



**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

## 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!)*

## The Solution

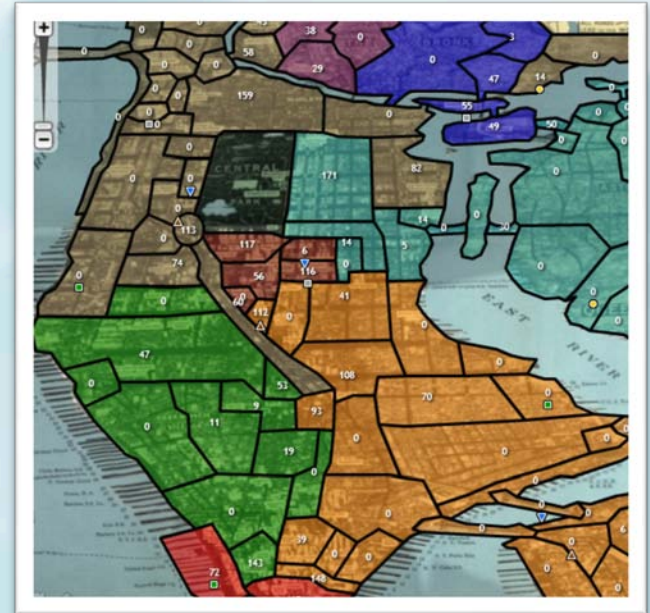


### **GoCrossOffice is a new game-based teambuilding program**

Focused on an **online** board game similar to RISK™

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

## 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

## 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



### 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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