



seppo^g



Transformative Power of Gamification

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CEO



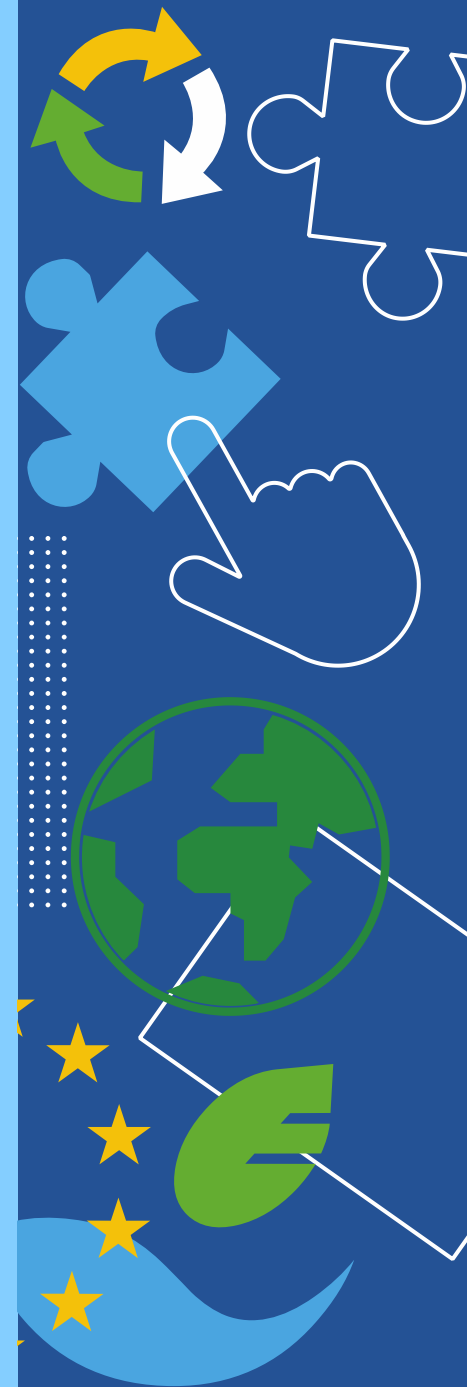
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European
Commission



Login to a demo game



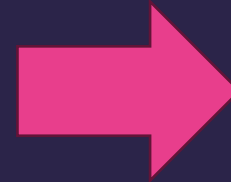
Questions

Do the employees **understand** what sustainability and ESG mean in the **concrete level**?

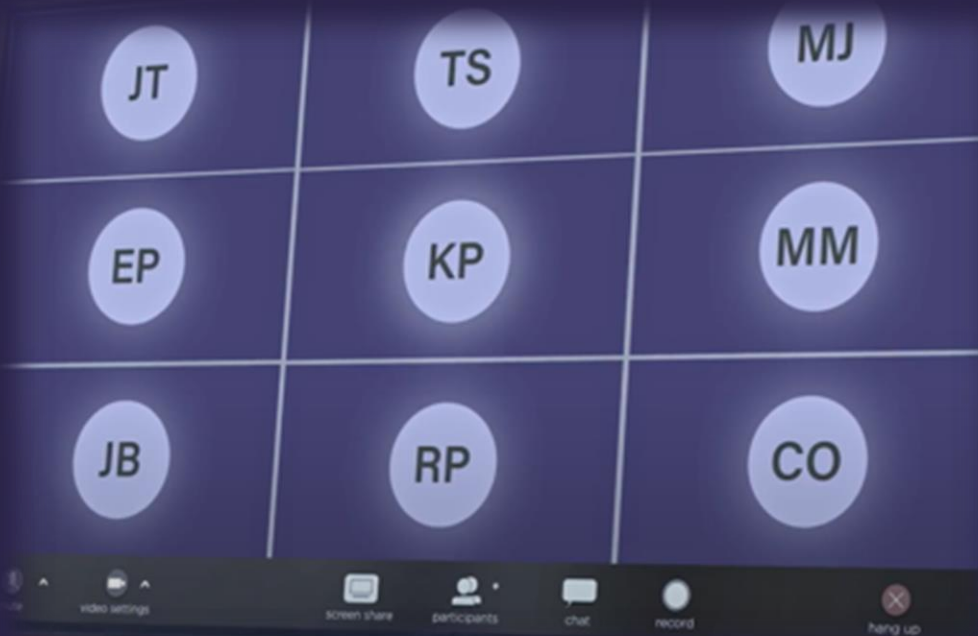
Can the company culture be transformed more sustainable without staff engagement and participation?

How to engage employees / customers to make the transformation real?

PowerPoints?
PDFs?
Webinars?



