

WORKSHOP | GAMIFICATION, INC.



RULES AND LIMITATIONS

DESCRIBE GAME'S RULES AND LIMITATIONS:

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CLUE

Category – Investigation

Objective – Solve a crime by identifying cards contained in an envelope. Each player should suggest which cards are the secret ones, while the remaining players attempt to disprove that supposition by showing any card forming part of that suggestion, thus proving that that particular card could not be in the envelope. Once a player believes that he/ she has solved the crime, he/she makes an accusation, naming the killer, homicide weapon and the room in the mansion in which the homicide took place. The accuser himself/herself secretly checks the cards in the envelope. If the player is proved right, he/she is declared the winner. If the player is wrong, then he/she is eliminated and will only be permitted to disprove the suggestions of the remaining participants.

MONOPOLY

Category – Financial strategy

Objective – Domination of market by a single entity. Players move round a board purchasing commercial or residential real estate and collecting rent from their opponents. The final objective of the game is to bankrupt opposing players.

RISK

Category – Territorial conquest

Objective – Territorial conquest. The game is played on a board depicting the world, divided into six regions (Europe, Asia, Africa, North America, South America and Oceania). Each player receives a card with a specific objective, the winner being the first to achieve his/her objective. The game is played in rounds in which participants deploy their armies and attack other opponents. A game can run for a number of hours, with disputes governed by the strategies of the participants and the roll of the dice.

PROFILE (a Brazilian board game)

Category – Analysis of clues

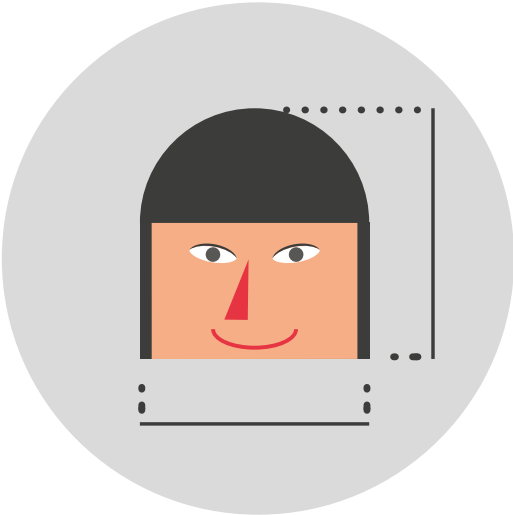
Objective – On the board, the player whose turn it is chooses a number between one and twenty. The person holding that card then reads out the corresponding clue. If the player successfully guesses the answer, he/she wins the round and moves forward the number of places corresponding to the clues remaining on the board. If the player is unable to guess the correct answer, he/she loses his/her turn to the next player in line, who then chooses another clue, and so on successively down the line. The winner is the first to reach the end of the board. Each card has twenty clues relating to a person, an object, a year or a place. Players are given one clue after another until someone correctly identifies the secret profile on the card.

IMAGE AND ACTION (a Brazilian board game)

Category – Creativity and Teamwork

Objective – Each team moves a pawn on a board consisting of a sequence of squares, each containing a letter or form of identifying the type of image to be designed therein. The objective is to be the first team to reach the last space on the board. To do so, the player must guess the word or phrase being created by his/her partner.

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**PLAYER'S
DETAILS**

1- Basic details

Name:

Surname:

Gender:

Age:

2- Demographic details

Social class:

Educational level:

Position held:

3- Personality

Typical phrase:

Interests/Hobbies:

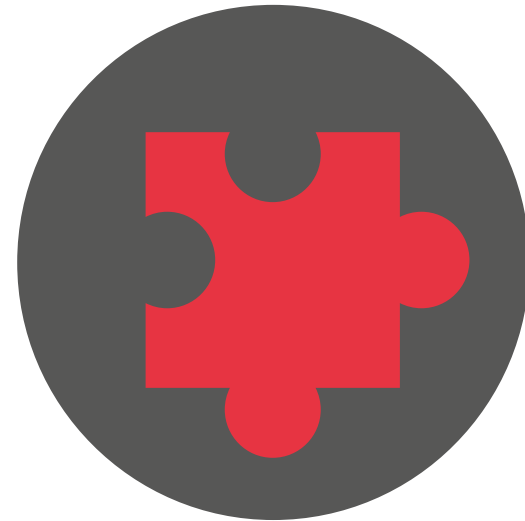
Skills:

Personal history:

Complaints:

