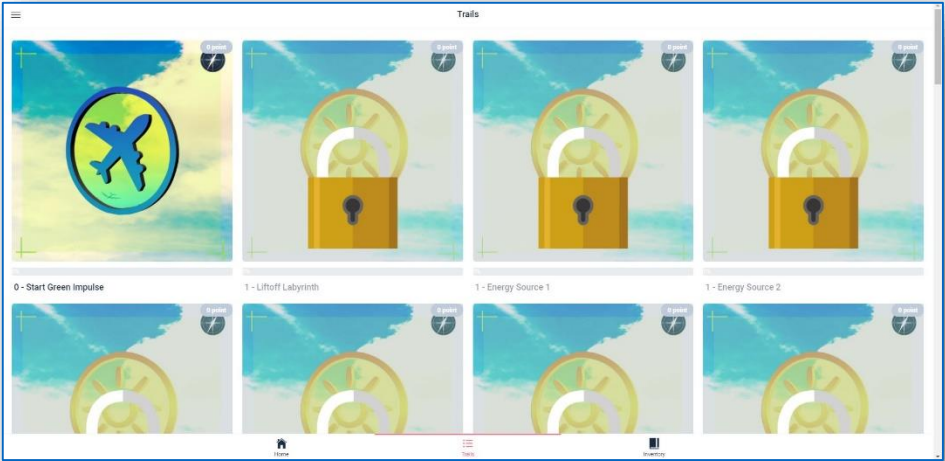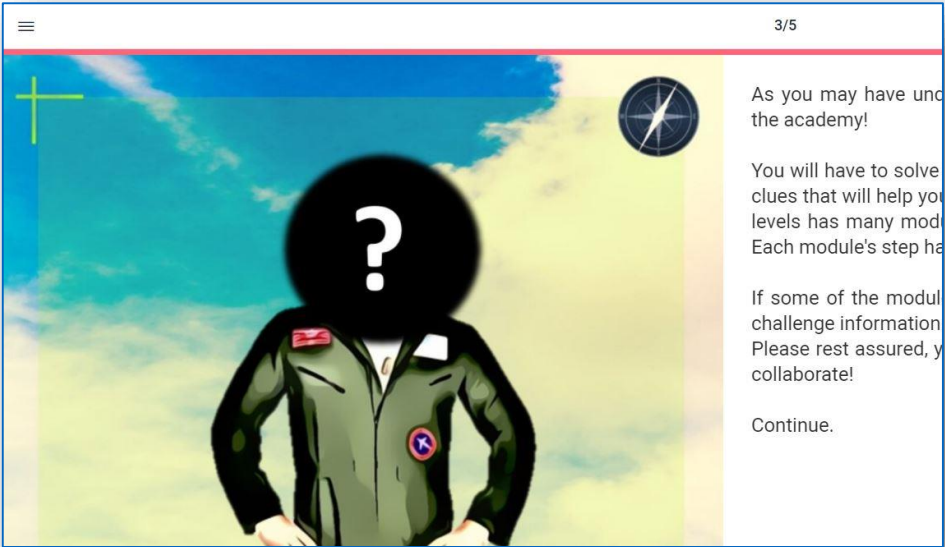Each people can play on their chosen device: mobile or computer.
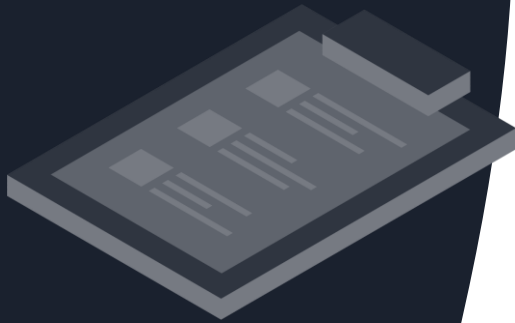
Interface example

Mobile device

Computer device

Facilitation

If the facilitation option is chosen in the quote

Start: the briefing
Our team leaders / actors welcome you give and realize a live briefing. This is a funny and educational moment performed by a charismatic "chief sergent".
This mind-blowing introduction will create happiness and concentration.

During the game: the challenges
Once all team are ready, the Chief-sergent will issue extra challenges to spice up the game.
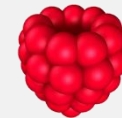These challenges can be physical, creative, or manual.
The video is the key to validate the performance and gain extra points / minutes for the end of the game.