Low impact

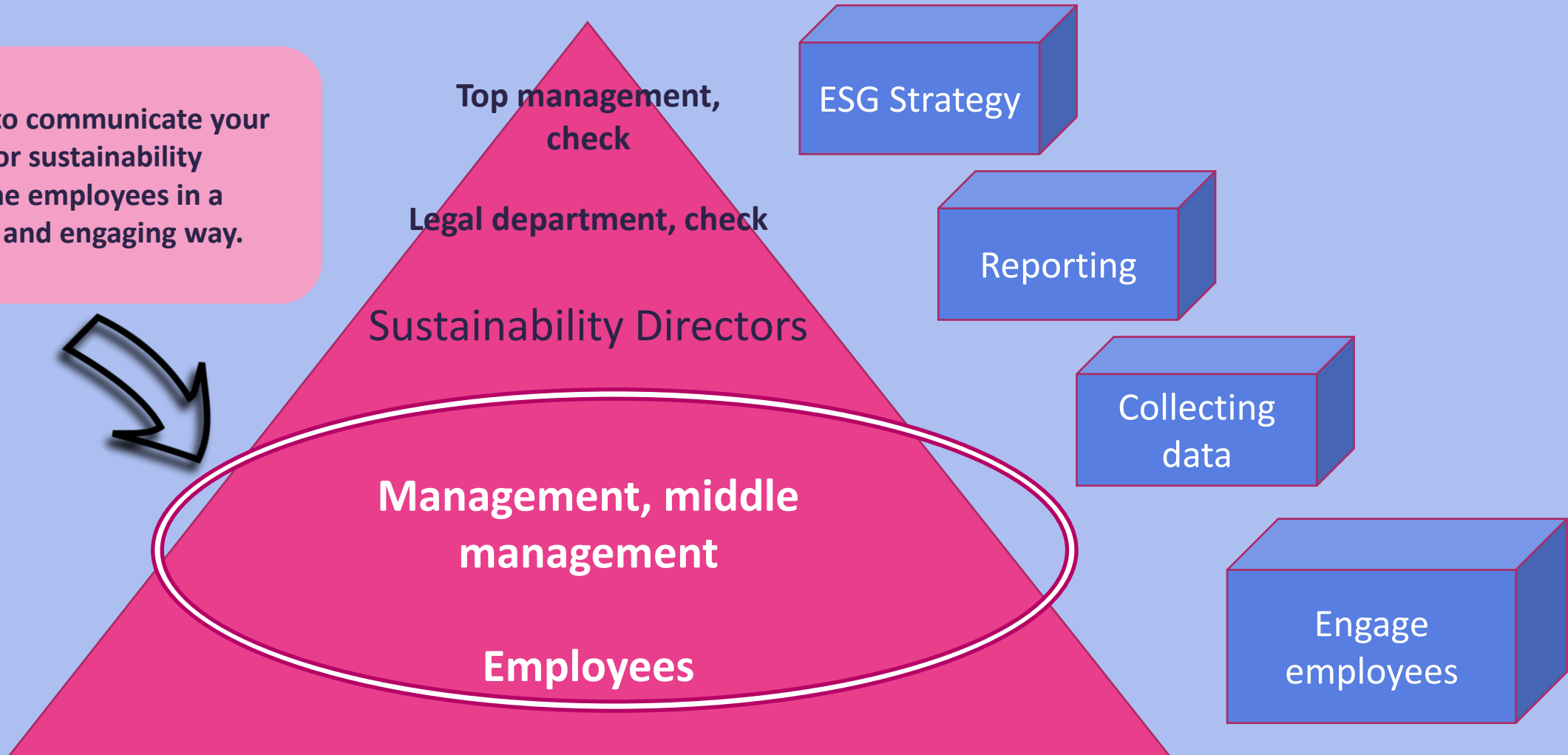


Seppo is a tool for turning **ESG strategy or sustainability training program** into an **engaging and activating game.**