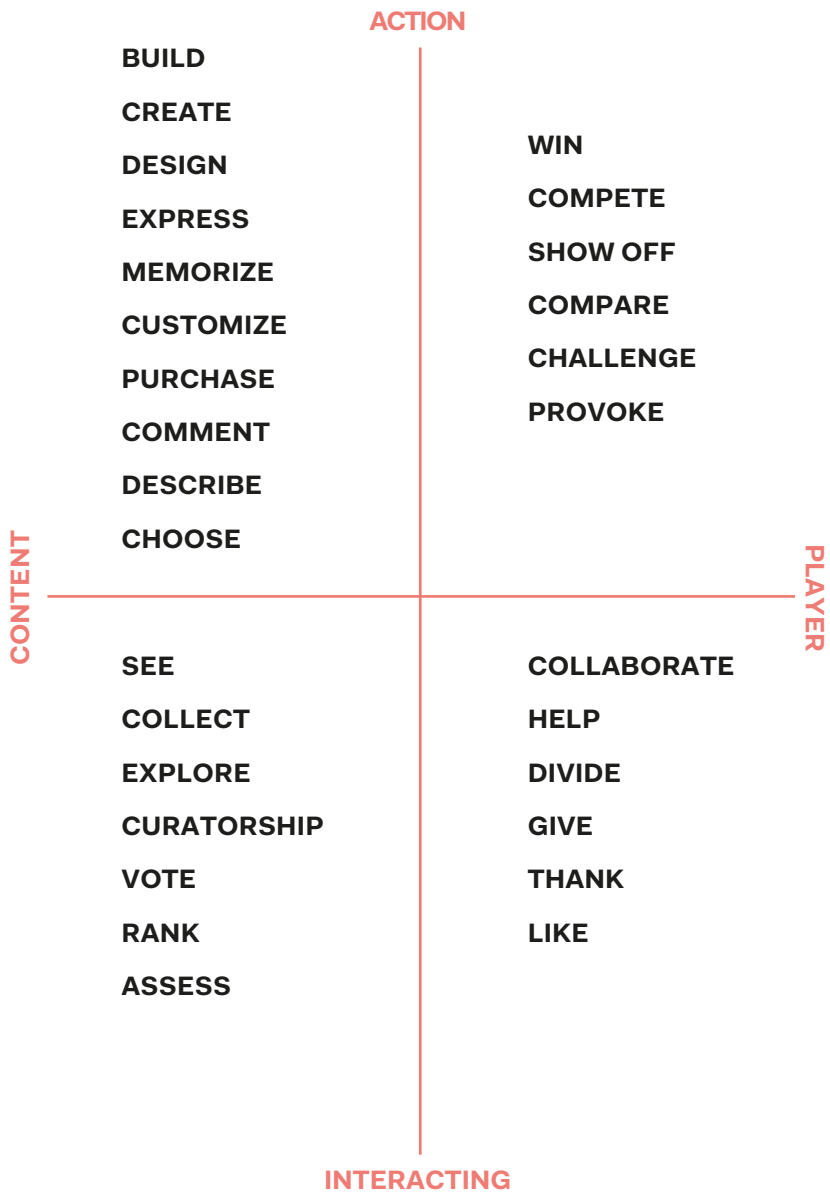
Motivations:

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**CHALLENGES
AND ACTIONS**

DESCRIBE PRINCIPAL CHALLENGES AND ACTIONS OF THE GAME:



CHALLENGE 1 – Player's Details

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CHALLENGE 2 – Challenges and Actions

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CHALLENGE 3 – Rules and Limitations

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PASTE YOUR PROBLEM HERE

DESCRIPTION OF POSSIBLE SOLUTIONS TO PROBLEM:



Guarantee total function of all services under the scope of the area (Technology, Telecommunications, Telephony, etc), in compliance with the SLA's, costs and quality agreed with the internal users and the respective suppliers.



Guarantee compliance with the deadlines, costs and quality of new projects.



Play a leadership role at the head of your team, attracting and retaining talent.



Represent the area in matters involving the company's board of directors, encouraging innovation in working processes and systemic automation.



Necessity of being involved in negotiations with various Technology suppliers.



Be the focal point for the internal users and ensure that the technology employed reflects the company's strategic guidelines as a whole.



Head the Prioritization process and the approval of IT improvement projects, notwithstanding budgetary pressures.



Promulgate IT's value within the corporation to maintain its prominence over the remaining corporate areas.



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Demonstrate efficiency in cost management, not only to your immediate superior but throughout the company.



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Maintain a good relationship with all stakeholders (internal clients, partners, internal suppliers, etc).