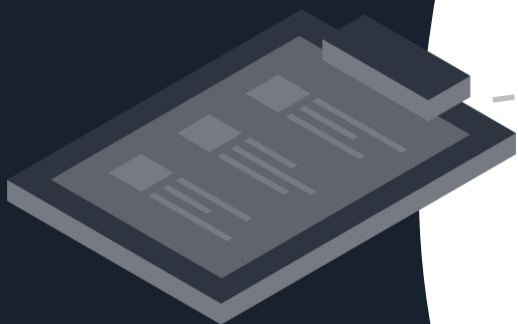

End of the game: the debriefing
At the end of the game, the team-winners are designated, and a quick live feedback is shared.

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The debriefing phase is optional, it can be also delivered by email if preferred.
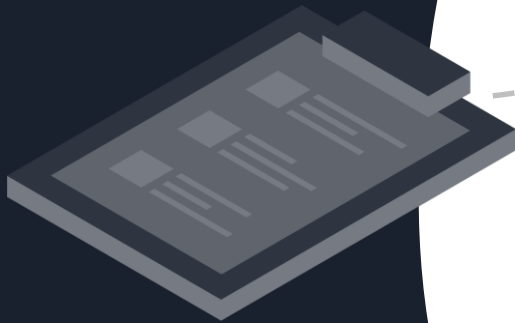
Features.

EXTRA FEATURES

Type	Description	Examples of use
Clickable picture	Some pictures are clickable.	Find some visual clues, and click on them / « where is waldo ».
Points	Win or lose points depending on actions	When you answer correctly to an anwser, you get 1 2 3 points. For bad answer, négatives points are possible.
Pop up	Display pop up with info like « bad/good » answer, and customized pop up.	You answer correctly, the pop up display you good answer + the content of the clue.
Sound	Play a sound automaticaly, with a play button or if you answer well.	You can for exemple read an audio message, morse code.
Video	Play a video	Check the introduction video, on unlock some specific videos.
Countdown	Define a limited time to perform an action	Answer a question, or find an information on Internet in a limited time. For some task we go faster by sharing effectively among the members of the teams.
Inventory	Store a PDF, a MP4, an image on a specific collective folder	When you unlock the item, it go dirictily in the inventory

05

Features.

QUESTIONS

Type	Description	Examples of use
Key challenge	If you don't have the correct answer, you are blocked.	You have to wait for everyone to collect a piece of the answer, to unlock collaboratively this challenge.
Speedy chrono	Question with multiple answers, you have to give all the possible answer.	Use collective intelligence to find all the possible answers and write all of them… If you miss one you are blocked.
Open question with good answer	Ask a question with an input field, and write the good answer.	Answer a question, like « what is the name of the murderer ? »
Survey	Ask a question to gather feedback of the attendee	Make people share feedbacks / ideas.
Multiple choice question	Ask a question with some possible answers, and click on the good one.	You have a list of suspects and you have to click on the murderer.

05
Game organization.

- Players will have to face different challenges distributed into **4 levels**. Each completed level will unlock clues that will allow them to **find the final culprit.**

  ☀ **Photovoltaïc Autonomy**   🧭 **Board Computer**

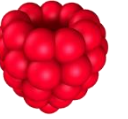 🌬 **Wind Expertise**   👨‍✈️ **Onboard Maneuver**

- Each level contains **several modules** : players will have to assign and divide the work to move forward as quickly as possible!
- Teams will have to answer all questions and solve all challenges of a level to **unlock the next one**! Each level contains thus a **final module**, in which they will need to collaborate and use previous collected information...
- **Communication is key**: all along the game, players will have to share their screens and to exchange information together. Some clues will be collected in the "gallery" feature of the game platform.
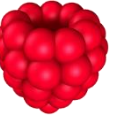
Escape Game.

Who is the culprit?

Final challenge

- Throughout the levels, the student pilots will collect clues helping them to identity of their classmate trying to sabotage the final Green Impulse exam.

- Once players have collected enough clues, they can try to solve the "Who is the culprit" module whenever they want, and designate the culprit!

Technical information Security Host

Server : Amazon Web Services, Global coverage with the ability to choose one or several Regions to host app and web services. Link

Security : AWS is one of the best solution regarding cloud hosting. Link
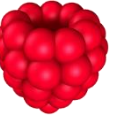
Server authentification : Access need specific authorization (IP, Port, Service). The database will not be accessible from outside.

Personnal Date : No personal data will be shared.

Cookie : No cookie will be used during the game

ID : The ID will be randomly generated and used to give points. Otherwise the data that will be transmitted are timestamp, good or bad answer.

Contact.

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If you have any additional questions please do not hesitate to contact me!

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