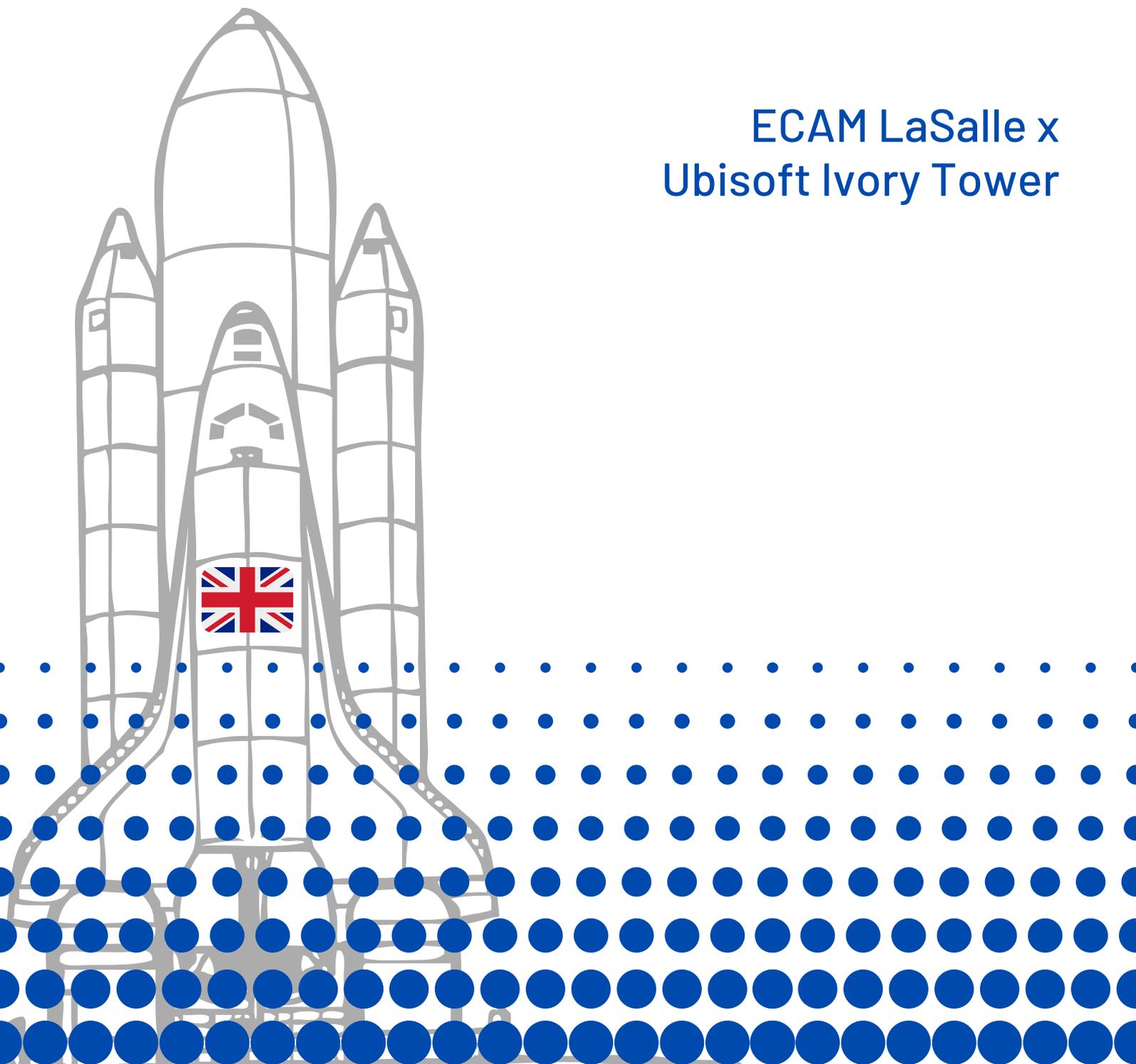


**IN SPACE**

# Game Guide

ECAM LaSalle x  
Ubisoft Ivory Tower



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# Introduction

InSpace is an original idea for a Serious Game developed as part of the SuperForm Challenge by ECAM LaSalle students Alice Boissonnet, Antoine Khelifi, Theo Blanc and Paul Vuillerme. It responds to a problematic launched by the company UBISOFT Ivory Tower: How to improve the reception and integration of employees, particularly those coming from abroad.



