## KPMG training game – City proposal

The setting of this idea is that each department owns, and is in charge of, a virtual city. In this city, missions and mini-games will pop up which will concern the running of the city while the content of these missions will concern the training-subjects. Depending on the level of, job grade of and KPMG’s requirements for the player, certain will be available.

To inspire players to actively participate in, and thus learn from, the game, multiple social elements are included in the game. The first element is that when a player completes a mission, he will be rewarded with points depending on his score. With these points he can improve his part of the city. This city is of course not the only city in KPMG as every department owns one and from the game, it is possible to see how these other cities are doing. The department that has the best city gets a real-life trophy for their excellent compliance skills. These mechanisms are meant to provide a competitive proving-ground between the departments as every department would want to win that trophy. At the same time, the fact that bad results will drag the department down will create a kind of social control to do well.

At the end of the project, the prototype will consist out of:

* A UI containing a non-moving, image of the city on which the missions will appear.
* One mission, which are meant for learning trainings, thus active on determined moments.
* One mini-game, which are meant for the behavioural change trainings, thus continuously active.
* A country map with the cities and their scores.
* The back-end software to integrate these parts

To get it fully up and running, a mission or mini-game has to be made for every training. Also, since you access to certain trainings will depend on job grade and KMPG’s requirements, an interface has to be made where to import this data and where to control the activation requirements for each mission.

(ii) what exactly you think will consist your game prototype of, and what needs

to be done afterwards to get it fully up and running (i.e. make the definitive

game). Think of hardware, décor, costs, licenses, etc.