# The Employee Lifecycle Challenges



	ATTRACTION	RECRUITMENT	ONBOARDING	RETENSION	DEVELOPMENT
	YOUR EMPLOYER BRAND	CANDIDATE BEHAVIOUR AND CULTURE FIT	YOUR WARM WELCOME	A REWARDING EXPERIENCE	BUILDING CAREERS INCLUSIVELY
Pain Points	<ul> <li>Standing out from the crowd</li> <li>A shortage of talent</li> <li>Shift in employee needs</li> <li>Offering a positive candidate experience</li> <li>Getting past the Stepping Stone mentality</li> </ul>	<ul> <li>Favouring experience over mindset and behaviour</li> <li>Attracting candidates with the right culture fit</li> <li>Bias in the recruitment process</li> <li>Attracting passive candidates</li> </ul>	<ul> <li>Onboarding in a remote workforce model</li> <li>Lack of relatable onboarding content for different roles</li> <li>Providing quality and standard onboarding content</li> </ul>	- The high cost of employee replacement - Lack of encouraging upward feedback - Lack of a high trust culture - Lack of a sense of purpose	- Lack of clear development paths - Low adoption levels with traditional LMS - Linear vs adaptive learning paths - Over-reliance on formal learning methods
Needs	<ul> <li>Creating a relatable brand for employers</li> <li>Removing the reliance on cv-based methods</li> <li>An immersive first candidate experience</li> </ul>	<ul> <li>Focus on candidate         mindset and behaviour</li> <li>Persona and behaviour         profiling to compliment         skills and experience</li> <li>Timely and transparent         feedback mechanisms</li> </ul>	<ul> <li>A rich, digital onboarding experience</li> <li>Great content that connects leaders with all new joiners</li> <li>A Day 1 experience to remember</li> <li>Role relatable onboarding glidepath</li> </ul>	<ul> <li>Encouraging collaborative and inclusivity in strategy, performance and change</li> <li>Connecting leaders with staff without the formality of a townhall</li> <li>Consistent and transparent reward systems</li> </ul>	- Game-based learning has a 5x higher adoption level - Encourage informal learning through digital collaboration - Personalised and performance based learning paths

# What is GameChanger









### AN IMMERSIVE BUSINESS GAME EXPERIENCE

An immersive game-based business simulation experience for employees and leaders.

Employees create and build their own virtual business as leaders and complete with colleagues to achieve the outcomes most important to your business.



#### **ENRICHING THE ENTIRE EMPLOYEE LIFECYCLE**

Supports the entire employee lifecycle through simulated and relatable game play. Can be used for employee screening, onboarding, learning, awareness and change collaboration. Linked to the improvement of business outcomes.



### THROUGH RELATABLE SIMULATION AND ANALYTICS

Uses real-life business scenarios or moments-that-matter which are used to assess skills, behaviours and mindset.

The impact of user decisions contribute to the success of the virtual business and metrics that are relatable to your business.



# **GAMECHANGER USE CASES**



Screening: Create an immersive first impression on prospective employees, and assess how they respond to real challenges in your business.



Onboarding: Remote workers? No problem! Create a remote and engaging onboarding experience, that guides the new starter through your business it culture by your virtual leaders.



Learning: Create personalised and relatable learning experiences for your people. Our Al based decision engine will guide them through the learning they need and ensure they understand how to apply it in their roles.



## **The Screening Game**

A short form version of the Reed game – 10 to 12 minutes in length, which is basic in design and is easy to play. Includes 3-4 challenges for the player to overcome.

Provides an analytical profile for the recruiter of the candidate, their skills, behaviour and mindset fit, relative to that required to succeed in the role.

# **The Onboarding Experience**

Onboarding involves a longer version of the game, which guides the employee through the first 30/60/90 days. It includes multimedia based introductions, active gameplay and integrated learning essential to the player being ready to start their new role.

Players and managers can track their progress during the journey through the stats dashboards.

## **The Learning Game**

The game guides a user through their learning and career path with a "long-burn" version of the game. It includes different game paths, the ability to level-up, a recommendation engine that recommends learning based how they overcome in-game challenges.

The stats engine provides the user and manager analytics on learning adoption, proficiency levels, behaviour-fit and their leadership profile.

# **EMPLOYEE ONBOARDING REIMAGINED**



### **DAY 1 – FEELING SETTLED**

Jane has already met the company executives virtually and starts playing the game which teaches her a lot about how the company operates through the game simulation. She feels like she has learned a lot about the company's key performance indicators, the company lingo and how all the teams work together to achieve success.



Jane Jane starts her new role in the company. The first day on any job can be nerve-wracking. Jane receives your invite to the game as part of her pre-welcome pack. Jane registers for the game, creating her virtual business and is greeted by the company CEO with an introductory video to the company. What a unique experience! She feels part of the community already.



#### **GETTING READY TO CONTRIBUTE**

Jane loves learning but the traditional process of learning can be boring and cumbersome. The game introduces the company training through challenges that she has to face in her role. It makes the training relatable to her role, as well as bringing her up to speed with company policies and procedures. She is ready to hit the ground running!







Jane can collaborate with her new colleagues in the game, which allows her to create and join groups, work on overcoming challenges together, as well as voting on new ideas and providing feedback to help management build a better business for the future.

**COLLABORATE AND EXPERIMENT** 

