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“**A CURIOUS MIND
KNOWS NO LIMITS**”



WHO ARE WE?

We are Nicole, Luc, Luuk & Mark

- 👁️ Flip-thinkers
- 👁️ Teambuilders
- 👁️ Creatives
- 👁️ Taking care end-to-end
- 👁️ Superheroes

No idea is too weird for us!





NICOLE
VAN DEN BOSCH

This one of a kind, spontaneous sales lady is the structure of the company. Like a true chameleon, she mirrors her clients, making your issue or problem concrete and putting the team to work to come up with a creative concept.



LUC
DE NIJS

This creative says what he thinks and does not mince his words. He always goes for maximum results for the customer and likes to colour outside the lines. His frameless mindset results in the best creative concepts.



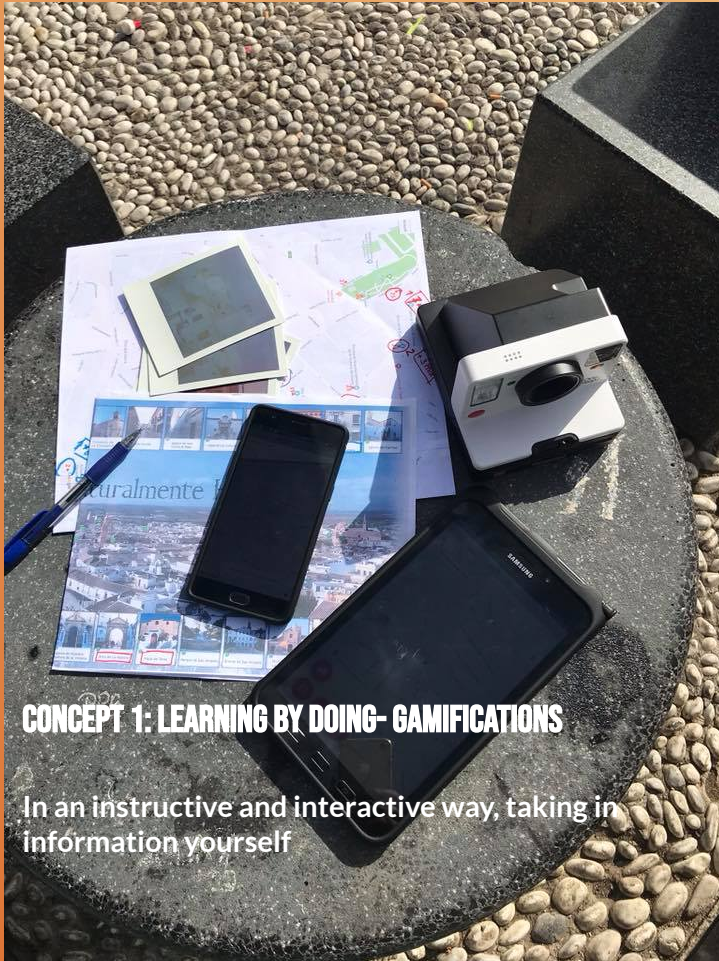
LUUK
HERMANS

A combination between being creative and being good at IT. That's Luuk. He already has countless successes on his name. The more complicated, the better, is Luuk's motto. He can turn your concept into a game of concept in no time, both creatively and technically.



MARK
NAUS

Whether it is finance, Law & regulation, technology, creation or HR; Mark can talk to you about anything. He is also available 24/7 for our clients and likes to play devil's advocate to always achieve the best result! He challenges others in the right way and inspires.



CONCEPT 1: LEARNING BY DOING- GAMIFICATIONS

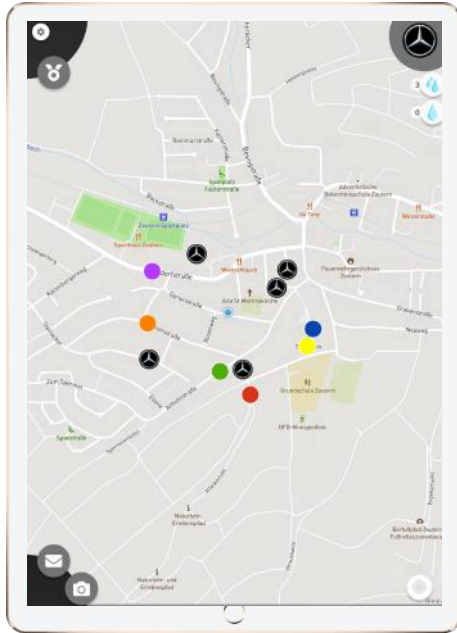
In an instructive and interactive way, taking in information yourself



CONCEPT 2: JUSTDELIVER - TEAMDEVELOPMENT

An end-to-end full service Team Development Programme

CONCEPT 1: LEARNING BY DOING- GAMIFICATIONS



- Gamification (treasurehunt 2.0) with **location-based** game elements.
- Each team plays this gamification on a mobile device. At different locations, there are questions and tasks.
- In some locations, there are also **games**, where you actually have to make a physical or cognitive effort, depending on the situation on site.
- **Learning-by-doing**: we integrate the company's information in an interactive way so that it sticks better. The content is tailor-made in consultation with management.

