Level Up!
Your Training Experiences with the
Multiplayer Challenge Game

group moovs
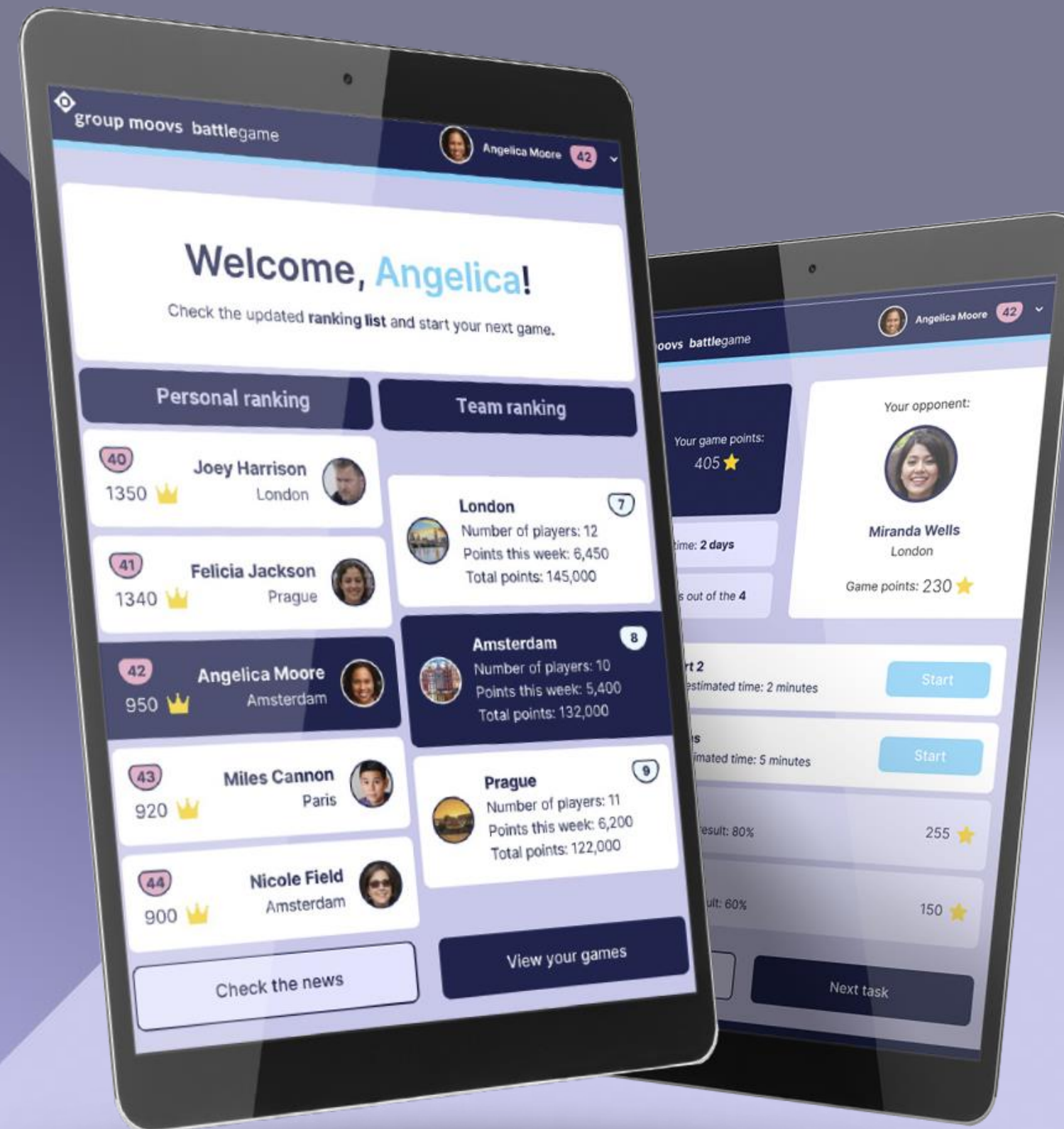
Introducing
the **Multiplayer**
Challenge Game

group moovs

Who we are

1 million
people trained

250+
companies trained

Group Moovs

moovs

moovs digital

maxxecure

SAVANT
LEARNING PARTNERS

BEYONDFIVE
creative agency

blinqimpact
versterkers van mens en organisatie

publiekdomein.nl

Leaplines

MZ
3 0

5
offices

🇳🇱 Amsterdam
🇳🇱 Utrecht
🇳🇱 Rosmalen
🇭🇺 Budapest
🇸🇬 Singapore

7
Our Services

• life long learning
• learning experience platform
• future skills
• leadership & culture
• games / AR / VR content
• coaching
• educational design

75%
of our employees
is female

group moovs

Trusted by the best brands
Key Clients & Partners

We work with companies that want to ideate and bring to life learning strategies for their organization, creating value for their customers and where people are hungry for growth and decision-makers strive to make things better.

KLM

de Bijenkorf

L'ORÉAL

bol.com

vitam

Detailresult Groep

Ahold Delhaize

PATHÉ!

randstad

MediaMarkt

SUITSUPPLY

EY

bp

XENDO
A PROPHARMA GROUP COMPANY

ACTION

Uber

claudia sträter

elho
GIVE Room to Nature

PVH

KPMG

randstad

ING

Beiersdorf

D&B THE FACILITY GROUP

SCOTCH & SODA
AMSTERDAM COUTURE

KNVB

AMSTERDAM ArenA

nationale nederlanden

A.S. Watson Group

Rijksoverheid

kpn

KEUNE

DSM

BURGER KING

DKG

BUNZL

FrieslandCampina

GrandVision

Whirlpool CORPORATION

PHILIPS

corendon.