SuPerForm is a challenge to create a Serious Game to promote health, safety, quality of life at work and the social aspect of sustainable development. The games created are free of rights and will be accessible to all companies and schools. The initiative is regional but aims at the international distribution of free bilingual French/English games.\*

This project was also supported by David Simeray, expert in HSE, SST and Serious Game as well as Christine Rosati, teacher referent on the project.

The AGERA, administrative and financial pilot, has the authorization to fix, reproduce and communicate to the public the photographs, videos or digital captures taken within the framework of this project, for an unlimited duration. The whole set is free of rights, freely accessible to schools, training organisations, other companies and any other actor wishing to use it.



# Theme and competences

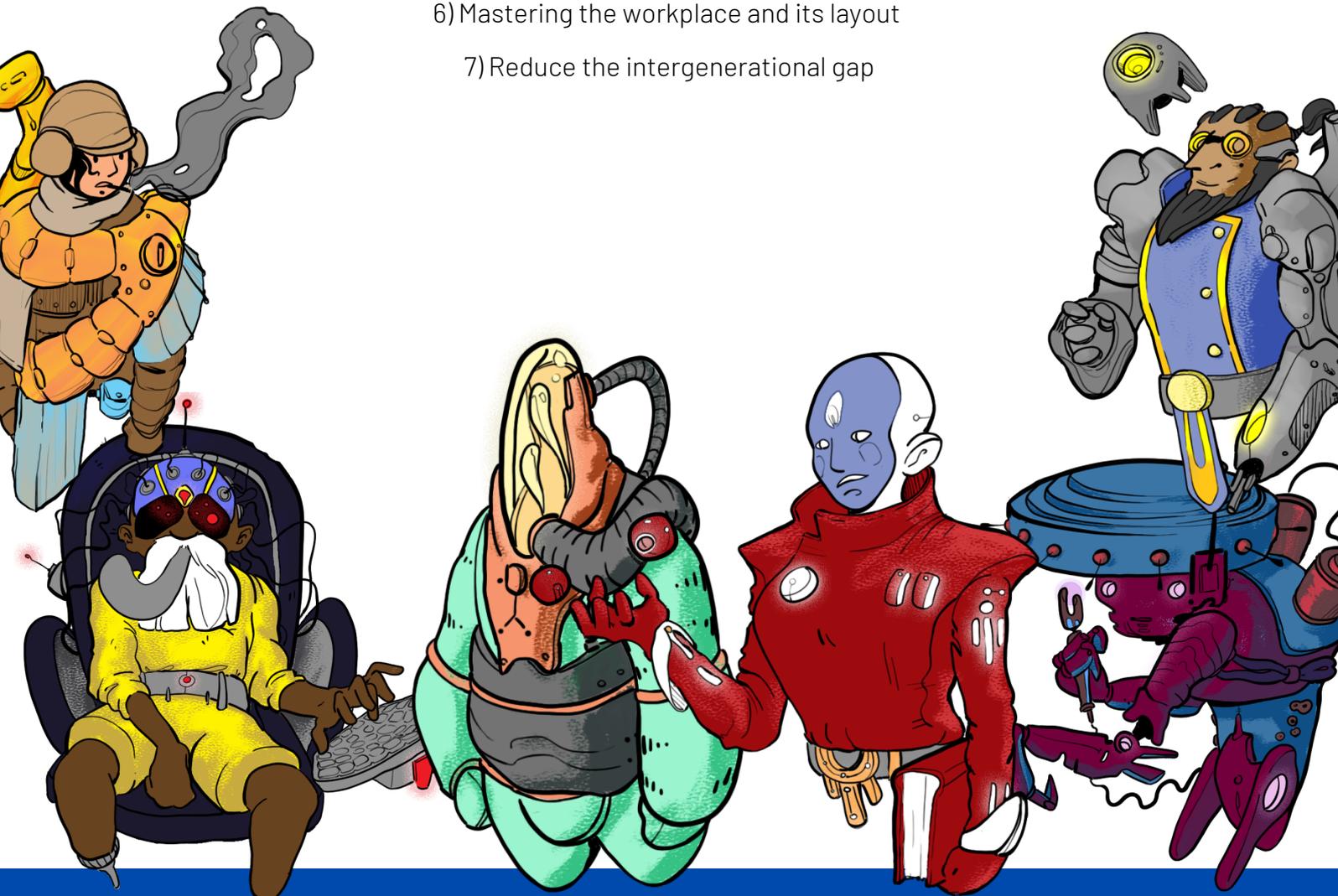
## Theme :

**InSpace** is a Serious Game based on the space universe. The players will have to put forward their knowledge, their experiences with the others to succeed in finishing the game. This game answers the problem of Onboarding within companies.

