5 concepts to explore:

- [MCQ](#)
- [Role-Playing Game](#)
- [Whack-a-Mole](#)
- [Mix n Match](#)
- [Type Racer](#)

MCQ   Timer: 01:00   Score: 4   Level 1

Answer as fast as you can!

1. What should you wear to an interview with a prestigious bank?

2. You're at a coding interview. What do you answer if an interviewer asks you how confident you are in a programming language which you have never seen before?

I am very confident!

Be honest: I am a total wreck in this language.

I suck at it and I don't want to touch it.

MCQ Game:

- Within time limit, answer as many career related questions as you can.
- There will be different types of MCQ questions to make the quiz interesting.
- Player will need a minimum score before they can proceed to the next level.

Role Playing Game:

- Players first create their own avatar. The purpose of the game is for the player to get employed by applying for a job once their scores reach a minimum level.
- However, players would have to choose whether to go for any of the choices listed above to improve their respective scores to get hired by the recruiter.
- The activities will take time and energy, and the challenge is for the player to get a job as fast as possible. This will simulate the job finding experience for players.

Whack-a-Mole Game:

- Players first choose their preferred role, and the respective recruiter icon, which is the "mole".
- Players start game by clicking "whack the recruiters". Players gain points by clicking on their preferred recruiter, and minus points if they click on the pyramid scheme or roles which they don't want. This gives players a sense of the difficulty of getting their preferred job from the recruiter.
- Players can improve their chances of clicking on their recruiter by "networking" and "improving their skills". They will need to do an MCQ, before time interval and number of "mole appearances" increases.
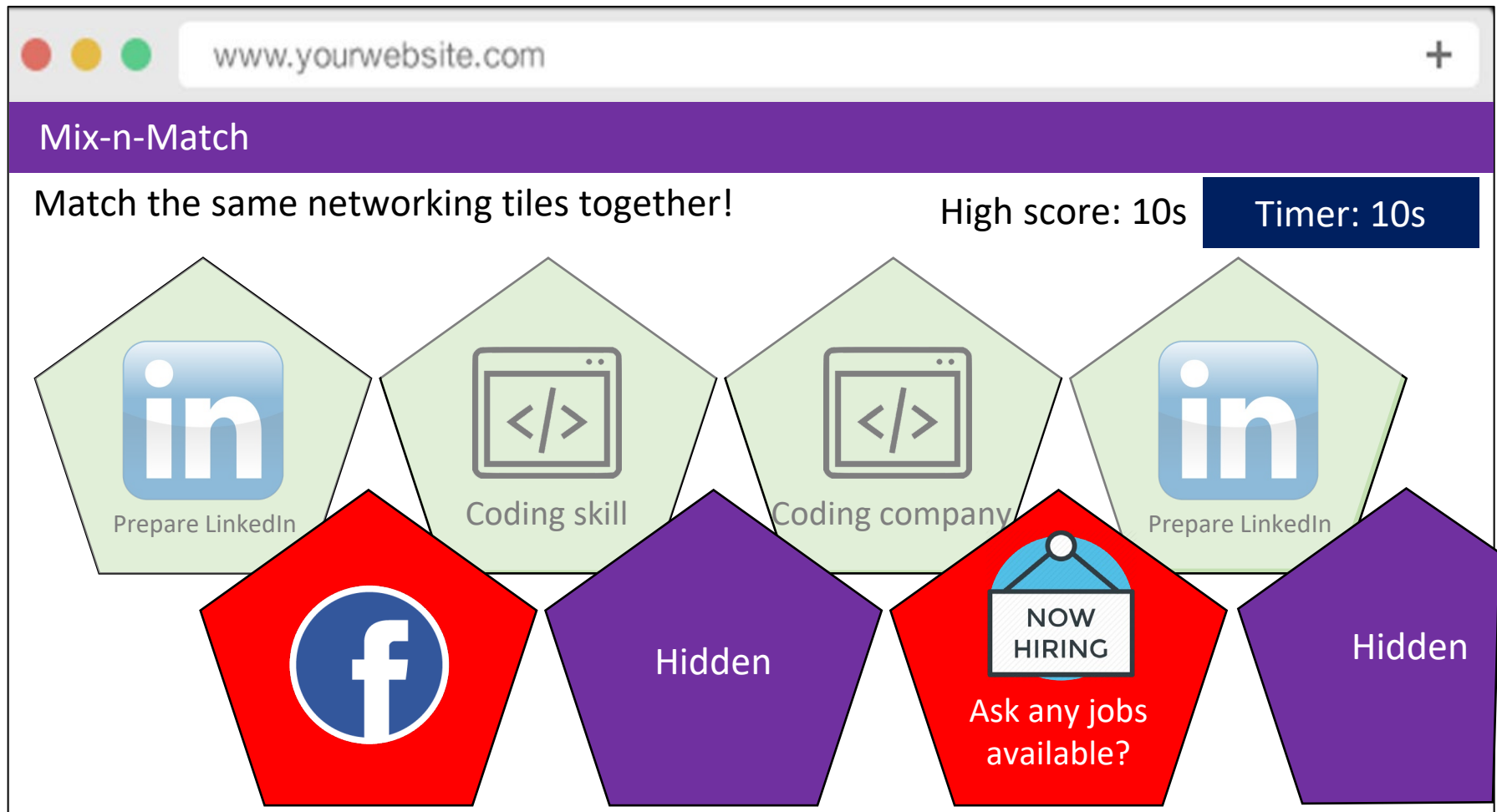
Mix and Match Game:

- Tiles would be faced down/hidden from players. Players then match matching tiles. Once tiles are matched, player gains a point.
- Like networking and interviews, there are many steps which the player must do before meeting potential recruiters and interviewers. They need to research companies to see whether their skills and interests match (e.g. programmers in Facebook). When players keep clicking the tiles to check the matching tiles, players will become more familiar with the steps needed for networking and interviews.

Type Racer!

Level 10: Programming skill

Type as fast as you can!

Timer: 15s

p("This is how we test ", tags$b("bold"), " and ", tags$i("italic"), " text.")

p("This is how we test ", tags$b("bold"),|

Submit!

Levels to go:

1 2 3 4 5 6 7 8 9 10

Type Racer Game:

- Players race against time to type relevant sentences and words related to career finding. Each level corresponds to different job finding skills.
- Game implies practice makes perfect. To gain skills, one must keep practicing, or typing in this case.
- A final score will be calculated based on total time taken to type and the number of sentences typed correctly.