Gemeente Amsterdam

group moovs

Why gamified learning solutions are more relevant than ever

"I have more fun at work and feel more challenged because of the game"

Jojan Verhorst,
active user of group moovs gamified solutions

Employee productivity rate

+ 90%

72% employees more dedicated

7 times more profitable
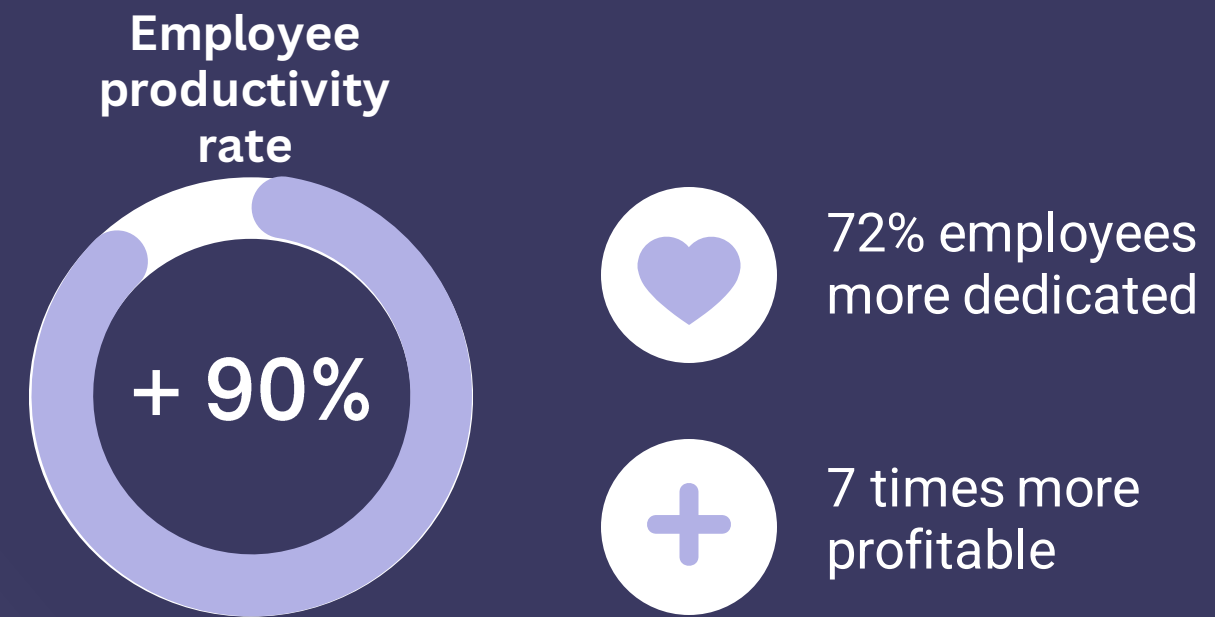
The positive effects of gamification for business

90% of employees say gamification makes them more productive at work.

On average, employees experience a **48% engagement increase** with a gamified work experience.

Companies that use gamification are **seven times more profitable** than those that do not use gamified elements at work—whether with employees or consumers.

72% of people say gamification motivates them to do tasks and work harder on the job.

Source: Zippia, 2023

group moovs

Boost Performance and Business Results with our **Multiplayer Challenge Game**

Our app establishes an environment where learning directly connects to enhanced work performance and improved business outcomes and metrics.

Key benefits

- Keeping employees up to date with the latest product information and best practices.

- Direct integration of practical skills into daily tasks.

- Flexible solution for employees with busy schedules or customer-facing roles, who have limited time for learning during the day.

- Data-driven insights into learning progress and employee performance.
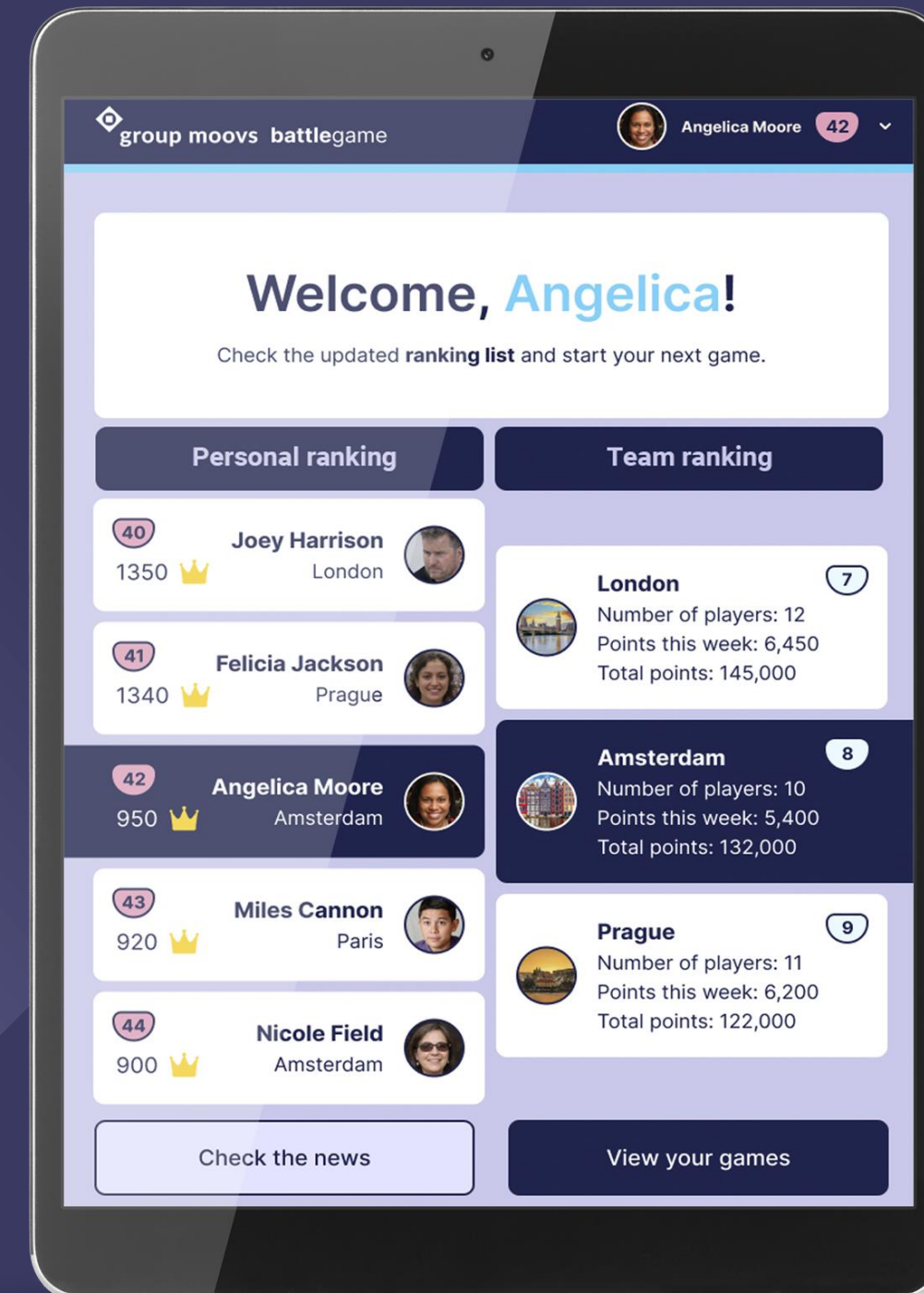
Revolutionize Training with our
Multiplayer Challenge Game

Our app is a uniquely designed interactive learning solution allowing employees to immerse in friendly competition and learn on the job.