## Skills :

The skills developed through this game are the following:

- 1) To socialise with colleagues
- 2) Develop dialogue and mutual listening
- 3) Being open to interculturality
- 4) Putting the common objective before the individual
- 5) Knowing the organisation of your company
- 6) Mastering the workplace and its layout
- 7) Reduce the intergenerational gap



# Game presentation

**InSpace is the first inscape game that allows players not to escape but to become part of their team!**

The educational aim of **InSpace** is to meet the needs of newcomers in intergenerational and intercultural teams. This game proposes to develop dialogue, listening skills, openness to others and to place the common goal as a priority through 6 activities in teams of 4 to 6 players. This game is also a good way of understanding the organisation of the company and the layout of the site where the participant will be working. All of these themes make it easier to take up a job and adapt to a new working environment.

**InSpace** is a game based on the model of an escape game lasting 1.5 hours on the theme of the conquest of space. The teams have at their disposal 6 boxes closed by a padlock, each containing an enigma and an activity to be done as a team. The boxes open in a cascade, solving the riddle in the first box gives the combination to open the second and so on until the last box is opened. Completing all the missions leads to the final stage: building a rocket!

The player is immersed in the universe thanks to a developed storytelling and the attribution of characters. In turn, each player will take the leadership of a mission and move the team forward.

The diversity of the activities and the perspective taken after the game will provide all the keys for an easier integration and involvement of the people in the company's collective.

Are you ready to launch the rocket? Let's go!



# Game preparation



## How to build the teams?

During the first InSpace game sessions in the company, it is advisable to include all employees, whether they are new or older. The aim is to introduce them to the game, so that they can play it later, but also to strengthen the integration between the different "generations" of employees. This helps to reduce any intergenerational divides that may exist.

The ideal is to form teams of 4 to 6 players\* for a game pack. It is important that these teams include as many employees as possible from different departments, generations and cultures in order to optimise new interactions as much as possible, but also to encourage the exchange of knowledge.

As soon as all the employees have played the game and newcomers have to be integrated, this is when the old employees who know the game have their role to play. The aim is that former employees will in turn become the game master of a team during a game session.

It is advisable to organise a game session every three months or more with a team of newcomers. This frequency can vary depending on the number of newcomers.

**\*If the team consists of less than 6 participants, the players can assign themselves one or more characters during the game.**

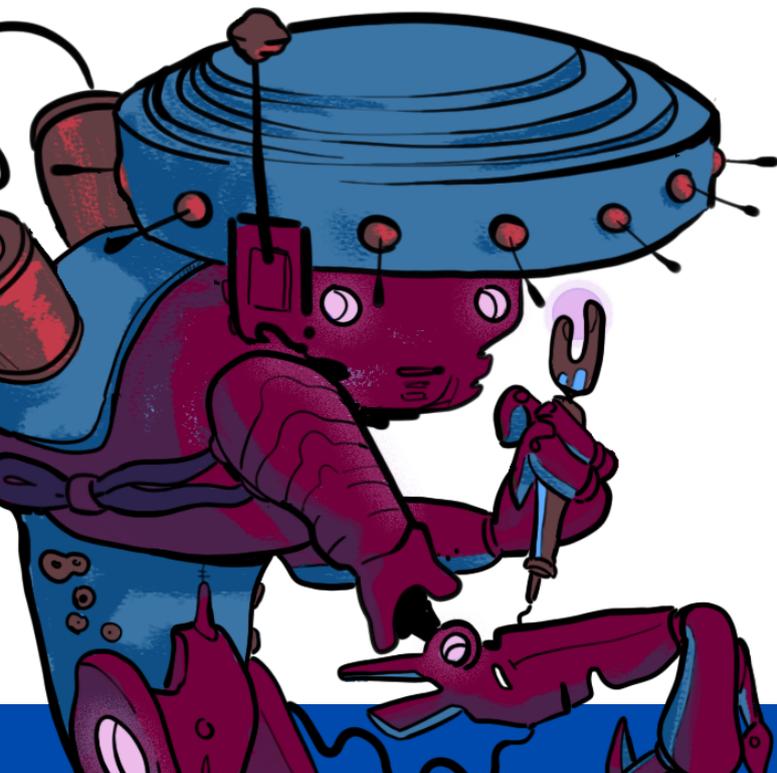


## How long does the game last?

The duration of the game can be adjusted according to several factors: the performance of the teams, the number of participants, the attention given to feedback and the debriefing phase.