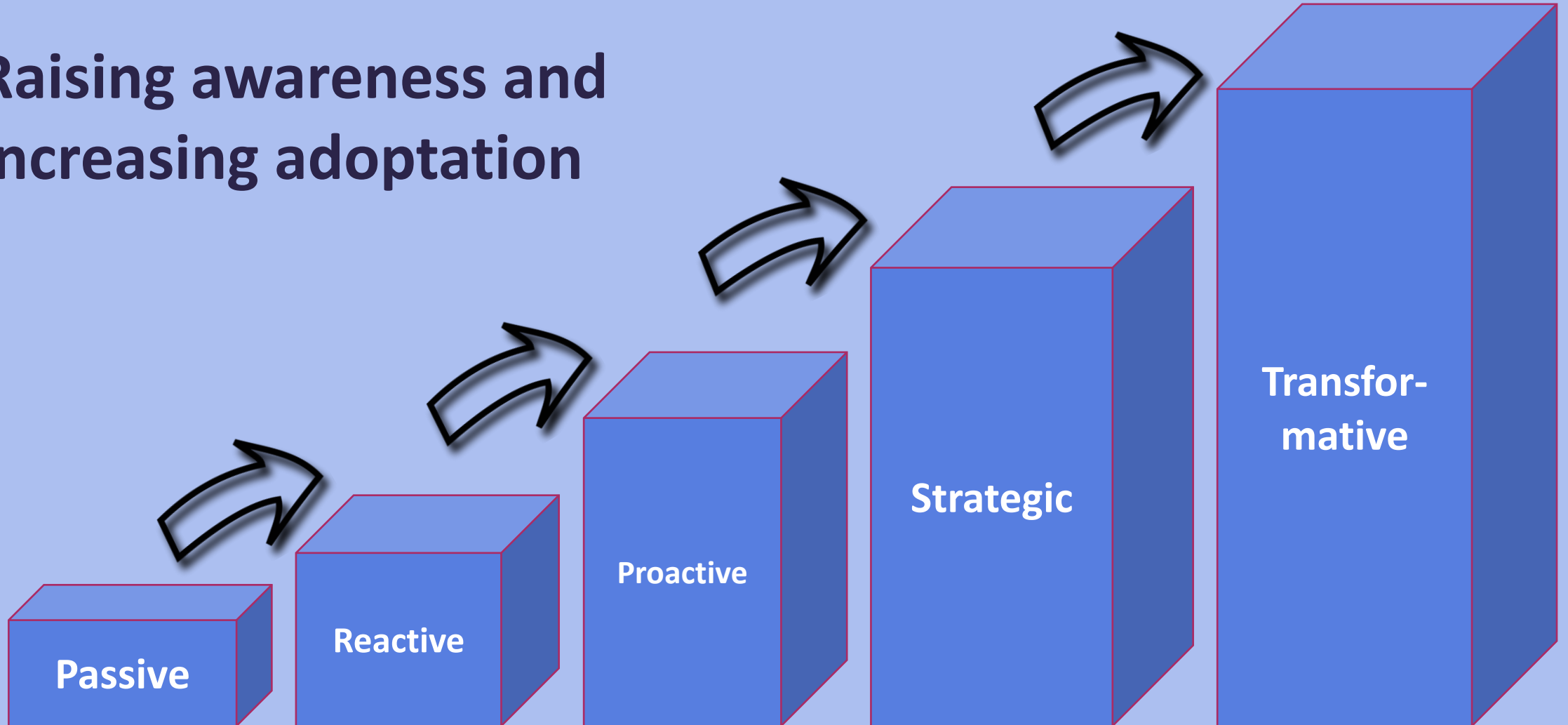


How can we help?

We can help to communicate your ESG strategy or sustainability program to the employees in a concrete, fun and engaging way.



Raising awareness and increasing adoption



Corporate Sustainability Maturity Model

Different games for different purposes



Game Board options:

- Live GPS map
- 360 image
- GIF image
- Any ordinary image

DEMO
GAME





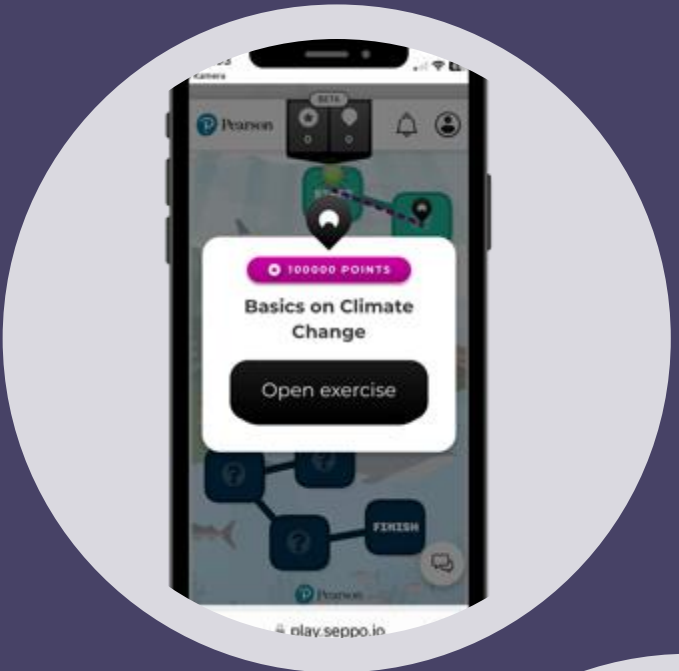
Open

The ABC of Circular Economy

Open



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Some of our international customers

- Pearson (Engaging employees with ESG strategy)
- Merlin Entertainment (Onboarding & Induction in Theme Parks)
- Houses of Parliament (Outreach)
- KONE (Sustainability)



Where to use Seppo?

Recruitment

Onboarding and pre-onboarding

Safety training

Customer service training

Introducing company's sustainability program

Team building...



What we offer?



Technology: A mobile/laptop game platform

Support: Content creation, turn key games on selected themes

Integration: SSO, data export (Moodle, Cornerstone, LMS, Microsoft Azure...), Credly open badge

Bloom's taxonomy



Why gamification works?

CREATES A RELAXED ATMOSPHERE

Player can test ideas in a safe environment – leaves room for creativity

MAKES THINGS CONCRETE AND CONTEXTUAL

Player can read, see, hear, touch, in cases even smell.

DECREASES CHANGE RESISTANCE

Narrative, feedback, human touch and true interaction makes a difference.

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MAGICAL LEARNING MOMENTS