Key benefits

- Real-time multiplayer gameplay for collaborative competition.

- Multiple scenarios and challenges for practical skill application.

- Engaging game mechanics that incentivize learning and performance.

- Interactive feedback and performance tracking.

- Can be applied to any new or existing training program to enhance the experience.

group moovs
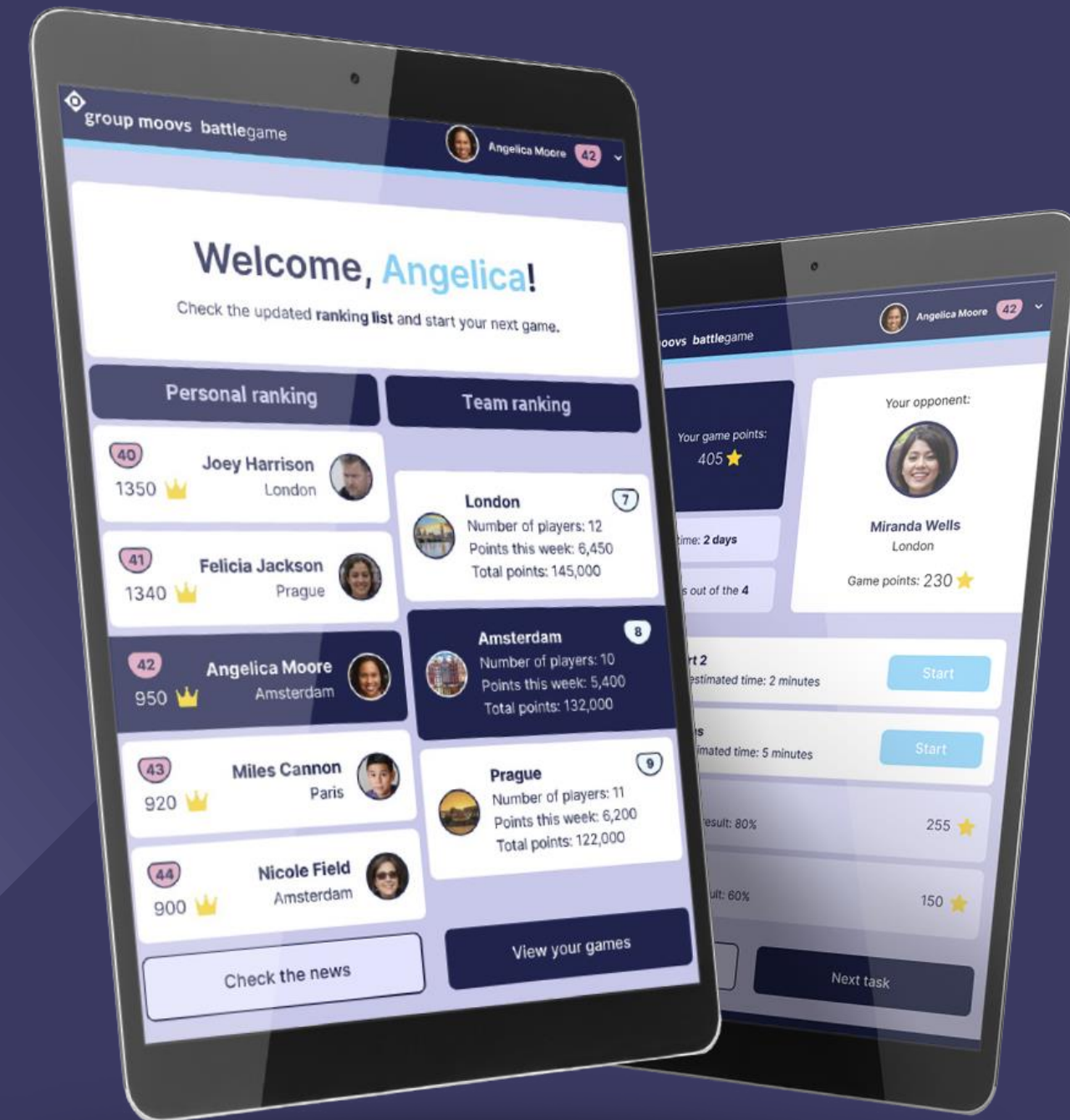
Solution

A gamified task driven approach

Support for personal assignments

Single Sign On support (SSO)

Competitions
- Personal Competition
- Team Competition
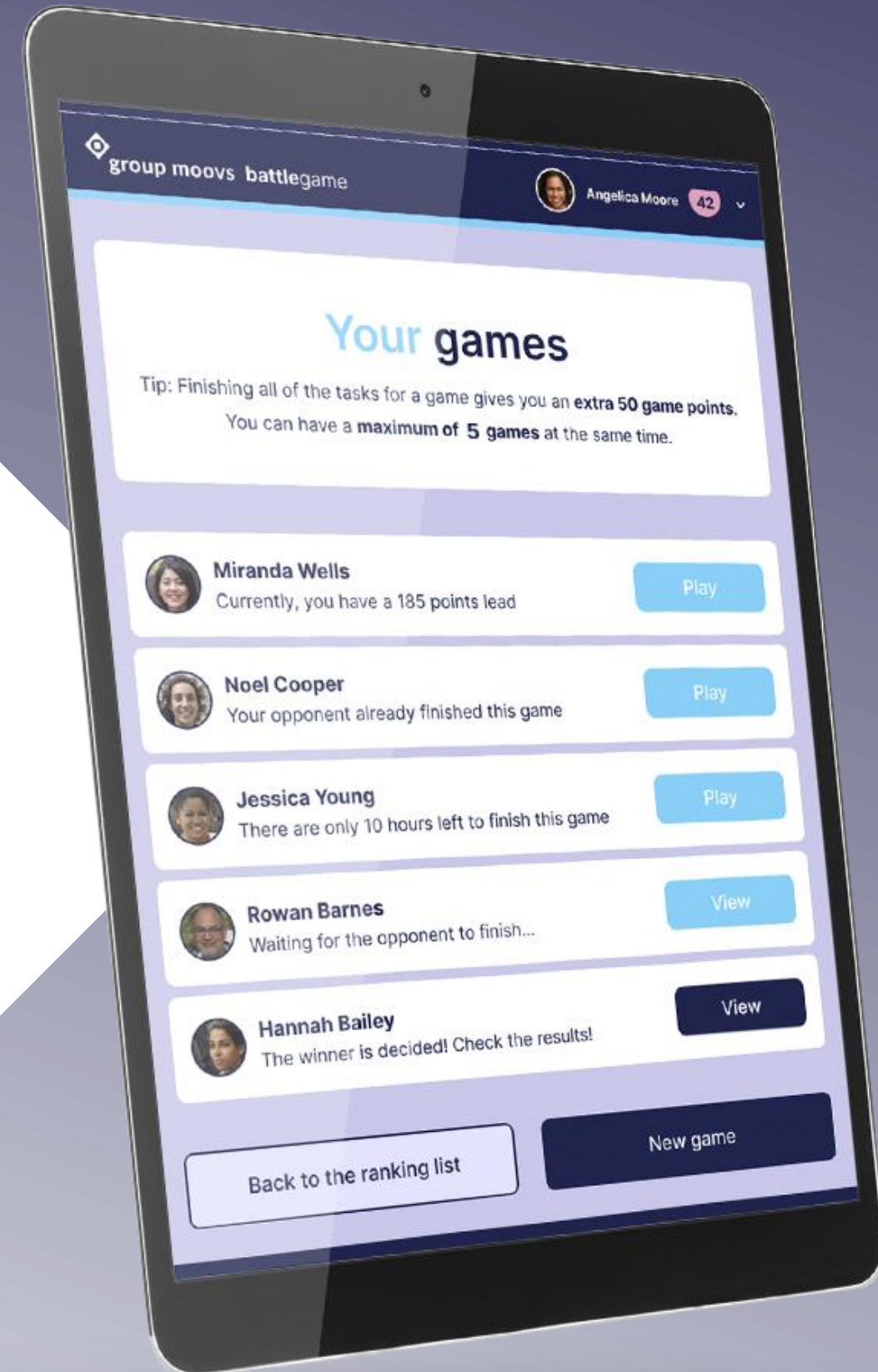
Multi player support

