

# **Final Presentation**

Presented by AMESSA: Ricoh Team A

# Agenda

Introduction

Problem

Survey

Effect of gamification

Value Proposition

Prototype- game / Communication

Timeline

Conclusion

#### Introduction

Misson from Ricoh:

How might RICOH managers, in Japan and North America,

have better conversations around and meaning in work

with employees under the age of 30?



#### Problem

### **Generation Z employees**

Ricoh's goal / Working at Ricoh



Individual's fulfillment



Do-It-Yourself Generation

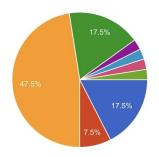
Less participation in communities

Dr.Singh and Jianguanglung(2016)

## Questionnaire

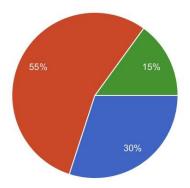
Target: Gen Z people (under the age of 30)

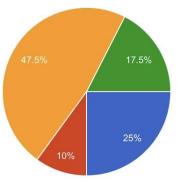
Answers: 40 people



80% of Gen Z people are familiar with playing video games!

# The result of the questionaire

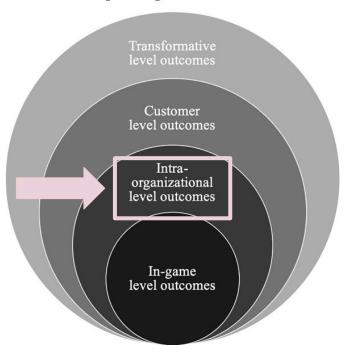




- Manager employee relationship
  - o teacher student
  - work buddies
  - friend outside of work life
  - ⇒ Gen Z people want to have <u>close and friendly relationship</u>
- The type of game
  - sports activity game
  - role playing game
  - leveled up game
  - racing game
  - ⇒ role playing game (business like)

#### The Effects of Gamification

Impact of gamification on



— process of enhancing effects —

Motivational affordance



Psychological outcomes



Behavioral outcomes

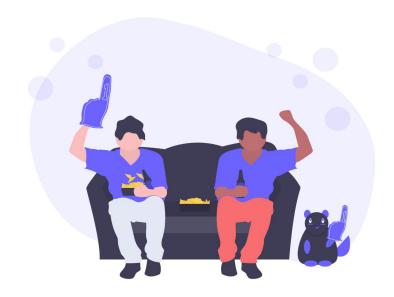
Hamari, J. (2014, January 1). Does Gamification Work? -- A Literature Review of Empirical Studies on Gamification. IEEE Conference Publication | IEE

Xplore. https://ieeexplore.ieee.org/abstract/document/6758978

# Value Proposition

30 mins of game playing

- ·Life scenario game (role playing game)
- → Aquire and develop skills.
- → Realize the <u>importance of work</u>.

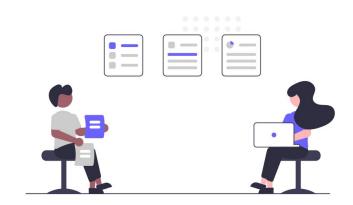


# Value Proposition

#### 30 mins of meeting

①Goal-sharing ②Outward thinking ③teach hidden aspect

- →Increase of <u>engagement</u>
- → <u>Performance up</u>
- →Find out <u>purpose & meaning</u> in the work



# How to improve "Internal Motivation"?

Satisfaction gained from gamification of work can apply to the real-life work at Ricoh

Acquire oppotunities to develop skill sets which are necessary for their work at Ricoh

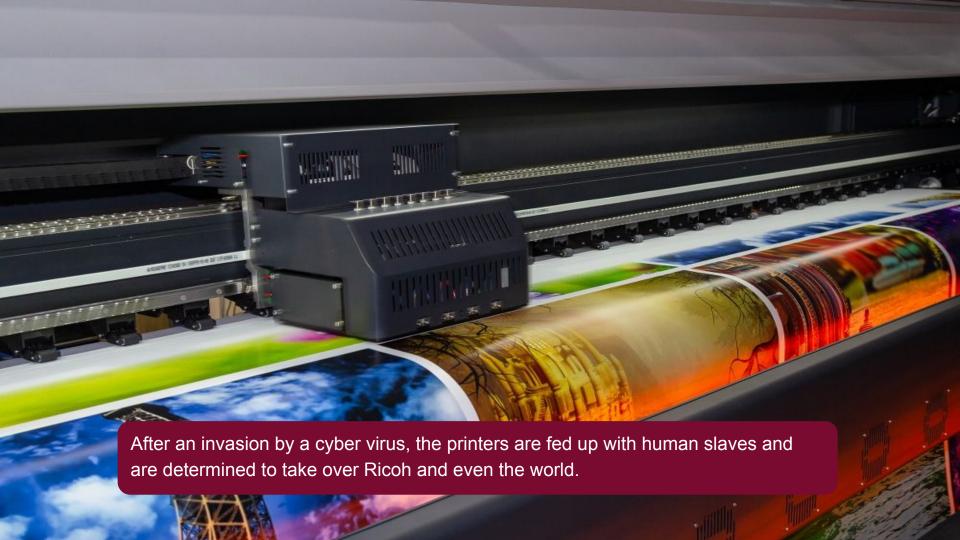
Knowing how a worker can contribute to society to make it a better, safer, and more equitable place To know more about each other's roles in the society and transform that into a amunition