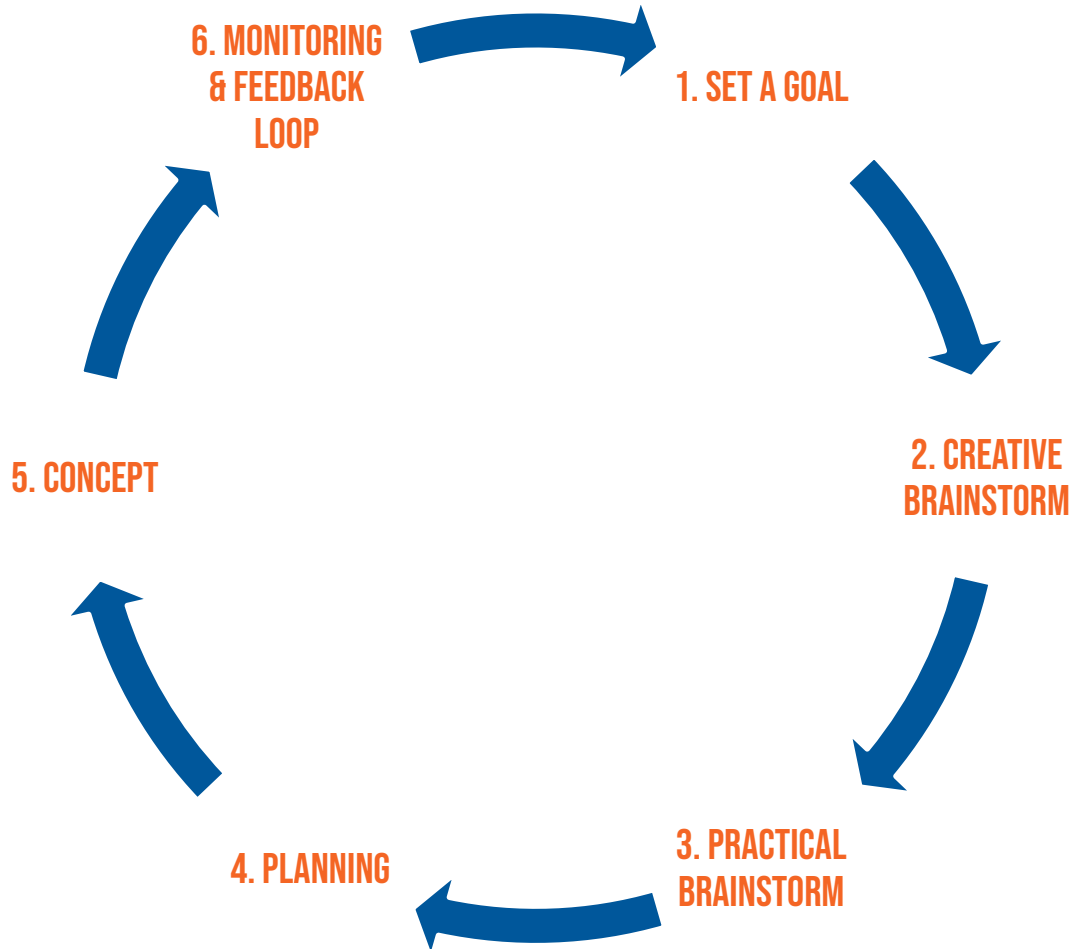
HOW DO WE PROCEED

1. During the briefing, we define the framework conditions. For example:
 - Target group
 - Balance of physical tasks and brain teasers.
 - Accessibility for participants with (walking) disabilities
 - Time limits (lunch, dinner, drinks, etc.)
 - Specific content from the company
2. We research the destination/location to discover interesting and unique spots where we can do something 'different from the usual'.
3. We mix it all up into a great, unique experience.

