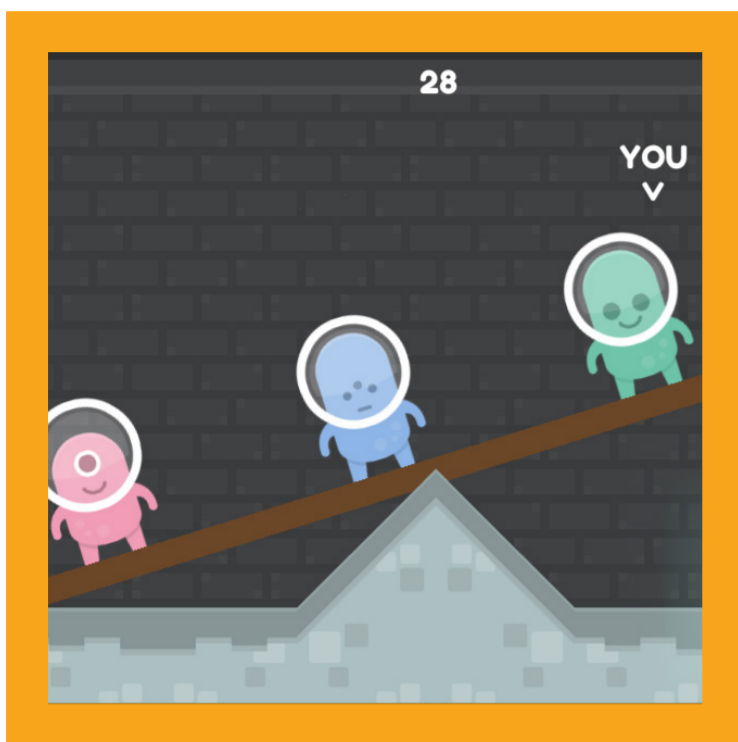


Motion-Based Games for Team Cohesion in Remote Work

Try our games here!

Our two prototypes are available for you to try at our exhibition



WHY conduct this project?

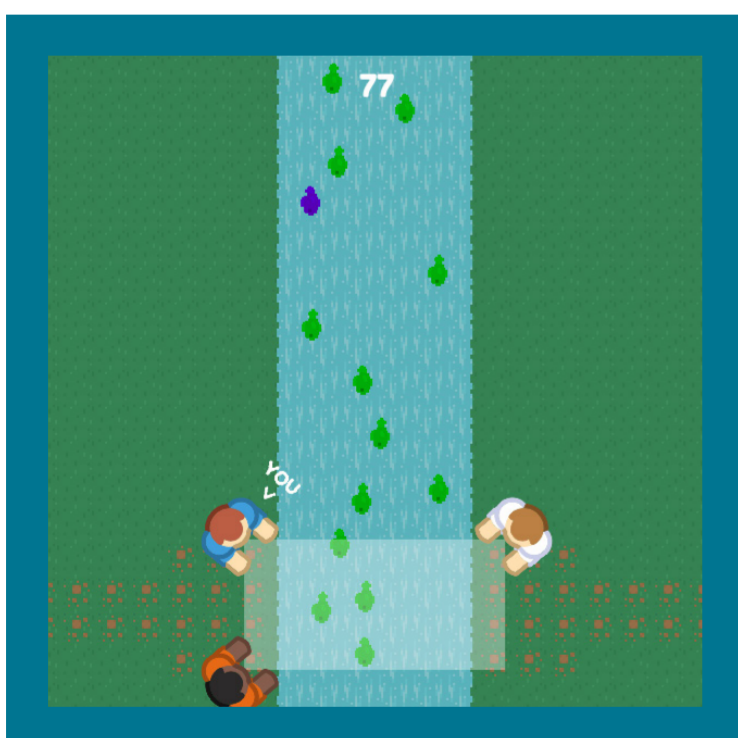
Warm-up games can be an effective way to enhance collaboration in teams. Based on neuroscientific research, we develop warm-ups that aim to improve subsequent performance. As many warm-up interventions involve body motion, they can be difficult to implement in remote settings. In this project, we develop digital games, and probe the impact of different-sized hardware, as means to stimulate team creativity online.

WHAT are the outcomes and tools you can use?

Two mini games are available to try at our exhibition. They can be played with two to four players and take around two minutes.

In the Balance game you and your team need to collaborate and balance a see-saw to avoid the obstacles spawning beneath. Be careful, only one team member can spot the obstacles, so team communication is essential.

The Fishing game focuses on synchronising movement. Collaborate with your team to raise the net at the same time and catch as many fish as you can. Watch out for the purple fish, which are worth 5 points each!



WHOM to contact?

If you want to know more about our project feel free to reach out to me. I look forward to hearing from you!



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