go**cross**office ™

GoCrossOffice is revolutionizing corporate teambuilding with its low-cost, fun and effective program for companies worldwide.

No Ropes Course   No Travel Expense   No Workforce Productivity Loss

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"**GoCrossOffice was the best teambuilding experience we've ever had.**"

Ed Zobrist, CEO, Sierra Online (Vivendi)

vivendi

DIGITAS

SLINGSHOT

Google

"**Rather than isolating us in an online world, GoCrossOffice enhances our interaction in the real world**"

Jonathan Rochelle, Product Manager, Google

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Traditional Corporate Teambuilding:

- Programs are **expensive**

- Requires a trip off-site

- Disrupts the daily workflow

GoCrossOffice is a **low-cost**, **high-impact** teambuilding solution that…

… combines virtual and real-world interactivity

… improves **communication** between employees

… encourages **leadership** formation

… is specifically designed as a cross-generational teambuilder
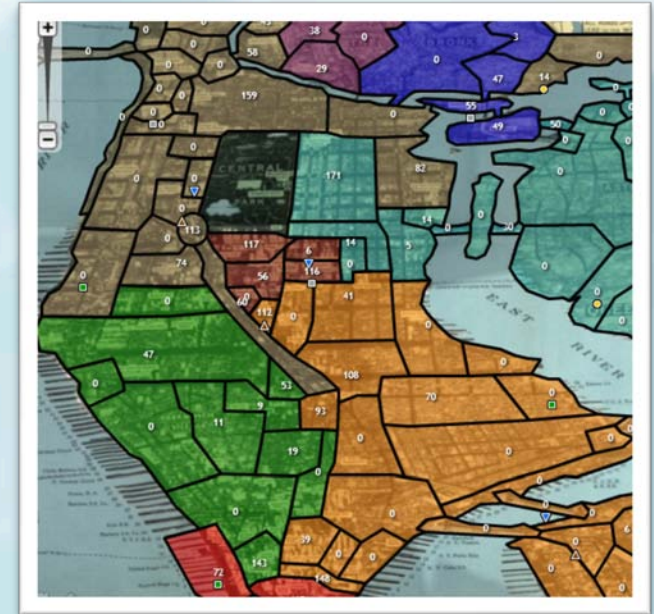
(Engage your Gen-Y employees!)

GoCrossOffice is a new game-based teambuilding program

Focused on an **online** board game similar to RISK^{TM}

Strategy and teambuilding emphasized via:

- Real-world sessions integrated with game

- Team-based game dynamics

- Post-game communication analysis

GoCrossOffice is simple, straightforward and strategic

All activity can take place in your office

Customizable to meet your company's daily schedule

Program can scale from 50 players to 250,000

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Teambuilding

- Connect employees through online teamwork

- Increase workforce efficiency as a result of better communication between existing corporate teammates

Analysis

- Identify inefficient communication patterns

  … within teams

  … within the company

Increase Employee/ Office Morale

- Fun, casual game play

- Strengthen competitive spirit

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Improved team communication

- Formation of new communication channels

- Use of in-game real estate for corporate messaging

Organic leadership formation

- Group-based election and impeachment of commanders

- Identification of sub-groups within organization

Team Analysis

- Report analyzing communication styles and efficiency presented in session at end of game

A Fun Experience for Everyone!

- Familiar Gameplay

- Non-Intimidating

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Hybrid virtual and real-world teambuilding program

Models real corporate interactivity:

Virtual collaboration + real-world strategizing

Time Commitments

- Non-disruptive in the workday

- Game requires 5-10 min/day per employee (Play during lunch!)

- 1 hour introductory session + wrap-up session

- Periodic 30-minute strategy sessions

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