SERVICE CATALOGUE

VTX

visit <u>www.virtualteamexperience.com</u> for our updated experiences

ABOUT US



We deliver guided team building *Experiences* entirely online.

We design and develop game experiences to bring people together wherever they are. Cohesion in virtual teams might be hard to achieve.

> We know how challenging working remotely can be. That's why we created an innovative, fun way to stay connected, keep your team motivated and boost cohesion.

> > We can make this happen, remotely.

Focusing on communication, collaboration, critical thinking, and, more importantly, FUN, our Experiences improve team cohesion to better face the most difficult challenges.

HOW IT WORKS

BROWSE OUR SERVICE CATALOGUE

Contact us! We will help you choose the right **Experience** for your team and customise your event if wanted. **TRY OUR FREE** DEMO

Have a test of our Experiences! Enjoy a fun demo and be sure of what to expect from us.

We will set up a time for the event and personalise the Experience according to your needs.

BOOK THE

EXPERIENCE

24 hours prior the event your team will receive via email all the instructions they need and the link to join the event.

GET READY!

HAVE FUN!

We deal with the technical aspects to ensure your event runs smoothly. Just relax and enjoy the **Experience**!





ESCAPE ZOOM



DURATION & TEAM SIZE: Starting from 45 to 60 minutes. Teams from 4 to 12 people.

DESCRIPTION

A mysterious e-mail from Mr. Walae informs players of an imminent danger. They will have 60 minutes to bypass state-of-the-art security systems to survive and save the world. A sci-fi and introspective story in search of what makes us real.

Take the first step towards a virtual journey where problem solving and teamwork will be the only chance of survival.

HOW IT WORKS

The team will have to look for a "*way out*" using every element they find in the virtual rooms. They will have to solve codes, puzzles, and riddles. The team will have to make important decisions upon which depends the success of the mission.

The objective of the adventure is to stimulate the mind, intuition, logic and, last but not least, teamwork: the collaboration between all participants is a key factor to solve puzzles and successfully complete the game.

SKILLS DEVELOPED

- Problem Solving
- Teamwork
- Communication

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

ESCAPE HOLLYWOOD

DURATION & TEAM SIZE: Starting from 60 to 90 minutes. Teams from 5 to 15 people.

DESCRIPTION

An email informs players that the mysterious has selected them to be part of the most intriguing cinematic experiment. But there's a catch: Hollywood moguls don't want it to happen. What information does **N.D.**'s script contain that Hollywood doesn't want you to find? Players will have 60 minutes to bypass security systems to find the secret script of **N.D.**'s most visionary masterpiece.

An intriguing Hollywood story in search of the truth.

Take the first step towards a virtual journey where problem solving and teamwork will be the only chance to unravel the truth.

HOW IT WORKS

The team will have to solve riddles using every element they find. They will have to work together to find the answers that will make them progress towards the truth. The team will have to make important decisions upon which depends the success of the mission.

The objective of the adventure is to stimulate the mind, intuition, logic and, last but not least, teamwork: the collaboration between all participants is a key factor to successfully complete the game.

SKILLS DEVELOPED

- Problem Solving
- Teamwork
- Communication

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time





ESCAPE PASSPORT



DURATION & TEAM SIZE: Starting from 60 to 75 minutes. Teams from 5 to 15 people.

DESCRIPTION

A postcard from VTX Travel Agency invites players to take part in an adventurous mission in search of an ancient opal. The location? Australia. In this journey players will explore Australia, postcard after postcard, getting to know its culture, exotic animals and a breathtaking landscape. Players will have 75 minutes to put pieces together and find the opal.

Take the first step towards a virtual adventure where problem solving and teamwork will be the only chance to find the missing opal.

HOW IT WORKS

The team will have to solve riddles using every element they find. They will have to work together to find the answers that will make them progress towards the truth. The team will have to make important decisions upon which depends the success of the mission.

The objective of the adventure is to stimulate the mind, intuition, logic and, last but not least, teamwork: the collaboration between all participants is a key factor to successfully complete the game.

SKILLS DEVELOPED

- Problem Solving
- ✤ Teamwork
- ✤ Communication

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

ESCAPE OUTER SPACE

DURATION & TEAM SIZE: Starting from 40 to 60 minutes. Teams up to 12 people.

DESCRIPTION

Have you ever wondered how it feels like to be in outer space? Get your equipment ready, because you're about to go above and beyond! Playing as a team of astronauts, you will set off on a space mission to (re)bring light to Earth: a Space-based solar power mission!

