



# The HQ Project

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**confidence** **initiative** **presenting**  
**self-discipline**  
**idea generation**  
**concentration** **teamwork** **organising**  
**reflection** **creativity** **networking**  
**adaptability** **listening**  
**assertiveness** **time management**  
**collaborating** **seeing bigger picture**  
**leadership**  
**negotiating** **structuring**  
**problem solving**

**B**arrier **B**reakers **M**ethodology

for

soft skills

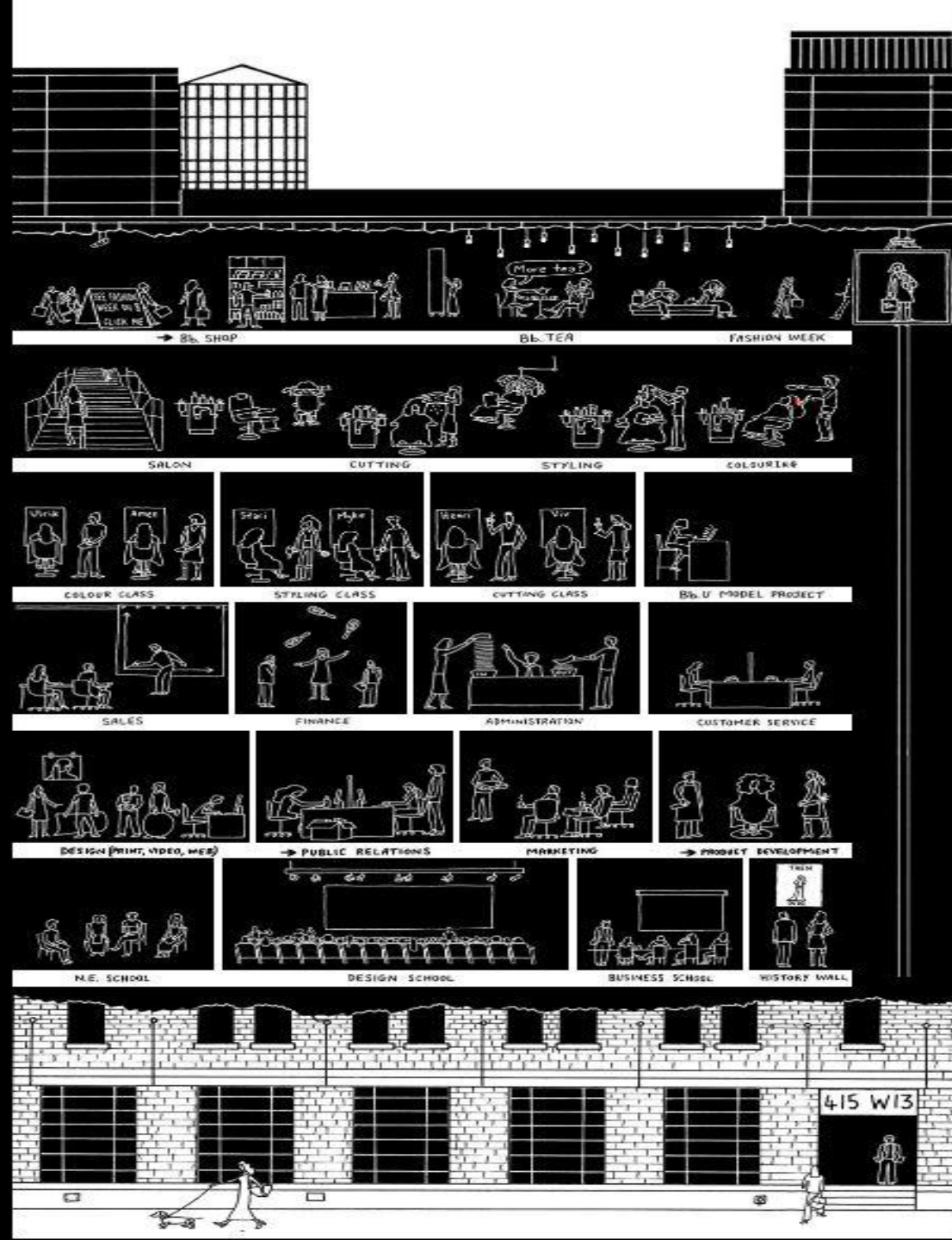
development & evaluation



# THE HQ PROJECT

An online game  
for 15-18 year old girls

- To inspire them to reach their potential
- To give them the tools to do it
- To create a supportive network of individual like-minds





**HQ FOYER...**



# Level 1 Backward Focus

Leadership & Knowing Yourself





# Level 2 Inward Focus

Relationships & Communication



# Level 3 Downward Focus

Confidence & Dealing with Bullies



# Level 4 Right Focus

Structure & Time Management



# Level 5 Left Focus

*Creativity & Imagination*

**Each level = 8 soft skills**

**Each soft skill gets 4 interactions:**

**Inspire** = getting or giving inspiration

**Play** = fun stuff

**Inform** = information, research, learning

**Act** = online and offline activities

**32 Interactions per Level**



During a Level you earn

**Kudos Points**

Complete a Level you earn

**A Badge**

Complete 5 Levels you

**Graduate**

Stage 1: Feasibility Study / Complete

## STAGE 2: **Prototype**

Goal:

To create a basic mock-up with enough interactivity to convey concept and scope of project in a dynamic way

Need:

Volunteers for tech and design elements



**I hope this is of interest.**

**Thank you!**