Analytics and data-driven approach

A simple two-player knowledge battle included
- Answer multiple choice questions
- Order items
- Drag & Match
- Group items

group moovs battlegame

Angelica Moore 42

Your games

Tip: Finishing all of the tasks for a game gives you an **extra 50 game points**.
You can have a **maximum of 5 games** at the same time.

Miranda Wells
Currently, you have a 185 points lead
[Play]

Noel Cooper
Your opponent already finished this game
[Play]

Jessica Young
There are only 10 hours left to finish this game
[Play]

Rowan Barnes
Waiting for the opponent to finish...
[View]

Hannah Bailey
The winner is decided! Check the results!
[View]

[Back to the ranking list] [New game]

group moovs

Game scenario

The game is **flexible** to fully meet your needs

You are in charge of the competition:

- Define the rules
- Deliver actual competition result data
- Organize any incentives and rewards
- Activate employees and keep them informed

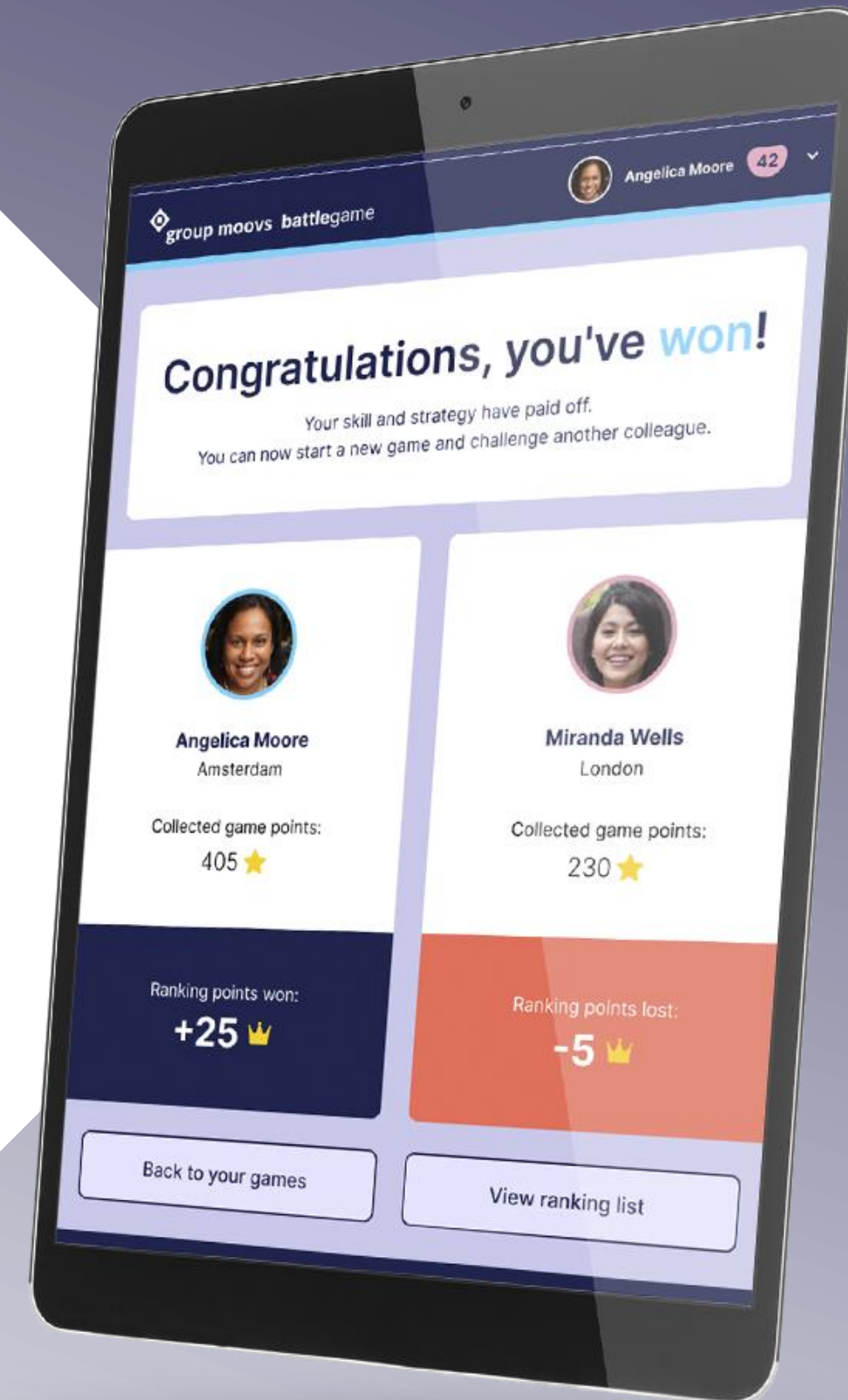**Example**

4 week competition period for teams

Top 10 teams will receive a nice incentive

Team scores are calculated on weighted averages for honest competition and can include any business KPIs

Employees are informed by weekly emails or any other means of communication that is appropriate

group moovs battlegame

Angelica Moore 42

Congratulations, you've won!