On average, the game phase lasts 1.5 hours. Afterwards, the game master is free to lengthen it by making the enigmas more complex or to shorten it by giving easier access to the clues.

Part of the game is time-trial to challenge the teams. The game can be played in a rush, where the participants complete the game from start to finish without stopping. But it is also possible to spread the game out over time, for example by having the employees play during breaks. The games can be divided up by using boxes, with a duration of about 15 minutes per box.





## Where to hold a game session?

The game should be played on the company's premises. In a room set aside for this purpose, the team must be able to gather around a table where all the boxes will be placed.

Depending on the riddles, the team may have to move around the company to key places (coffee machine, toilets, cafeteria), so they must have easy access.

If several teams are playing at the same time, consider providing a larger room with separate tables.



# How to prepare the game?

To prepare for a play session, the following steps should be taken:

## 01 Buy all the necessary materials

In order to be able to organise a play session in ideal conditions, it is necessary to provide the following items in advance

- 6 boxes that can be locked with a padlock
- 6 padlocks with a 4-digit code
- 6 badge holders

Note: pens and paper should also be provided.

## 02 Print game kit

All the elements to be printed are included in the game preparation kit. Most of them can be printed on A4 sheets (except for the puzzle which can be printed on A3 sheets).

A few cut-outs, indicated on each sheet to be printed, will be necessary to finalise the preparation of the game.

## 03 Prepare each box

Once you have collected all the materials and printed the items, place them in each box, following the summary sheet for the contents of each box.

- Hide the code opening box 2 in box 1 on a piece of paper. (Note: make sure that it is not directly visible when opening the box)
- Place the QR codes printed at the different key places corresponding to the riddles.
- Find the organisation chart of the company

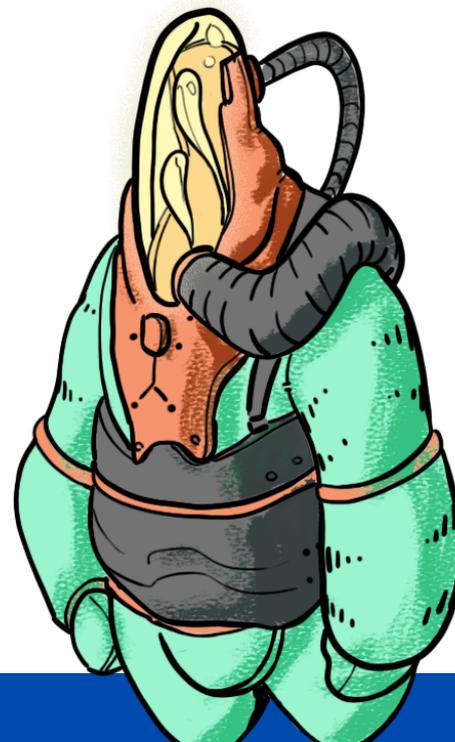
## Content

The contents of the boxes are available by following the link:

[InSpace Game Content Challenge SUPERFORM\(English version\)](#)



A summary of the game contents, as well as the contents of each box is available in the game preparation kit.



# Animation

It is recommended that the facilitator/master of the game carefully read the facilitator's guide in order to understand all the prerequisites and rules to be put in place.

For the game session to be successful, there are four golden rules to follow:

- 1) Be in a setting suitable for the game
- 2) Explain the rules of the game and its objectives to the players
- 3) Accompany the players
- 4) Watch, observe and debrief

## Game steps

A game session is structured around three stages: preparation, running and debriefing.

Preparation: The project is designed to meet one or more educational objectives. It takes into consideration several elements such as the setting (place, duration, time, environment, etc.), the means (human, material, premises, etc.), the regulations, but above all the many parameters of the audience: age, number, abilities, needs, desires.

The facilitator thinks, organises and plans his action.

The process : The implementation of the project includes information, setting up the equipment, carrying out the activity and tidying up. The facilitator must know how to position himself/herself correctly in the game space to provide knowledge but not interfere too much in the player's experience.

The facilitator gives a life, a soul to the animation, he/she adapts to the unexpected and remains involved until the end of the animation.

Debriefing: Whatever method is used, whether it is a discussion between the facilitator and the participants, a critical analysis of the activity is essential to assess whether the objectives set have been achieved.

## Competences development

InSpace has six modules, each of which will improve one or more skills: an introduction, four games and a final construction.

As a reminder, the overall rules of the game are as follows: "InSpace is a 1.5 hour escape game to be played in teams of 4 to 6 players on the theme of the conquest of space. The teams have at their disposal 6 boxes closed by a padlock, each containing an enigma and an activity to be done as a team. The boxes open in a cascade, solving the riddle in the first box gives the combination to open the second and so on until the last one is opened. Completing all the missions leads to the final stage: building a rocket!

