



**NOVICRAFT
Version 1.0
DATA SHEET**



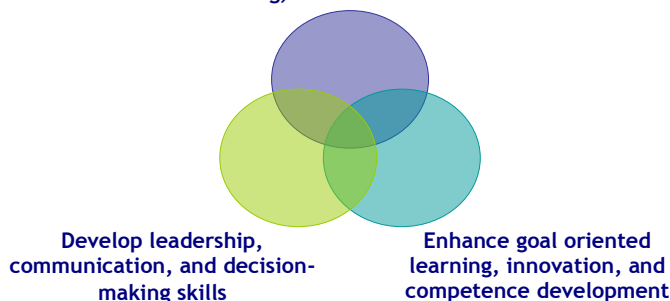
Learning through collaboration

TeamingStream™ NoviCraft is an immersive and engaging multiplayer 3D game application for trainers, HRD specialists and consultants for assessing, building, and developing leaders, teams and team work in modern organisations. Team leaders and team members in all teams - especially in cross-functional, dispersed, virtual, and multicultural teams - can benefit from the experience provided by NoviCraft.

Developing team work

NoviCraft has specifically been developed by a group of HRD experts, learning scientists, and top game developers to improve efficiency, productivity, quality, and innovation in team work.

Support team building, development of shared understanding, and collaboration in teams



TeamingStream™ NoviCraft creates a virtual team lifecycle consisting of five team scenarios through which the participants are guided. The participants' individual and team game behaviour and performance can be monitored enabling detailed analysis, evaluation, retrospection, and recommendations for further development.

The game can be played virtually everywhere: with all participants in one room or over the internet connection enabling virtual and dispersed teams to experience real collaboration without unnecessary travelling.

CUSTOMER BENEFITS

In organisations:

- Improved productivity and profitability
- Improved motivation and quality
- Saving time and money
- Identification of leadership potential

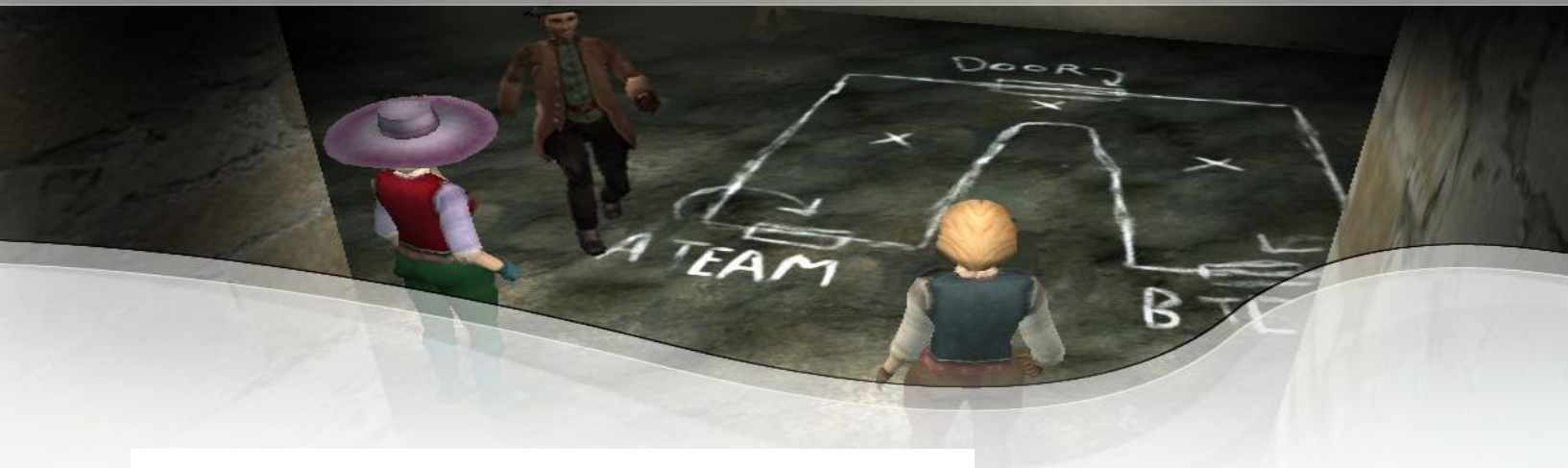
In teams:

- Improved efficiency, quality, and productivity
- Supported and speeded up teambuilding
- Improved interaction and communications
- Enhanced goal-oriented learning and competence creation

Among individuals:

- Improved leadership and decision-making skills
- Improved interaction and communication skills
- Processes related to communication, leadership, and management made visible
- Immersive and engaging
- Fun





TeamingStream

Five team scenarios with notes

TeamingStream™ NoviCraft consists of five scenarios, each with a specific purpose and objectives:

- 1) Giving and receiving help, building psychological safety for teamwork, establishing communication and goal orientation.
- 2) Planning and coordination of tasks and actions to achieve a goal.
- 3) Using creativity, experimenting and exploring as a team, sharing existing knowledge in joint problem solving.
- 4) Splitting the team into two sub-groups, both groups success needed to complete the task, innovation, risk taking.
- 5) Complete the task together within the shared frame of reference created during the game experience.

4-7 simultaneous participants enabled. Intuitive user interface, no previous experience with gaming is required. Full content support for the trainer, HRD specialist/consultant provided. Length of game approximately 2 ½ hours.

Technical requirements

Windows XP/Vista; Processor: 1.6 GHz single core; 470 Mb hard disk space; Memory: 512 Mb RAM; Graphics card: GeForce 6200/Radeon 9600; DirectX 8.1b or higher; Sound card required; Internet/LAN connection. Headset needed for communications.

For more information contact

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