Your skill and strategy have paid off.
You can now start a new game and challenge another colleague.

Angelica Moore
Amsterdam

Collected game points:
405 ⭐

Miranda Wells
London

Collected game points:
230 ⭐

Ranking points won:
+25 👑

Ranking points lost:
-5 👑

Back to your games

View ranking list

group moovs

Gameflow

The app is simple, intuitive and engaging
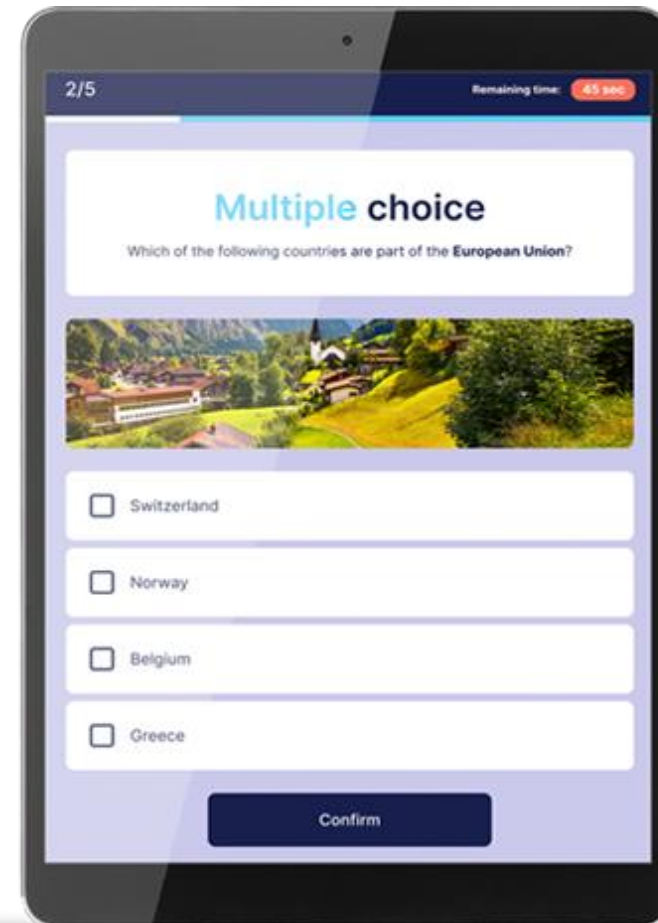
Step 1:
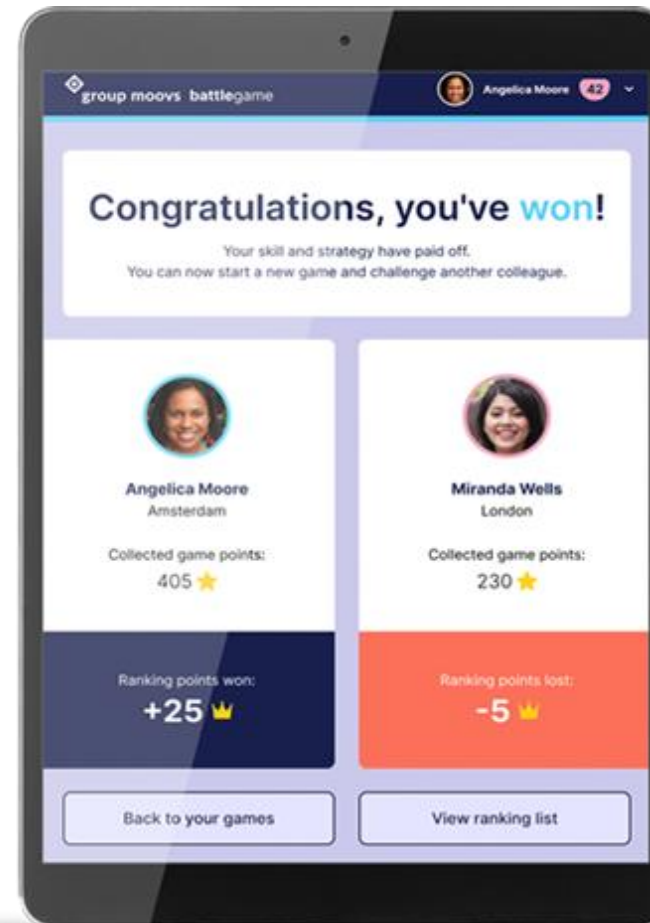Challenge an opponent via smart matching algorithms
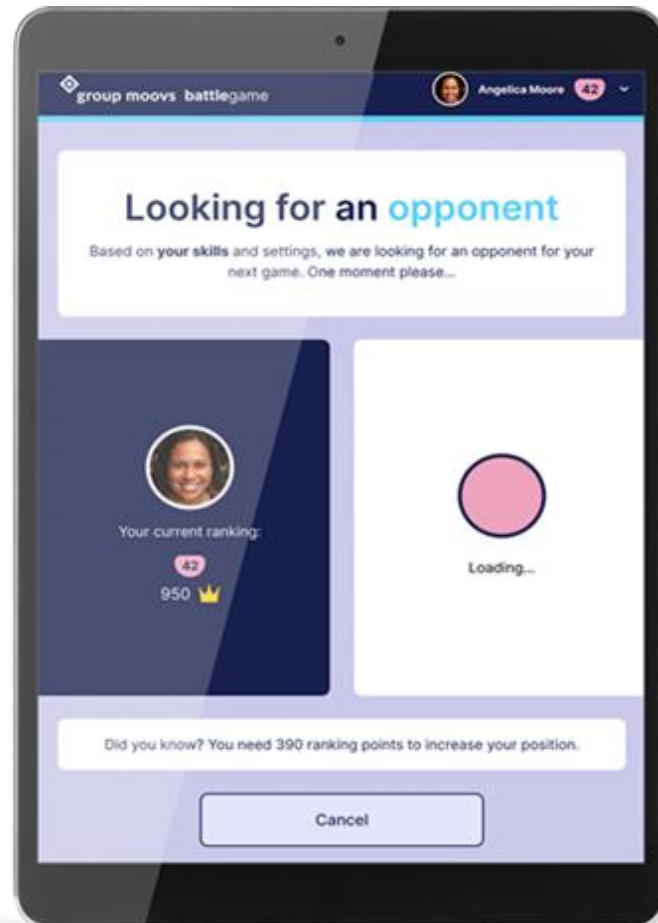
Step 2:
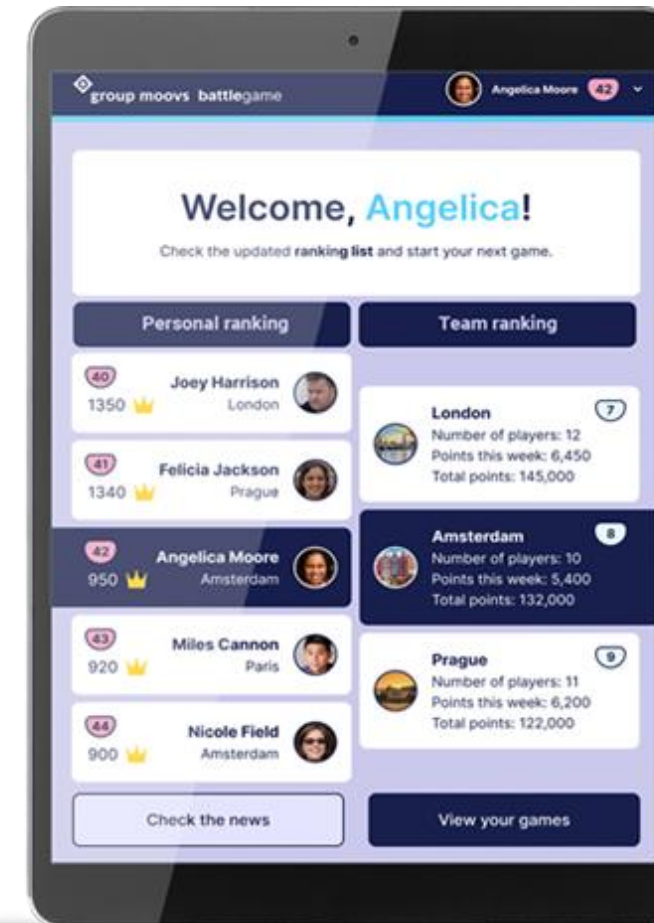Battle to beat your opponent