The boxes will open with a lock, a strong engagement lever. The fact that a new activity is discovered each time a box is opened reduces player fatigue. In addition, each box will contain a piece of the final construction, which will keep the players' imaginations going throughout the game and keep them focused on the final objective of the game.

The game starts with the reading of the StoryTelling card in which the solution to open the first lock is hidden. This brings the participants into the world of the Serious Game and enhances the player experience.

It is also at this point that all the players choose a badge bearing the effigy of a character from the game that they must keep throughout the game. The purpose of this badge is, once again, to bring the player a little more into the world of the game.

In box 1, the players must participate in an Icebreaker. A character card is present for each character previously chosen. This card has a description of the character and a Hole Story. This is an Icebreaker: a facilitation exercise to help members of a group begin the process of team building. These activities are usually presented as a game to "warm up" the group by helping members to get to know each other. It will allow participants to socialise with colleagues and develop dialogue and mutual listening.

We based ourselves on a concept from Konbini, which allows you to introduce a person quickly with short, anecdotal and funny questions. This allows players to be uninhibited and will encourage communication later in the Serious Game.

The solution will open **box 2**, in which there is a team game to discover new countries. There are 4 flags from 4 different continents and among these flags, a modified flag. They will have to put the common objective before the individual one and be open to interculturality to succeed in finding the code. They will be able to exchange on the different countries they know and on their personal experiences. As this is not the easiest test, the players will have to listen to each other so that the instructions are well understood.

**Box 3** does not contain a riddle. It is an exercise in memory and information sharing. The teammates must reproduce the current organisation chart of their company as best they can. As the players do not necessarily all come from the same areas, the aim is to pool everyone's knowledge in order to reconstruct the company's overall organisation as best as possible. It is a timed exercise that develops dialogue and mutual listening, knowing the organisation of the company and putting the common objective before the individual.

At the end of the exercise, a copy of the organisation chart will be shown to them so that they can compare and correct their chart and thus learn more about the real organisation of their company. This more playful way will allow them to better remember the organisation of the company and to be able to better direct themselves towards the employee they are looking for.

The next game, contained in **box 4**, is a collaborative game where dialogue and listening to each other is essential. They will have to use each other's skills to decipher the code. They will have cards in front of them with expressions from different backgrounds; English or from different regions of France. To find the codes, the aim is to group the expressions in pairs like a domino to find the 4-digit code. Everyone's knowledge and openness to interculturality will be the key to their success.

The last game is a series of riddles (**box 5**). Both in French and English, they will indicate a key place in the company. They will have to go there to find a QRCode which will indicate a colour. These colours will lead to the code through a clue card. Through this activity, the players will be able to better control their workplace and its layout.

Once all the games are finished, the group of players will finish **InSpace**, with **box 6**, by building the rocket puzzle, which they may have imagined by seeing the pieces scattered throughout the games. This is a manual exercise that puts the common goal before the individual. It will develop communication and organisation.

## Game flexibility

The game as a whole is a fairly fixed game so that any company can play it and recognise itself in it. The themes are quite broad, so the game is easily adaptable. The game therefore offers alternatives for companies that wish to customise the Serious Game.

The first box is an IceBreaker based on the concept of the Trou Story, the animator can replace some of the sentences to be completed on the character cards. He can add sentences to convey the company's values, its history or anecdotes. However, he/she should be careful not to add the same sentence to all the character cards to avoid redundancy and to keep the surprise effect.

For the second box, based on the knowledge of the flags of the world, the facilitator can change the flags as he likes and, for example, put in the flags corresponding to the nationalities of the employees present in the company. It is important not to forget to change one of the flags to the second digit of the code and to change the landscapes associated with the flags. The position of the numbers in the latter will depend on the difficulty desired by the facilitator. For information, following our various tests, it was preferable to put visible numbers and not very complicated to find because the goal of the game is not to find these numbers.

The third box is not modifiable but it is possible to have a variant that will develop the same skills. The facilitator takes a valid organisation chart, cuts out all the positions/poles in the company and asks the players to rearrange it so that it is correct.

The fourth box is a collaborative game to bring together expressions. As with the second box, the facilitator can easily adapt the game to focus on the history and values of their company. For example, they can replace the phrases in the game with phrases from the employees' home countries or regions. This will open up who they are and allow for more life exchange.