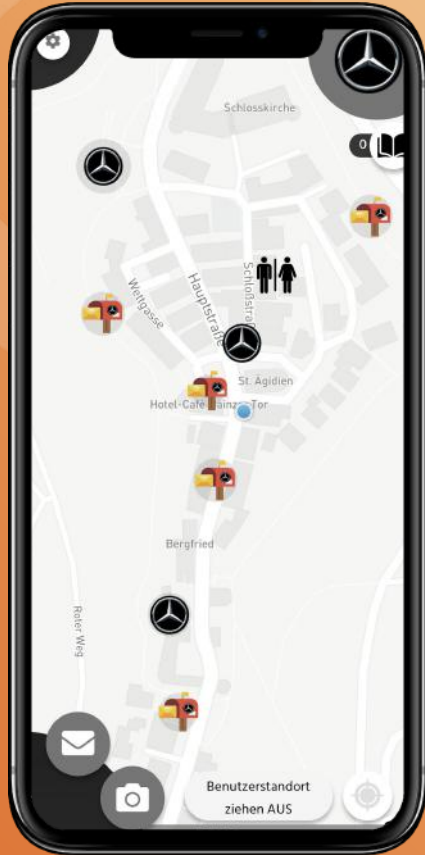
HOW DO WE PROCEED

We want to deliver sustainable and successful concepts and therefore we work according to the following model.

We actively involve the client in every step of the process to validate our ideas and ensure that we achieve their goals in the best possible way.



EXAMPLE: MERCEDES-BENZ AG – GSP/ORD



OBJECTIVE

The newly restructured department deals with repair and workshop information on a daily basis. Ultimate goal of this gamification

- Having fun together
- Promote exchange and acquaintance between teams
- Communicate information from management to participants in a sustainable way

IMPLEMENTATION GAMIFICATION

The teams visit different locations in and around the conference hotel with their devices. At the different locations, there are tasks and puzzles to be solved. The teams will deliver letters to team leaders, listen to and match music cassettes and find and follow a historical route in the city centre to find out more about their department.















During the game, "handbook pages" will be earned and at the end of the day, a tower made of lego will be built as the final game. The team that finishes the tower first wins

CUSTOMER FEEDBACK

By presenting information about our restructured department in a playful way, it was well received by employees and better remembered. And the best part was that everyone had a lot of fun.

Standard Gamification

Premium Gamification

Gamification (treasurehunt 2.0) appbased		
Riddles, assignments and questions in the app environment		
Business-related questions and assignments		
Control room for live contact with participants in the app (chat)		
Location-based gamification (integration of local elements)		
Live organisation and control room at the destination (Full-Service)		
Devices incl data en servercosts		
Guidance during assignments/games		
Corporate company Look & Feel of the app		
Price at 100 participants	From €99 pp. nett	From €199 p.p. nett

CONCEPT 2: JUSTDELIVER

End-to-end full service
Teamontdevelopment
program

"If you do what you did, you get what you got!"

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Does your team feel the need to start working on their own **development**, because they notice that things could be more effective in their **mutual cooperation**? As part of the innovative and active team development concept JUSTdeliver, teams take on a challenge. This challenge then enables teams to gain insight into what their **helping and hindering team patterns** are. So that they can then strengthen what can be strengthened and redirect what needs to be redirected. With the aim of achieving team and **organisational objectives** more effectively, together.

Target group:

Teams within an organisation. From a training perspective, we recommend a group size of 7-10 people. From 12 people onwards, we will look at a smart way to divide the team into smaller subteams.

APPROACH AND PROCEDURE



Intake phase

Together with the client and a delegation from the team, we discuss the team's strengths and development opportunities and/or needs. This results in an analysis and we draw up an action plan for developing the team.



Feedback phase

Within two weeks of the intake interview, we present our analysis to the client and the entire team, asking whether they fully identify with it. The plan of approach is then discussed and the associated investment explained.



The get moving phase

Now that the team knows what they can work on and has prioritised development needs to become team adults, we move forward. We look at which intervention is most appropriate to work effectively on the team's day-to-day functioning.



Doing what needs to be done phase

In this phase, the team is put through an active team development process - geared to the development goals from the action plan. 'Learning by doing' is the motto here. During this experiential activity, the team is observed by a certified team coach. Where necessary, the coach intervenes directly so that the team learns and develops from certain situations during the activity. Afterwards, we discuss with the team what hindered or helped them to complete the assignment and make the link to the work practice.



The keep doing it phase

Reality is more unruly. We know that if we let go too soon, the investment may have been partly for nothing or things may quickly fade away. Therefore, we ensure further deepening within the team. Here, we use interim reminders, intervision methods, assignments and return days to keep the team moving forward and not let them fall back into old habits and patterns.

VIDEO: GAMIFICATION PROMO JUSTCURIOUS



Click on the picture or view the following Link: <https://vimeo.com/526922409>

REFERENCES

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Mercedes-Benz



NEXT STEPS

What to do?

For questions on the concept:

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For questions about your incentive trip in

Brixental: sales@brixental.tirol

