

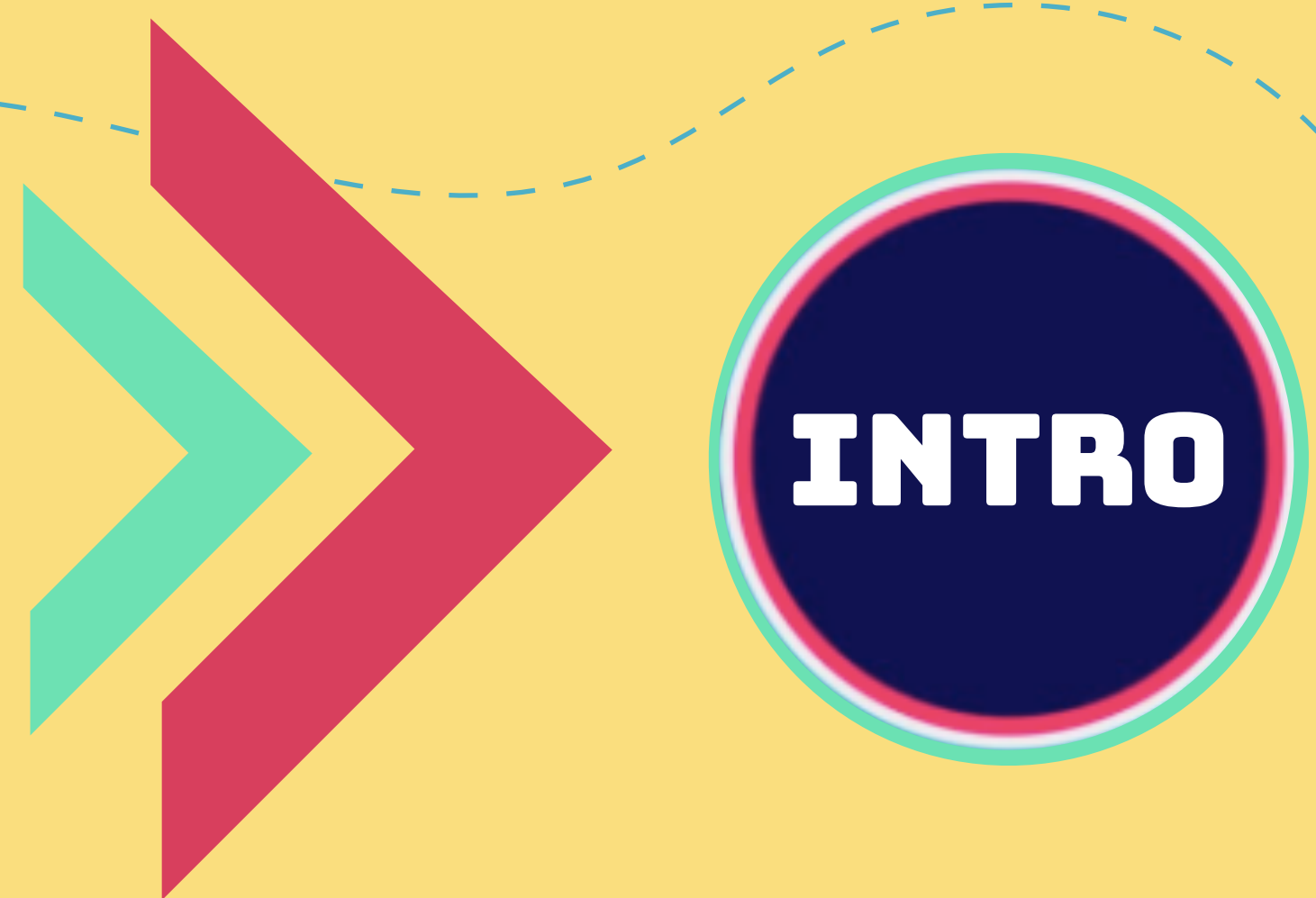


JORNADA X PRESENT...

» ANTIVIRUS X 2 OPERATION «

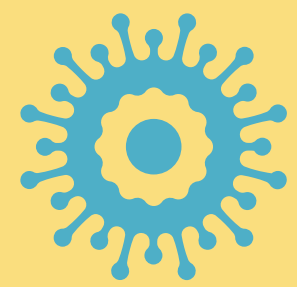
Texas Pilot | San Antonio





In early 2021 Jornada X joined forces with Rise to empower talented young people who will drive lasting change throughout careers of social impact, and to transform the world by playing. We built a first version adapted to the American reality, to have the dimension of our successes and mistakes, as well as the effects that this Journey can bring to young people. All of that, in order to have a consistent base to build a version even more powerful and for more and more young people.

»» RECAPPING...