The fifth box is less flexible than the previous boxes. The facilitator can only change the location of the QR codes according to the key places in the company that he or she wishes to introduce to the new employees.

# Complexity

During the course of the game, it is possible that participants may get stuck. Fortunately, there are clue cards available for the players if they need them. For each stage the players can use (if necessary) 1 to 3 clue cards. Each stage should not exceed 15 minutes in order to keep the attention of the players and to stay on time.

It is important for the game master to be attentive to the progress of the game in order to give the clues to the players.

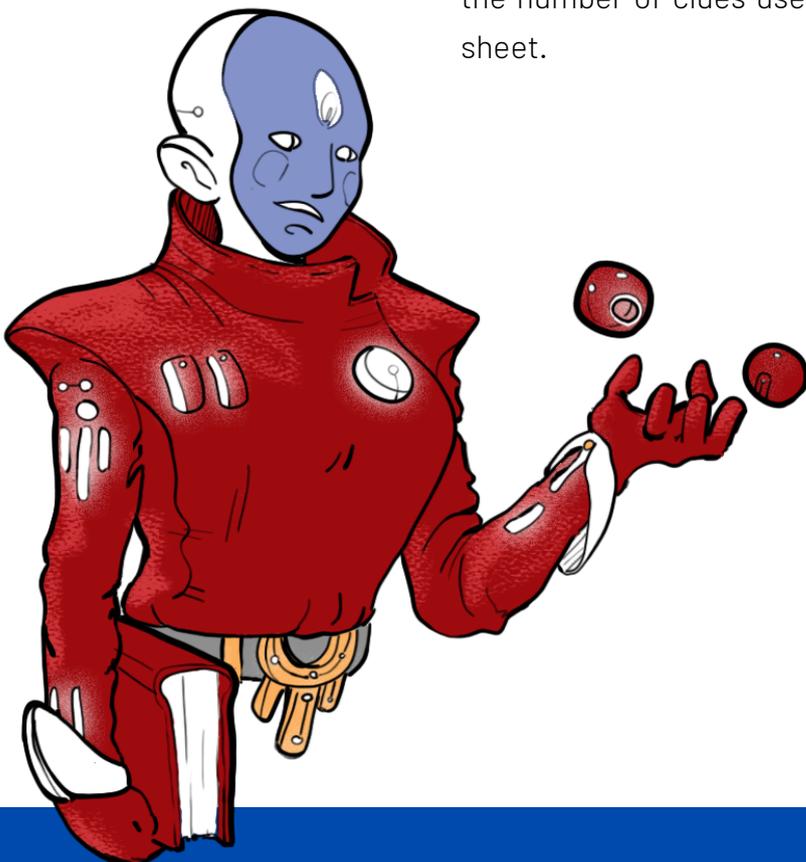
## Quick Rules

For each stage, at least 5 minutes must pass before the first clue is given. The game master gives the clues in 5 minute intervals (i.e. 5"/10"/15") when the players request them.

However, if the 5 minute interval is exceeded and the players are stuck but do not ask for a clue, then the game master may give a clue if he/she feels it is necessary.

It is important to respect the order of the clues as each clue becomes more obvious.

Throughout the game, players should record the time elapsed and the number of clues used per stage on the performance tracking sheet.



# Debriefing

A serious game is a game which combines an educational theme with a playful way. Our game aims to help employees in meeting their colleagues, building a team and mastering their working environment. This is why, at the end of this game, it is necessary to verify that the players have learned something about their teammates and about the organization of their company.

## What should the game master observe?

The game master is aware of the progress of the game, he observes how players behave among themselves, whether players are passive or active... Often, one or two players take the lead in the game and tend to "stifle" other players. All player behaviours are good to consider.

In addition, the game master must ensure that the educational objectives of the game are validated. Let's take the example of the organizational chart step: if the players do not manage to make the organization chart of the company, the game master makes sure to explain it clearly to the players.

## Self-assessment sheet

At the very end of the game, when the players have managed to build the rocket, the game master distributes the self-evaluating sheet. Players fill out the form (1 being the lowest and 5 the highest) according to their feelings and then draw up a Spyder chart. In parallel, the players share orally, their feelings on the experiences of this game.