As a result of the excessive exploitation of non-renewable resources and climate change, a natural disaster is preventing the functioning of traditional power plants, and the Earth has been left in the dark. Players will have to solve a series of riddles to make a highly technological antenna to convert Space electromagnetic waves into energy to bring light back on Earth!

HOW IT WORKS

Playing as a team, participants will have 1 hour to solve a series of riddles by putting together different pieces of information. They will have to collaborate in order to be able to progress and make fast decisions to succeed. In this mission, the team will only be able to rely on their abilities and competences. An adventure where communication, leadership and decision-making will be crucial to save Planet Earth.

The theme is highly customisable and adaptable to educational/marketing purposes.

SKILLS DEVELOPED

- ✤ Leadership
- Communication
- Decision making
- Lateral Thinking

ADDITIONAL OPTIONS

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

N.B. The activity refers to a basic package that may change depending on the customisation in the micro design phase.



√тх



VIRTUAL TREASURE HUNT



DURATION & TEAM SIZE: Starting from 40 to 60 minutes. Teams up to 16 people.

DESCRIPTION

This story starts from the end. The explorers have finally found Tutankhamen's lost treasure. However, something went wrong. The chest is locked and won't open without the key. But the key has been shattered and its pieces are scattered all over Egypt. The goal is to reassemble the key and open the treasure.

A virtual journey to discover ancient Egypt. To do so, the team will have to explore the wonderful world of the Web and discover all its wonders at the click of a button. Put your online research skills to the test!

HOW IT WORKS

The group will have to explore our dedicated platform and the Web to find carefully hidden objects. Finding them will give them more clues about the location of the key fragments. By visiting the locations and retrieving the key they will finally be able to open the treasure. Their search will lead them to visit virtually historical places and learn about Egyptian culture by exploring web pages, geographical coordinates, photos and videos.

The theme is highly customisable and adaptable to educational/marketing purposes.

SKILLS DEVELOPED

- Leadership
- Exploration & Research
- Creativity
- Lateral Thinking

ADDITIONAL OPTIONS

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

N.B. The activity refers to a basic package that may change depending on the customisation in the micro design phase

THE HEIST

DURATION & TEAM SIZE: Starting from 45 to 60 minutes. Teams up to 16 people or up to 500.

DESCRIPTION

Be part of an inexplicable theft directly from the comfort of your house. A famous painting has been stolen from the fair town of Vinci and it will be up to your team to unravel the mystery. You will be provided with all the elements so do not miss even the smallest clue. However, time is your enemy, and you will have to make important choices. Your goal? Reconnect the clues, like pieces of a puzzle, and find the culprit. A murder mystery type of game in which every detail matters.

STRUCTURE

The detectives will be debriefed on the scenario and all the clues available from the start. As the game evolves the team will have to gather evidence by making collective decisions through our dedicated platform. This will provide useful information on the case. Unfortunately, time is short and not all places can be visited. At the end of the experience the team will have to make a guess on who the culprit is and the reasons behind the theft. A thrilling experience to spend an evening with your colleagues while stimulating communication, creativity and intuition.

The theme is highly customisable and adaptable to educational/marketing purposes.

SKILLS DEVELOPED

ADDITIONAL OPTIONS

- Communication
- ✤ Leadership
- Lateral Thinking
- Analytical Thinking

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time
- Large groups option

N.B. The activity refers to a basic package that may change depending on the customisation in the micro design phase.







MOVIE DIRECTORS FOR A DAY



DURATION & TEAM SIZE: Starting from 75 to 120 minutes. Teams from 10 to 20 people.

DESCRIPTION

Have you ever thought about turning your home or your office into a movie set? Movie Director for a Day is an innovative Experience that combines video conference technologies with the tradition of classic cinema. Develop your artistic skills with your team and produce an unforgettable video to share with your colleagues.

HOW IT WORKS

The team will have a chance to act and direct their own movie. However, like in any good movie, there's a twist...they will not know the ending to their own story. Instead, they will be finding it out as they shoot the film. The team will have to elect a "director", who will guide the "actors" to shoot a video. The actors will have to perform the script like real Hollywood stars. At the end, the video will be edited and shared with the participants.

This Experience shows people how our actions as individuals can be part of something bigger. The video can be saved and shared with employees as a memento.

SKILLS DEVELOPED

- Teamwork
- ✤ Creativity
- Decision Making

- Experience customisation
- Personalised script
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

VIRTUAL WORLD TOUR

DURATION & TEAM SIZE: Starting from 30 to 90 minutes. Teams up to 20 people.