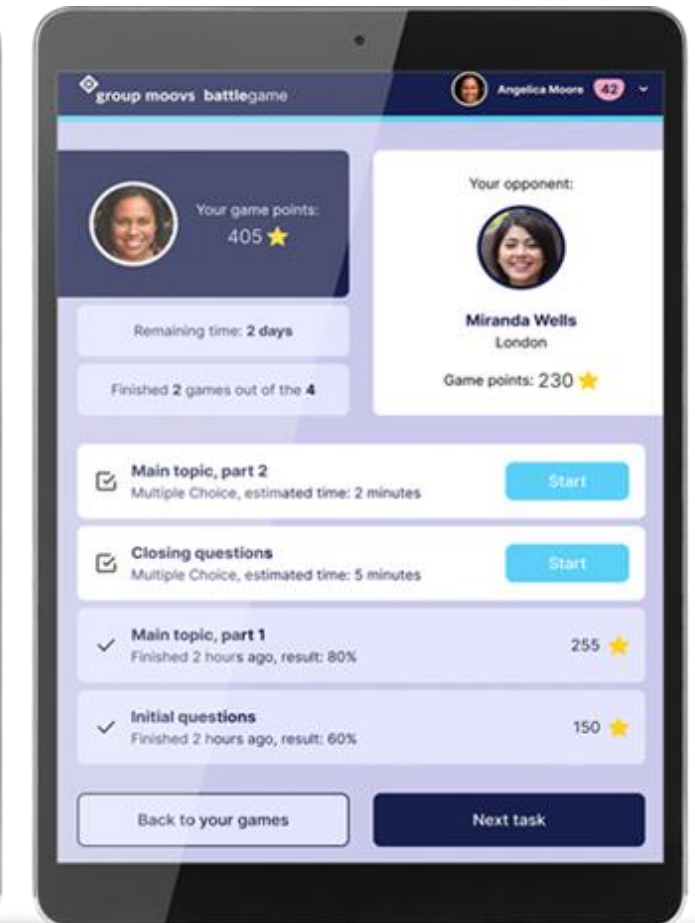**Step 3:**
Learn from feedback, finish the game, and rematch

Step 4:
Keep track of personal and team scores

Step 5:
Mobilize your team to obtain the highest ranking to win prizes

Company Benefits

Improved Business Results
Motivate employees to develop skills for achieving the company's strategic goals, KPIs and OKRs.