# Prototype

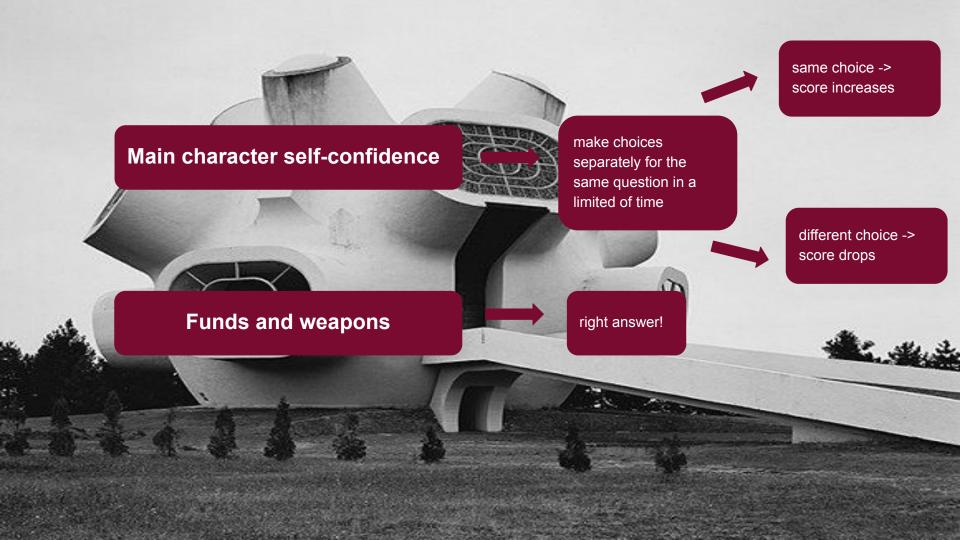










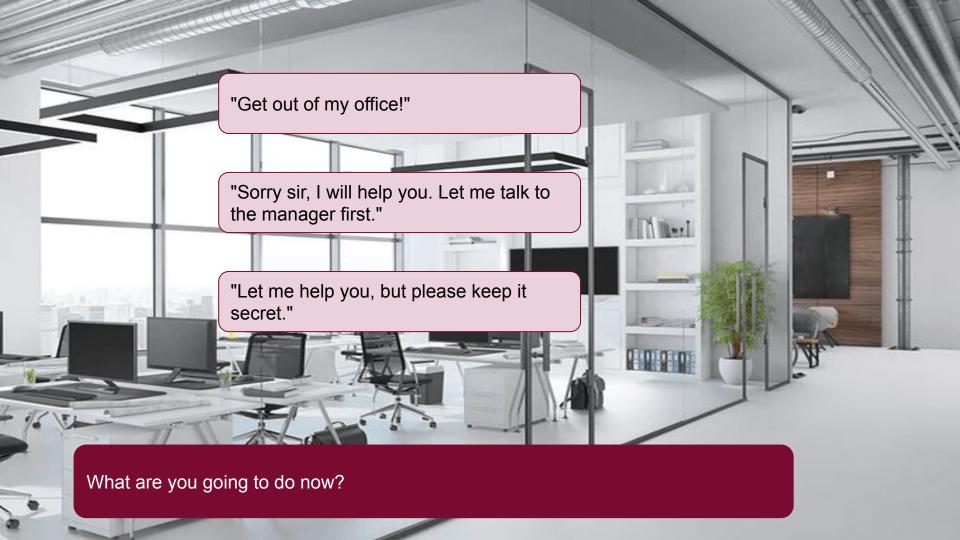


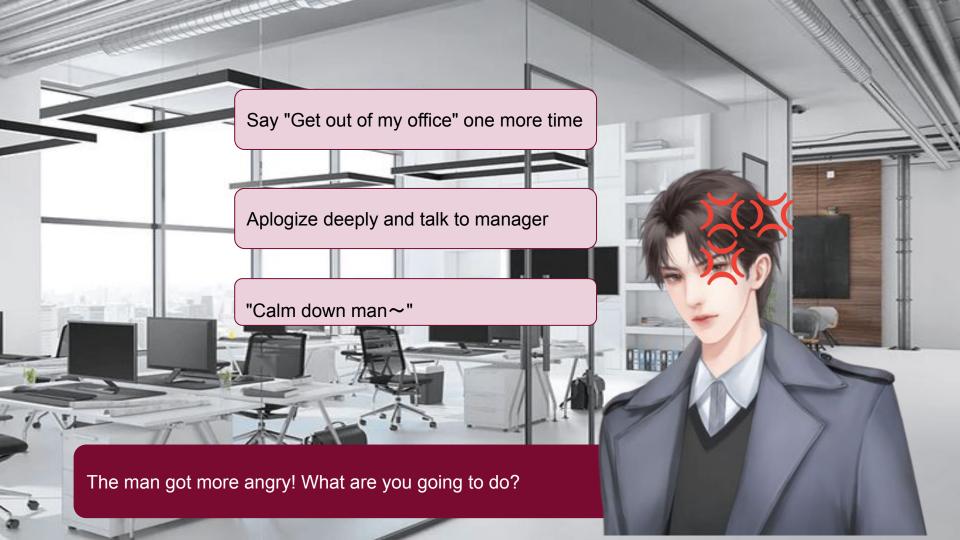




Demo 1.0









"I am sorry, the repairman doesn't have enough skills to fix this. Could you buy another one? There is nothing else we can do.

"I am sorry, the repairman doesn't have enough skills to fix this. We will compensate you according to company policy, you can also request to negotiate with us."

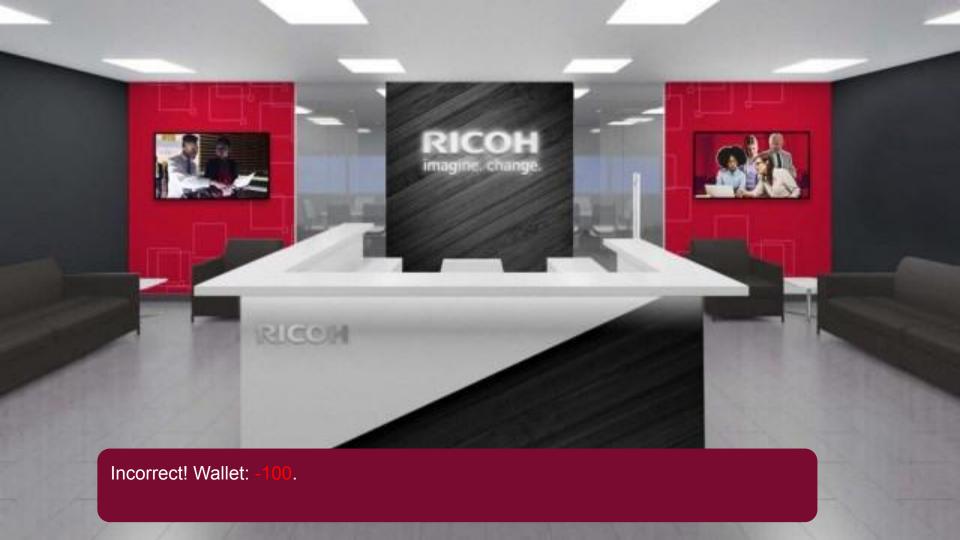
"How complex it is! You must have used it in a wrong way!"



However, the repairman failed to fix the machine. How do you respond to customer dissatisfaction?









### Communication

Post-game reenactment

