



Solve Your Enterprise Learning Challenges

10TH INNOVPLUS CHALLENGE



CHALLENGE STATEMENT #01

1. Challenge Owner Index and Pseudonym

#01 – Escape Master

2. Challenge Statement

We are a corporate escape room seeking a digitised Escape Room solution to enable the swift and efficient development of company specific skills training. The solution will help adult participants learn or teach specific skills in a dynamic and motivating environment.

3. About the Challenge Owner Organisation

We are a Corporate Escape Room that has provided over 1,500 Corporate Escape based training events in Singapore over the past 5 years.

4. Define the Challenge

Escape based training is physical training at our facility. The facility comprises of seven distinct rooms using a range of challenging scenarios and engaging activities for the attendees to solve. The training is generic in nature including collaborative team building and team bonding; working under time pressure, communications and senior management interviews with remote HR viewing. Customised training include company processes and culture, new team integration and some domain areas, e.g. health and safety, cybersecurity, new product launch, etc. However, customisation is very expensive and time consuming due to the bricks and mortar nature of the seven rooms.

The challenge therefore, is the high cost to customise physical escape rooms to meet client specific needs, which is highly restrictive. Existing digitised Escape Rooms are generic and inflexible and aimed at casual game players and children. There is a market opportunity for a professional tool aimed at adult learners. There is high potential for a tool that allows the Training professional to swiftly author and host their own Escape Based adult training.

5. Requirements

The solution needs to be available on smartphones / tablets. A multi-user environment should be considered. Ground breaking technology could be considered where it adds value.

6. Targeted Learners / Users

Learners of specific company or generic industry related skills. Corporate training facilitators responsible for developing and giving training are also potential users of such a solution.



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7. Measures of Success

We are looking for a long term technology partner that we can work with on this and other related projects.

We would prefer a dynamic and creative partner:

- with a reputation for delivering amazing software on time
- who is at the forefront of technology and can recommend a leading edge technology approach that works

8. Deliverables

Without predefining the solution before the solution(ist) partner has had chance to share their creative technological ideas ... we would hope that the solution:

- runs on smartphones and tablets
- has "lego" like building blocks and a drag and drop flow-chart authoring tool
- simple and elegant to use for the creation and provision of training
- potentially a multi-user solution, if technologically achievable at effective cost

But we are open to the solution(ists) input.

9. Vision

There is Word, Powerpoint for developing documents and presentations respectively; this project should develop an Escape Room Learning tool for the development and delivery of Escape based skills training.

The tool will include an authoring platform for co-constructing escape room learning scenarios by a team of co-authors in a multi-site environment, and subsequently provide learning via the authored scenario remotely or in a defined location.