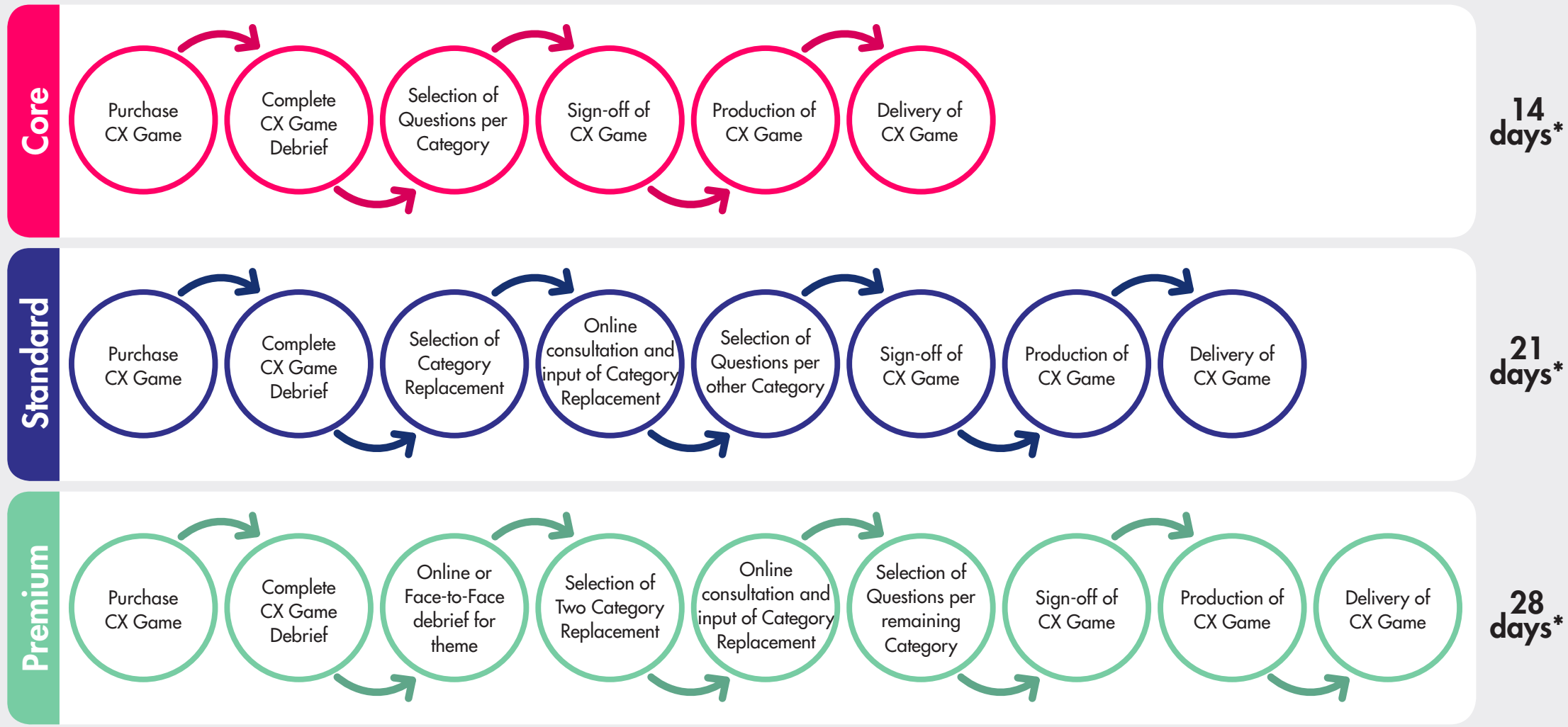


The CX Game is a culmination of a number of years designing for various clients in a number of different industries. We have distilled the core elements to create an engaging game-based learning experience which can be applied to any front-line customer centric environment.

FEATURES	Core Package	Standard Package	Premium Package
Game2Change branded CX Game in bright colours.	X	X	
The game consists of 5 categories of 20 questions, activities and scenarios. The CX Game can be run between 1 – 2 hour with a group of between 8 – 25 learners.	X	X	X
You will be able to select 20 from a set of 35 questions, activities and scenarios per category.	X	X	X
Game mechanics to enable inter-team collaboration and competition, two levels of progression and play-off between top teams.	X	X	X
Facilitator and memo guide to prepare facilitator to lead an effective session.	X	X	X
Pre and post assessment questions will be shared with you and you will have the option to include these in your internal assessment process.		X	X
One category customized to your requirements. This will comprise of 20 questions.		X	
Two categories customized to your requirements. These will comprise of 20 questions each.			X
Themed custom game design according to your client / learner requirements (incorporated into gameboard, category design and all collateral)			X
<b>Optional Additions:</b> <ul style="list-style-type: none"> <li>• Co-facilitated Game Session – ZAR5 000.00 (in SA)</li> <li>• Face-to-face co-creation for premium theme design – ZAR 6 500. 00 (In SA)</li> </ul>	<b>ZAR15 000.00</b>	<b>ZAR22 000.00</b>	<b>ZAR30 000.00</b>

# How We Engage with You



\*dependent on region and courier rates

## Toolkit Contents

Item	Description
Vinyl Gameboard and Dice	1m x 1m vinyl gameboard mat and 2 x Dice
Memo Guide	Answer matrix for all questions and answers
Facilitator Guide	Quick pocket guide on setting up and facilitating the game
Game Cards	20 Question cards for each category (100 cards)
Money Tokens	Denominations of 5 and 10 for awarding points
Team Icons	Pop-up team icons to use to move along the gameboard
Timer	Digital timer for time limited questions

## How You Implement the Game

The Game will be a five-dimension (category) two tier game, which will be designed to be facilitated in a 1 hour – 2 hour session. The intervention can be delivered in rotating groups (2 – 4 games) or as a single game for up to 25 people per session.