Guest Stars: Chris (QU) - Jojo Mike (QU) - Paul



### Communication meeting

goal shareing outward mindset

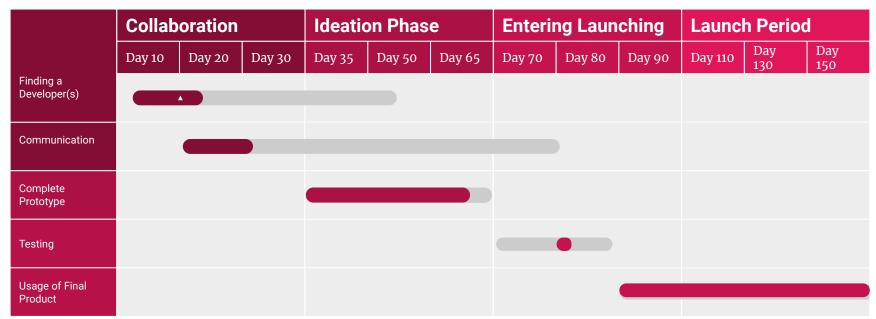


teach hidden

aspect



#### Timeline



### Conclusion



# Questions?













#### References

Dr.Singh and Jianguanglung(2016) "UNDERSTANDING THE GENERATION Z: THE FUTURE WORKFORCE"

<a href="https://www.researchgate.net/profile/Jianguanglung-Dangmei/publication/305280948\_UNDERSTANDING\_THE\_GENERATION\_Z\_THE\_FUTURE\_WORKFORCE/links/5786a1100">https://www.researchgate.net/profile/Jianguanglung-Dangmei/publication/305280948\_UNDERSTANDING\_THE\_GENERATION\_Z\_THE\_FUTURE\_WORKFORCE.pdf</a>

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