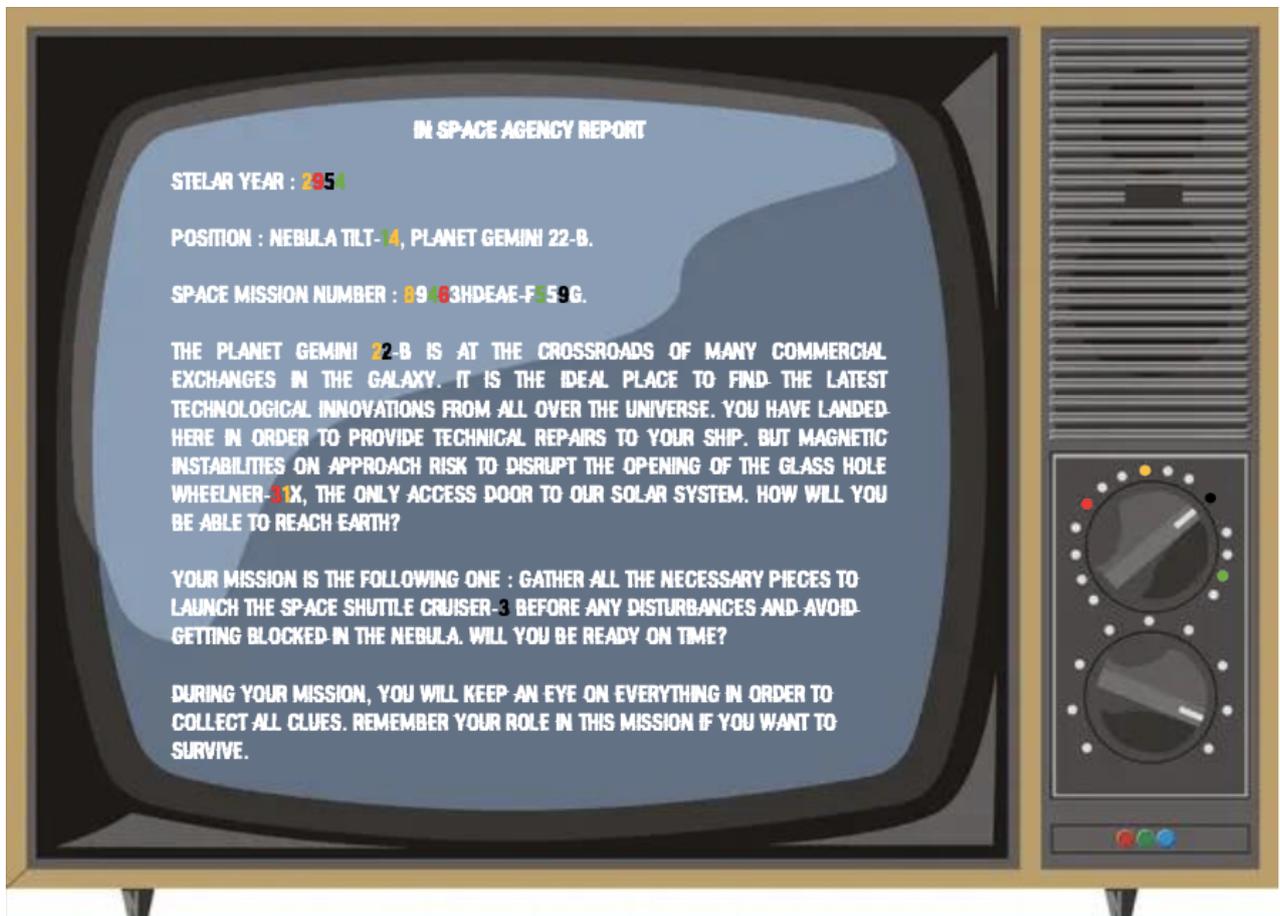
As said previously, the players speak freely about what they consider to have learned, what they like, whether it was a good or bad experience, how the other players behaved, what they would have liked to explore further etc. However, be careful not to offend the sensitivity of your colleague if you criticize them! Constructive criticism and kindness are imperative for this last stage to take place without a fight.

# Solution

## Code for box 1

To find the code of the first box you have to look carefully at the storytelling card. You can see that some of the numbers on the screen are coloured, and the button on the right of the screen is in the black position. If you put all the black numbers in a row, you get the following code:

5-9-2-3



## Code for Box 2

The code of box n°2 is hidden inside box n°1. The code is :

4-3-2-1

## Code for Box 3

To find the first number, you have to look for the modified flag among the four flags. In this series of flags it is the flag of San Marino that is modified. In the original, the 3 houses are towers.



*Original Version*



*Modified Version*

Since the change is THREE elements, in this case houses, the first number will be THREE.

To find the next two numbers, you will have to quickly analyse the four flags to find their colours.

NB: From a technical point of view, black and white are not colours but shades.

The flag of Saint Pierre and Miquelon has FOUR colours: red, green, blue and yellow.