Data-Driven Insights
Measure the impact of the game progress in business KPI's (like NPS, turnover, sales, etc.) and make informed decisions.
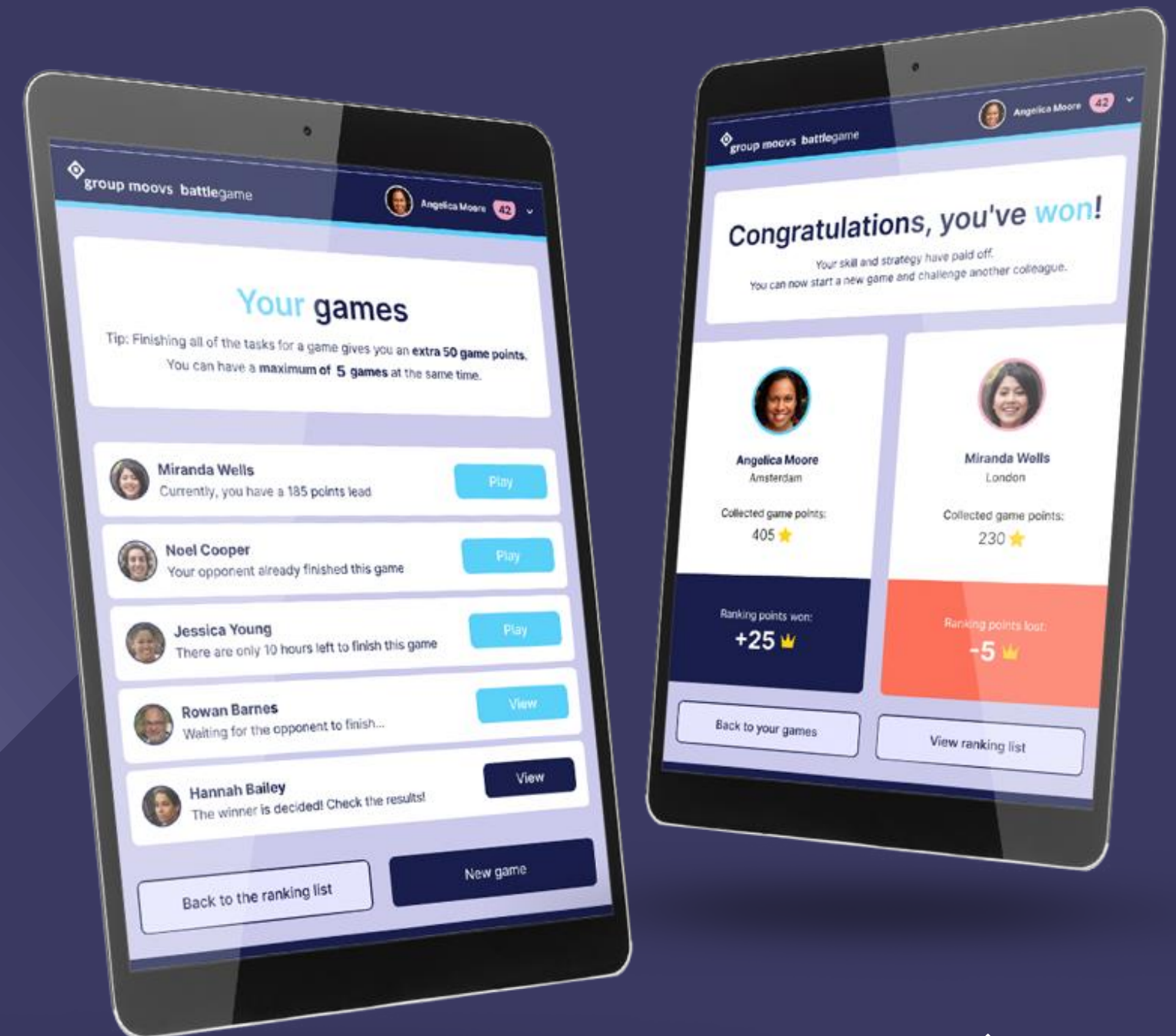
Motivation and Engagement
Boost employee morale and job satisfaction through fun and challenging gameplay and rewards.

Cost Savings
Reduce errors, optimize workflows and avoid additional training through hands-on learning experiences.

group moovs

Employee Benefits and Learning Outcomes

Skill Development
The game enhances employee skills, such as communication techniques & product knowledge. Through interactive gameplay, employees can practice and refine these skills in a realistic and engaging environment.

Motivation and Engagement
The game's interactive elements capture employee interest, making the learning experience enjoyable. This increased motivation can lead to higher levels of employee participation and a greater commitment to ongoing learning and improvement.

Teamwork and Collaboration
Employees can strategize, communicate, and work together to achieve top results. This fosters a sense of companionship and cooperation that can translate into improved teamwork.

Real-World Application
The game's scenarios are designed to mirror real-world situations. Employees can apply what they learn in the game directly to their daily work, enabling them to handle customer interactions, sales situations, and problem-solving with more confidence and effectiveness.

group moovs

Boost Your Workforce Performance
with Group Moovs

Take the next step in revolutionizing employee training and development.
With our innovative learning solutions we can cater to your needs.

Contact us **today**

Maarten van Rossem
Sales Development
Representative
06 302 96 089

Charli Paul
Challenge Game Quality
Assurance Developer

Debora van Wely
Director Moovs
06 515 01 607

Roosje Boom-van Gelder
Board of Directors
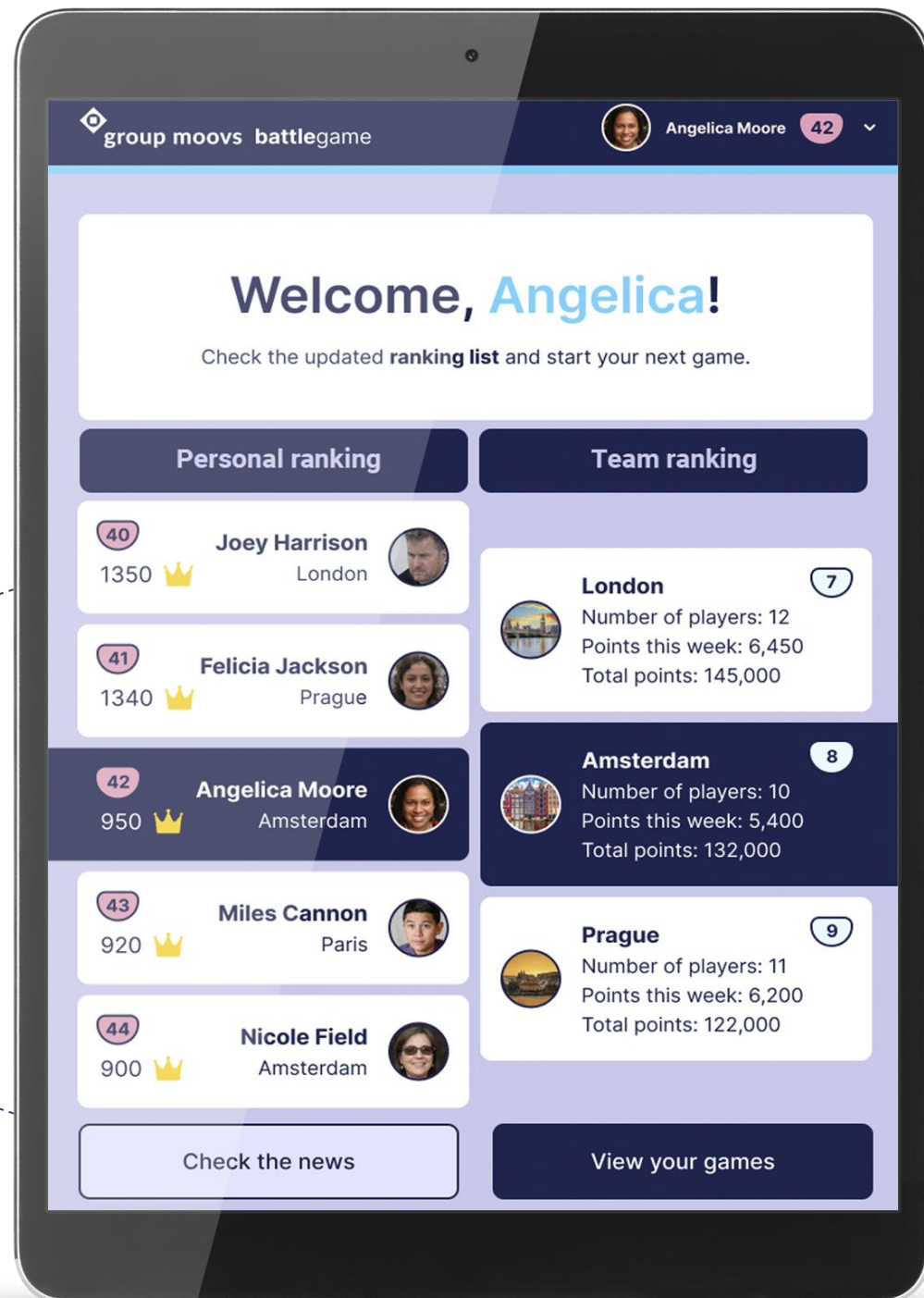06 242 97 717

Edwin Boom
Founder
06 135 74 740

group moovs

Thank you!