DESCRIPTION

Hop on one of the most famous trains and let yourself explore one of the most popular routes of all times: the Orient Express. For the first time ever, you will have the chance to virtually explore the original journey with your team, from Paris to Istanbul! Would you like to stop for a quick *apéro* on the way to Montmartre? Or perhaps to take the *funicular* in Zuglicet to admire Budapest from the highest hill? Let your team share their travelling memories and make new virtual ones with this unique Virtual World Tour!

HOW IT WORKS

Guided by our trainers, the team will have the chance to follow the original route of the Orient Express, exploring the cities on our dedicated platform. The team will have the chance to discover new places and things to do, and share their memories of the cities they have visited. A virtual journey that will boost team cohesion and allow them to interact in an informal setting.

The theme is highly customisable and adaptable to educational/marketing purposes.

SKILLS DEVELOPED

ADDITIONAL OPTIONS

- Team Cohesion
- Exploration & Research
- Communication

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

N.B. The activity refers to a basic package that may change depending on the customisation in the micro design phase.



COOKING IN THE AIR



DURATION & TEAM SIZE: Starting from 20 minutes. Up to 400 participants.

DESCRIPTION

Who says that virtual cooking can't be immersive as a team building cooking session in a real kitchen? The key element of this Experience is its ability to stimulate empathy and promote interaction while cooking easy recipes that do not require any professional kitchen tools.

HOW IT WORKS

From easy recipes to informal chats, this Experiences ranges from creative content to actual food preparation. Want to discuss the model of the perfect housewife from the 50s? Or would you rather imagine the househusband of the future? You can do both while we cook together! Ingredients can be delivered to your doorstep (turnkey solutions), apron included, or you can choose to buy them yourself following our instructions.

Cooking in the Air counts on a staff lead by the famous Astrid Vinazer, renowned chef at the cooking school II Giardino dei Sapori, as well as a creative staff lead by Paola Sala, inventor of Pois Gras, who will introduce the activities and run the Experience live with a pinch of humour.

SKILLS DEVELOPED

- Communication
- Interpersonal Skills
- Creativity

- Experience customisation
- Trainer
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time
- Ingredients shipping (EU only)

SHORT ICEBREAKERS

VTX

visit <u>www.virtualteamexperience.com</u> for our updated experiences

ESCAPE ROOM CHALLENGE

DURATION & TEAM SIZE: Starting from 10 to 40 minutes. Individually or in teams of up to 12 people.

DESCRIPTION

One person, one virtual room. Find the clues that lead to the solution to crack codes and solve a series of riddles. The single escape zoom will challenge even the most experienced! An individual challenge to find and solve riddles, in which nothing is granted, and every detail can make the difference.

HOW IT WORKS

The player will be in a virtual "room" by themselves and will have to find hidden clues and riddles. They will have 10 minutes to find and solve as many riddles as possible. An individual game in which attention to details, problem solving and lateral thinking are essential to win the game.

SKILLS DEVELOPED

- Problem Solving
- Lateral Thinking
- Attention to details

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time



death to be by one has lived - The Buddha



Believe nothing, no matter who said it. not even if I said it. if it does not fit in with your own reason and common scale The Buddha

WE. E an. **CHHOR**

-

Л

mes ninseek

ourt.

you yourself as much as my body in the entire Universe deserves your have and partection

RIGHT & VERONG

with 60 flow we a heart

-The Buddha



TO THE LAST QUOTE!

DURATION & TEAM SIZE: Starting from 15 minutes. Teams up to 20 people.

DESCRIPTION

Show off your creativity and get challenged by this literary competition! Every player will receive an incipit from a famous quote, which they will have to complete using all their creativity! In this battle to the last quote everything is accepted, there will be no prisoners but only winners! An opportunity to deepen competitive dynamics and confront the thoughts of great historical figures.

HOW IT WORKS

Through our dedicated platform participants will receive the first part of a famous literary quote. After completing the quote using their fantasy and creativity, the invented quotes will be shared to the rest of the team. Each quote will be voted. The writer who receives most votes will be the winner. The winner is the one that obtains the most votes.

This is an icebreaker to see how people think and interact with each other in fun and creative ways.

SKILLS DEVELOPED

- Creativity *
- Interpersonal Skills *
- **Team Cohesion** *

ADDITIONAL OPTIONS

- Experience customisation
- Trainer ۲
- Available in multiple languages ۲
- Extra time for a longer Experience
- Multiple teams can play at the same time ۲

VT)

PAPER CASTLES

DURATION & TEAM SIZE: Starting from 20 minutes. Teams up to 20 people.

DESCRIPTION

Achieving a complex project can seem an insurmountable task. How can all problems be solved? Paper Castles is a remote team building experience that requires only a sheet of paper and outstanding teamwork spirit. Create small and complex masterpieces together.

