De onboarding game – Introductie Strijp TQ

Introductie Strijp TQ

Dit spel functioneert als een onboarding event waar studenten op de eerste dag van school samen met elkaar en het gebouw leren kennen.

Waarom een onboarding game?

Studenten hebben moeite met het vinden van verschillende lokalen binnen Strijp TQ. Vaak ontstaat er aan het begin van het semester frustratie omdat hen de weg niet goed kunnen vinden naar een podia of een lab. Met deze onboarding game leren studenten aan het begin van het semester op een leuke en interactieve manier het gebouw kennen door verschillende opdrachten uit te voeren in de belangrijkste lecture locaties. Dit spel werkt als een teambuilding game voor de studenten, waar de team dynamiek en samenwerken naar boven komt.

Hoe zet ik de game in?

Om te beginnen, reserveer de gewenste tijd op de volgende locaties: het podium van TQ4.1, TQ4.2, TQ5 en de UX, Demo en Create lab. Overleg met je collega's of het mogelijk is om deze locaties te reserveren. Daarnaast dien je per locatie een aantal voorbereidingen te treffen. Vraag de onboarding evenement doos aan bij de ISSD en plaats de bak met benodigdheden met het juiste label in de bijbehorende ruimte.

Begin vervolgens bij een startlocatie. Het wordt aangeraden om te starten bij de receptie van Strijp TQ. Zorg ervoor dat je de studenten duidelijk uitlegt hoe ze daar moeten komen vanaf het station tot de receptie. De plattegronden van Strijp TQ zit in de doos met het label 'startlocatie', je zou eventueel zelf nog een boekje kunnen voorbereiden met daarin informatie over het semester.

Verwelkom de studenten en vertel jouw introductie verhaal. Vorm daarna verschillende teams bestaande uit minimaal 3 en maximaal 6 studenten. Het is ideaal om minstens 3 teams te hebben.

Leg aan de studenten uit dat ze een spel gaan spelen waarbij ze 5 minuten de tijd hebben om een lokaal binnen het gebouw te vinden, gevolgd door 15 minuten om de opdracht uit te voeren. Alle opdrachten hebben te maken met het uploaden van een foto of korte video op de website. Nadat ze alle opdrachten hebben voltooid, dienen ze terug te keren naar de startlocatie.

Nadat de teams zijn gevormd, geef je elk groepje een plattegrond en selecteer je binnen de website het aantal teams dat meedoet. Bevestig je keuze. De studenten kunnen vervolgens meedoen door naar de website te gaan die het onboarding spel ondersteunt. Daar kiezen ze hun team en kunnen ze van start gaan. Ik wens ze veel succes.

Terwijl iedereen het spel speelt, verzamel jij als PLOU de verschillende foto's en video's van de studenten en verwerk je deze op jouw eigen manier. Uiteindelijk is het de bedoeling dat de studenten aan het einde van het spel samen naar de foto's en video's kunnen kijken, samen kunnen lachen en gezamenlijk kunnen stemmen op hun favoriete inzending (behalve op hun eigen team natuurlijk).

Gefeliciteerd! Jouw studenten zijn nu bekend met de locaties binnen Strijp TQ en hebben een sterkere band opgebouwd tijdens deze activiteit.

BIJLAGEN

The game rules

Application
https://projects.fhict.nl/ixd/building-attention/onboarding-event

Max people: 36.
Max Teams: 6.
Minimun of 3 people per team.

Game length: 2,5 hours (incl introduction and ending)

Game flow:
1. Introduction
2. Explain the game
3. Play the game
4. Review eachothers pictures
5. End

Welcome
Welcome to the minor. This semester you will be roaming around this building. (Hand out the map of the building)

To introduce you to this building we are going to play a game.
(Teacher now chooses the teams. Min 3 people Max 6 people per team)

You are now divided in [AMOUNT] teams.
(select amount of teams and click confirm)

One person of your team will scan this QR code and will join your given team number. It gives you 5 minutes to find the location of the first assignment you need to go. Do the assignment on the app, which evolves uploading a video or photo and at the end we are going to review everything together. 5minutes to find the given location and 10 minutes to do the assignment. You can speek to everyone here! After you visit every location we can meet up back here! Let's get started!

The game

UX Lab
(Have a random stick or lego construct prepared in the Lab.)
Assignment: This is the UX Lab; Where it's all about user testing and observation. In front of you there is an invention called **The WhizBang 1000**: A gadget that combines a comb, a massage chair, and a karaoke machine. You need to prove to Fontys that this prototype works as described while simultaneously being user friendly. Make a video around 45 seconds where you show yourself/yourselves testing the product and ensure it is functioning as intended. If you were wondering: Yes. Lying about the test results is permitted as well as encouraged. They won't know. Fake it till you make it!