+31 6 30296089
m.vanrossem@moovs.nl

www.groupmoovs.com

group moovs

Gameflow

Screen overview

The user can update their **Profile** to receive tailored content

Welcome, Angelica!
Check the updated **ranking list** and start your next game.

Personal ranking	Team ranking

40 **Joey Harrison** London 1350

41 **Felicia Jackson** Prague 1340

42 **Angelica Moore** Amsterdam 950

43 **Miles Cannon** Paris 920

44 **Nicole Field** Amsterdam 900

London 7
Number of players: 12
Points this week: 6,450
Total points: 145,000

Amsterdam 8
Number of players: 10
Points this week: 5,400
Total points: 132,000

Prague 9
Number of players: 11
Points this week: 6,200
Total points: 122,000

Check the news | View your games

The **Personal Ranking List** shows a user's rank in relation to the nearest opponents

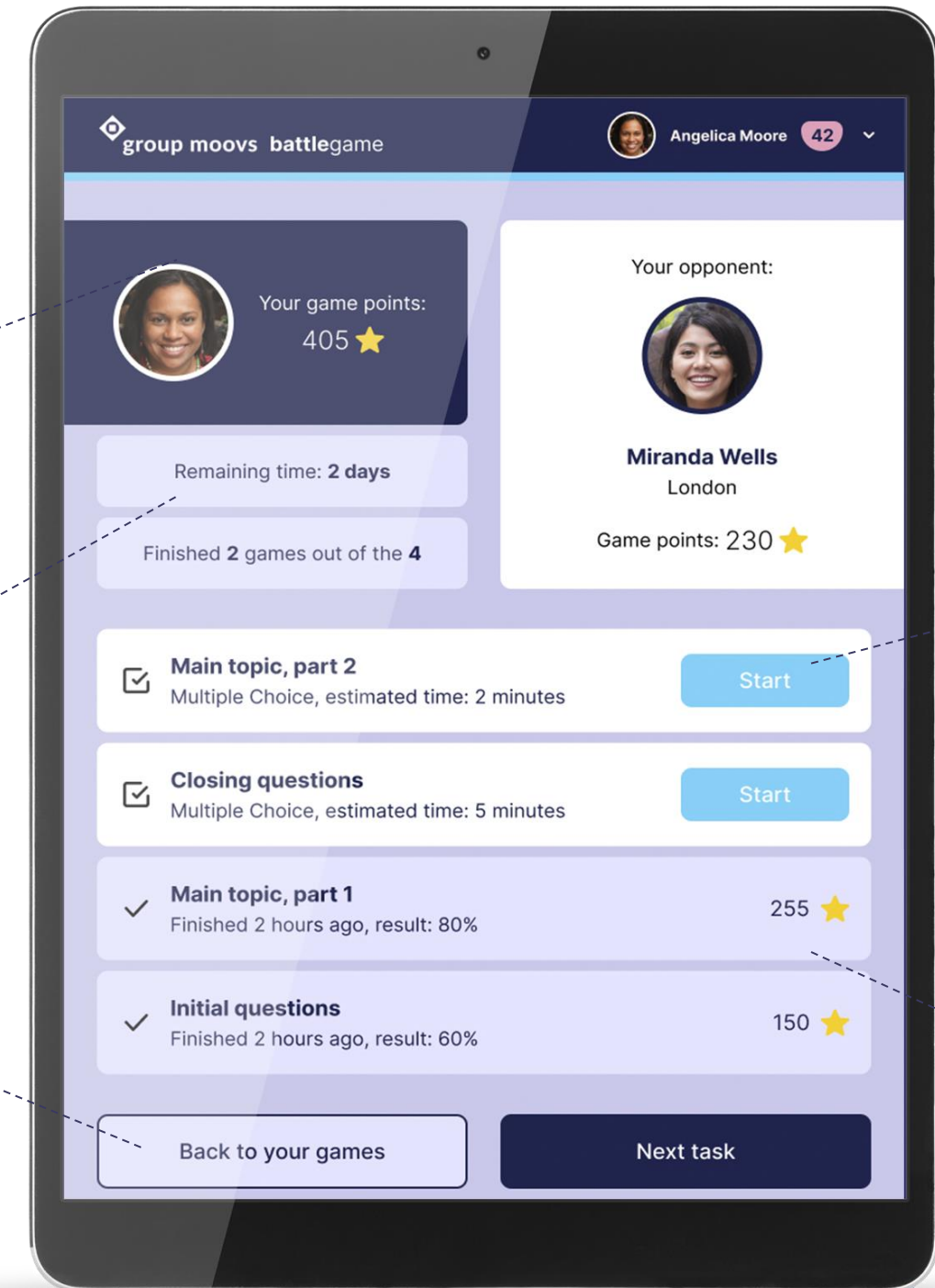Company / campaign updates are shared via the **News section**

The **Team Ranking** is determined based on a custom formula with KPI data in combination with game data of the entire team

Welcome Screen

---

group moovs **battle**game — Angelica Moore 42

Your game points: 405 ⭐

Your opponent:
Miranda Wells
London
Game points: 230 ⭐

Remaining time: **2 days**

Finished **2 games out of the 4**

☑ **Main topic, part 2**
Multiple Choice, estimated time: 2 minutes — Start

☑ **Closing questions**
Multiple Choice, estimated time: 5 minutes — Start

✓ **Main topic, part 1**
Finished 2 hours ago, result: 80% — 255 ⭐

✓ **Initial questions**
Finished 2 hours ago, result: 60% — 150 ⭐

Back to your games | Next task

The **Game Overview** shows the game's progress and score for both players

The adjustable **Game Duration** shows the time left to play the game

Game Components Each Game contains a number of assignments and questions for both Players to complete

Finished assignments show the points obtained if answered correctly.

Go back to the **Game Overview Page** to see all active games.

Game Screen

group moovs