

# Communi-gate

*Communi-gate: the gateway to success for undergraduates entering the work force.*

## Problem Space

Lack of development of soft-skills for STEM students in preparation for industry.



## Aim

Develop communication skills and experience in varying team roles.



## Context of Use

University classroom by newly formed teams – external or in-person potential.



## Resources

Prior research, paper prototyping, secondary research and multiple user testing rounds have been carried out.



## Target Audience

STEM students in undergraduate study.



## Design

A website with page for each player. Each player sees the same game map but with different combinations of obstacles.

## Mobile

- accessible on any internet-connected device
- playable by teams of various size
- playable in-person or remotely

## Social

- promotes soft-skill development
- team communication to reach goal
- encourages a person to vary their role within the team throughout the experience