Tip: Let a 'stranger' test the product. They will give you their 'unbiased' opinion.

TQ4.1 Stage
(Have a rock or a thing that looks like a rock prepared. Prepare a laptop at the digiboard or a whiteboard.)
Assignment: Welcome to the TQ4.1 Stage! You and your team are part of a startup business selling **The Portable Pet Rock:** Need a pet but don't want the hassle? This portable pet rock requires zero maintenance, provides no companionship, and won't even acknowledge your existence. You guys want to integrate a technological innovation to your product, so you have come to Fontys to pitch the project to the students.Make a video around 45 seconds where you as a stakeholder of The Portable Pet Rock explain to the students at Fontys how they would launch The Portable Pet Rock into the new millenia. Before the iPhone there was the Motorola. Before the Switch there was the GameBoy. The Portable Pet Rock is your past, what will be your future? At the stage there will be a laptop prepared that you are free to use however you like.

Tip: Imagine how your pitch would sound if you were a tech savvy stakeholder that's way too into the Metaverse, Web 3.0 and the Blockchain. Or you could use your own minor specialization to persuade the students into joining your project. Use powerpoint for visuals.

Demo Lab
(Prepare laptops and projectors in this room. Put the remote for the curtains in the center together with a VR headset running Beat Saber.)
Assignment: This is the Demo Lab; Here's where you showcase your products during the semester. There are two things you can do in the Lab.You can either distract yourself by having fun playing games, we have Beat Saber set up. Or you can complete the assignment by uploading a photo: In order to win the game you will need to create your own technological art exhibition in this room. You can use the computers here to use Google, MS paint, AI or photoshop to create your own art and take a picture of your group admiring it. Make sure the art and visitors are in the frame.

Tip: Use the remote control to bring down the curtains and use the projectors to exhibit the art on the curtains.

TQ4.2 Stage
(Prepare a laptop and the digiboard which shows the TQ innovation Lab powerpoint template.)
Assignment: Welcome to the TQ4.2 Stage! You and your team are part of a startup business selling **The Automatic Bad Joke Generator:** Instantly become the life of the party with this device that generates the worst jokes known to humanity. Due to the invention becoming so successful, you want to make a video game adaptation of it. On this floor there are a lot of Fontys Game Design students itching to pick up a new project. Prepare a convincing video pitch around 45 seconds where you explain what the gameplay and mechanics would entail. Step aside Nintendo! The Automatic Bad Joke Generator games are going to outsell ALL your franchises! At the stage there will be a laptop prepared that you are free to use however you like.

Tip: Make a design challenge for the students and think of a good title for your game such as: Grand Theft Joke Generator, Super Automatic Bad Joke Bros, Plants VS Automatic Bad Joke Generators. Use powerpoint or the whiteboard for showcase visuals.

Create Lab
(Prepare a box of sufficient arts & craft tools.)
Assignment: This is the Create Lab: Where it's all about prototyping your products during the semester. In front of you lies a broken prototype, it just so happened to break precisely before the user test. You must breathe new life into this collapsed prototype. You may build it into whatever you wish. Once completed you will take a picture of it and upload it. At the end of the onboarding game you will have to explain what your prototype does and what makes it unique from the other mock-ups.

Tip: If the presentation of your prototype proves to be more than satisfactory it will have a higher chance of winning. If you need extra arts & crafts tools to work with, head to the ISSD to find them.

TQ5 Stage
(Prepare a laptop and the digiboard which shows the TQ innovation Lab powerpoint template.)
Assignment: Welcome to the TQ5 Stage! You and your team are part of a startup business selling **The WhizBang 3000**: A gadget that combines a toaster, a hairdryer, and a projector all into one. You became so successful that you were asked to give a lecture here, at the biggest stage on TQ. Make a short video around 45 seconds where you teach Fontys Students on how you achieve a successful business. The video needs to include a technology people need to use to guarantee their success and a great, inspiring motivational quote. If they don't listen to the people behind the WhizBang 3000 they might as well be WhizDone 3000! At the stage there will be a laptop prepared that you are free to use however you like.

Tip: Use AI to create the WhizBang 3000 image and powerpoint to showcase visuals.

In the end let students reflect eachothers pictures and videos. Pick your or the students favorite and that will be the winner!