HOW IT WORKS

The Game Master will give participants more and more complex origami to create within a time limit. Participants, divided into teams, will alternate in the roles of builders and designers. The designers will have to provide, verbally, the instructions for the editing; the builders will have to execute them.

This icebreaker is a quick activity to show the difficulties of communication while having fun.

SKILLS DEVELOPED

- Communication
- Team Cohesion
- Teamwork
- Interpersonal Relations

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time





GUESS WHO



DURATION & TEAM SIZE: Starting from 15 to 30 minutes. Teams up to 15 people.

DESCRIPTION

Does he have red hair? Does she wear glasses? Is she blonde?

Your team is the protagonist of an unforgettable classic game turned virtual. All you need is a pinch of creativity the will to share a lighthearted moment of fun! Because there is no better way to break the ice than having fun together.

HOW IT WORKS

This Experience is structured in quick 15-30 minutes sessions. One member of the team will think of another teammate, and the others will take turns to ask one question each and guess who the mysterious person is. According to how creative you want to be, in the first 5 minutes you will have the chance to add a personal touch to your virtual image, to spice things up and add more elements of fun!

SKILLS DEVELOPED

- Team Cohesion
- Teamwork
- Communication

- Experience customisation
- Trainer
- Available in multiple languages
- Multiple teams can play at the same time

ELEVATOR PITCH

DURATION & TEAM SIZE: Starting from 20 minutes. Teams from 6 to 18 people.

DESCRIPTION

A quick and fun icebreaker that will help your team members to get to know each other better! Would you buy a house that self-produces mosquitoes? Or a milk that will change taste at every sip? Think of the most unbelievable scenario and try and sell it. The craziest it is, the better!

HOW IT WORKS

Two people at a time will think of something that will try to sell to the other team members. The main goal is to have fun and break the ice. Each team member will have a chance to sell their crazy ideas.

SKILLS DEVELOPED

- Team Cohesion
- Interpersonal Skills
- Communication

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time





THE STORYTELLER



DURATION & TEAM SIZE: Starting from 30 minutes. Teams up to 10 people.

DESCRIPTION

A TV production crew is working on two new series, but when printing the scripts, they forgot to add page numbers and titles. An innocuous accident has mixed up the script and the crew has to put them back in the right order! Help the crew putting the script back together. An icebreaker that will test your team's communication and reading decoding and comprehension.

HOW IT WORKS

Your team will have access to excerpt of the scripts, which will have to put back together with no other clue. Understanding what they are reading and discussing the choices together will be crucial for winning the game.

SKILLS DEVELOPED

- Team Cohesion
- Reading & Decoding
- Communication

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

ONLINE QUIZ

DURATION & TEAM SIZE: Starting from 30 minutes. Teams up to 600 people.

DESCRIPTION

Do you want to involve all your employees in a fun activity? With our Online Quiz you can bring everyone together no matter where they are. This virtual Experience allows colleagues to challenge each other in teams or individually in answering questions on a wide range of topics to determine who is the wisest. This Experience is easy to use, interactive and effective on all devices. Our technical support is always ready to ensure everything runs smoothly.

HOW IT WORKS

Depending on the game mode, the team will compete against another team in answering questions. Our quizzes can be played in live mode all together or individually.

The goal of this Experience is to create a positive and fun competition to stimulate motivation among colleagues. It promotes learning by playing and creates unique memories. We create quizzes tailored to the company's needs.

SKILLS DEVELOPED

- Team Trust
- Interpersonal Skills
- Positive Competition

ADDITIONAL OPTIONS

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time

VTX



Realisation through Kahoot Platform



CHARADE



DURATION & TEAM SIZE: Starting from 20 minutes. Teams up to 10 people.

DESCRIPTION

Challenge yourself to act in the ultimate Charade challenge! You can use objects and move around but talking is forbidden! Use your creativity and help your team win by guessing what is it that you're miming. A quick competition to boost your team's cohesion, creativity and (silent!) communication while ensuring a lighthearted moment of fun!

HOW IT WORKS

Our facilitator will give each team member something to mime to his team, which will have 2 minutes to guess. If after 2 minutes the team hasn't given the right answer, the competing team will have 3 minutes to guess. Each team member will have a chance to mime.

SKILLS DEVELOPED

- Team Cohesion
- Creativity
- Communication

- Experience customisation
- Available in multiple languages
- Extra time for a longer Experience
- Multiple teams can play at the same time



Thank You!

VIRTUAL TEAM EXPERIENCE
info@virtualteamexperience.it
+39 392 054 90 67