The flag of San Marino has FIVE colours: red, green, blue, yellow and brown. The flag of Guinea-Bissau has THREE colours: red, green and yellow.

The flag of Bhutan has TWO colours: red and orange.

The second digit of the code will therefore be FIVE and the third digit will be TWO.

The last digit of the code is found from the average of the FOUR digits found in the FOUR landscapes.



The first number is ZERO, the landscape of Saint Pierre and Miquelon, is hidden in the sun.



The second number, SEVEN, of the San Marino landscape, is hidden in one of the battlements of the wall.



The third figure is ONE, from the landscape of Guinea-Bissau, is hidden on the roof of a hut.



The fourth number is EIGHT, from the Bhutanese landscape, is hidden in the hill above the temple.

The average of these FOUR numbers is FOUR =>  $(0+7+1+8) / 4 = 16 / 4 = 4$

NB: ZERO must be taken into account in the calculation, it is indeed a number.

The code is :

3-5-2-4



# Code for Box 4

For this box, the game master can decide to use a code lock or a key lock. In both cases, it is up to him to give the solution to open box n°4 when he judges that the players have succeeded in the activity of box n°3.

# Code for Box 5

The answer is:

1	Je suis mal à l'aise Bouiner (NORMANDIE)
Ca me fait zire (VENDEE) Aller se coucher	N'avancer à rien Aller shloff (LORRAINE)
Ca me dalle (SUD OUEST)	
Je suis embêtté On se dit moi (NORRD)	On se tient au courant

2 I have a frog in my throat You are putting lipstick on a pig	Faire quelque chose de non essentiel
J'ai un chat dans la gorge You stole someone's thunder	
	S'apercevoir le travail d'un autre Un monchu (HAUTE-SAVOIE)
Des enfants	Des marmottes (BRETAGNE) Un touriste

# Code for Box 5

3	To pay through the nose Y laisser un bras Il pleut des cordes	4	When pigs might fly Un Mico Un Pêlo (LYON)
	It's raining cats and dogs On n'apprend pas à un vieux singe à faire la grimace		When pigs might fly Un Mico
	You don't teach granny to suck eggs Une rigolade		When pigs might fly Un Mico
	On se fait une bonne risata (CORSE)		When pigs might fly Un Mico
	To smell a rat Quand les poules auront des dents		To throw in the towel Après la pluie vient le beau temps
	To test the waters Jeter l'éponge		To throw in the towel Après la pluie vient le beau temps
	I could eat a horse Tâter le terrain Il y a anguille sous roche		To throw in the towel Après la pluie vient le beau temps
	April showers bring May flowers J'ai une faim de loup		To throw in the towel Après la pluie vient le beau temps

The code obtained after solving the puzzle is:

2-5-1-6

## Code for Box 6

1/- --- .. -... - ...

Answer: Toilets (Morse code)

2/ PETER ROBERT ISAAC NELLIE TOMMY EDWARD ROBERT

Answer: Printer (first letter of each name)

3/ I am million peoples wake up call. What am i?

Answer: Coffee



Once you have the 3 solutions, you must search around these places for QR codes.

How to understand the control panel ?

In the middle of the card is a panel with several colored squares (yellow, blue, green, red). Each color corresponds to a digit: yellow has 3 squares which means it is equal to 3, blue equals 1 etc. When you have scanned the QR Codes you obtain 3 different colors which are the digits of the safe code for next step. The order of the colors is the same as the one on the panel.

The code is therefore :

3-1-4

# Credits

We would like to thank Ms Rosati for her support and guidance throughout our research and development project. A big thank you also to David Simeray for guiding us through each step of our project with his expertise in Serious Game creation.

Also a big thank you to Lauranne Mercier and Élise Rosati for the time they gave us and for having allowed us to understand Ubisoft Ivory Tower's problematic. We hope that our Serious game will meet the need that was expressed to us.

Thank you to all the people who responded to our study to help us better understand our problem and the skills to be developed in terms of integration into the company. Thanks also to Charles, Grégory and Romain for taking the time to answer our questions and for helping us understand the internal workings of Ubisoft as well as the reality of our project.

Thanks to the president of the ECAM Fine Arts Club, Yves Manchon, for his work as a draughtsman on the characters of our game.

Thanks to all the people who volunteered to come and test our game. It taught us a lot and allowed us to progress in the development and improvement of our Serious Game.

Finally, we would like to thank the SuperForm challenge for organising this challenge which was a real opportunity for us to create a whole Serious Game.

ECAM LaSalle X UBISOFT Ivory Tower team

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