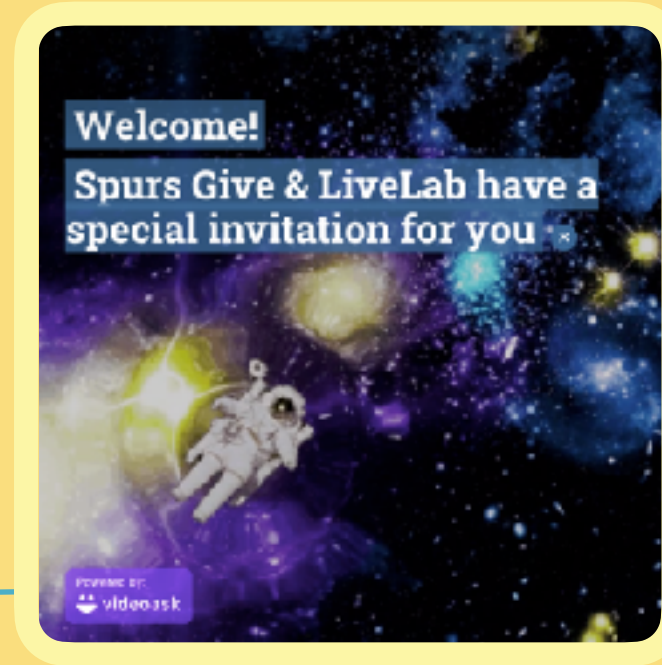


Spurs Give joins to our purpose

Having the pandemic as a scenario, we choose to play Antivirus X 2 Game



Feedback from American students + Adapting the game for US context



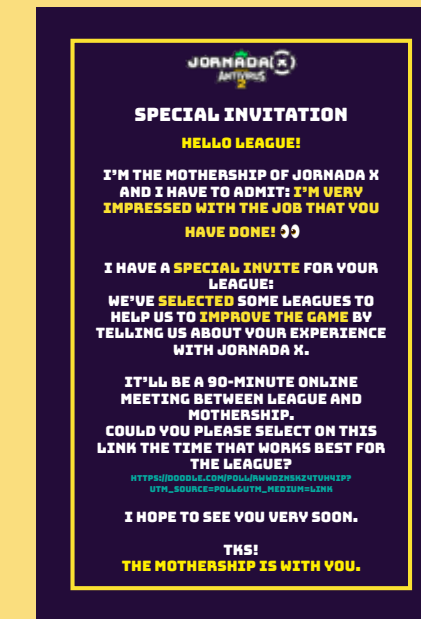
Recruitment of GM



Recruitment of Players

THE GAME STARTED!

1 card by week
1 GM Meeting per week
6 Weeks



Impact Evaluations



Here we are



WHY WE ARE HERE?

TO LEARN & CELEBRATE

Perceive **the experience from the perspective of the young people,** the drivers and the obstacles. what they lived and how they felt the effects of playing the Game



TO THINK AHEAD

What are the needed conditions to **improve results,** and how we can make it grow.

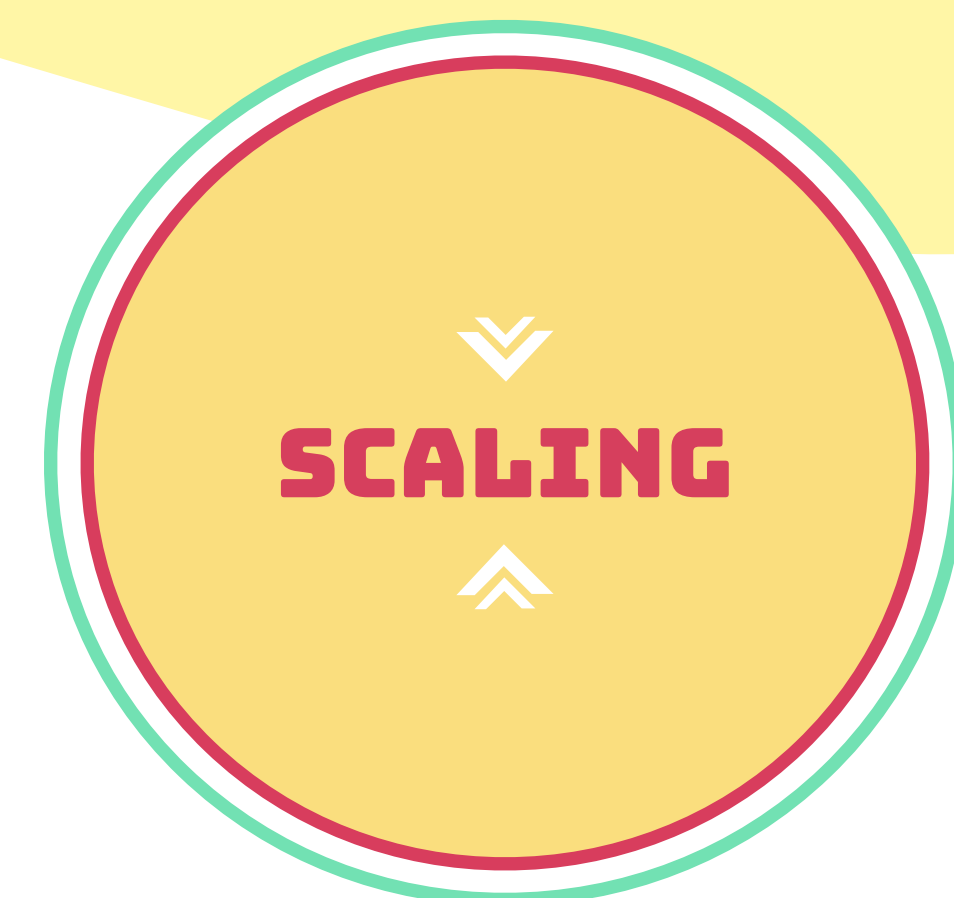
REPORT GOALS



Analyze the impact
of the game for Players,
Game Masters &
Community



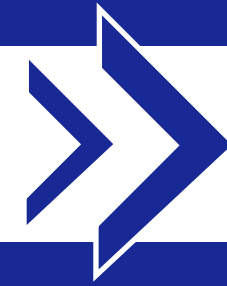
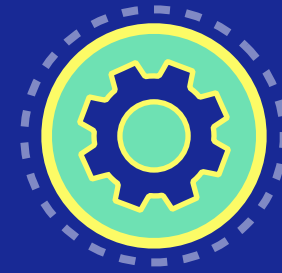
Evaluate the aspects
that engage most and
what disrupts the flow
of the game



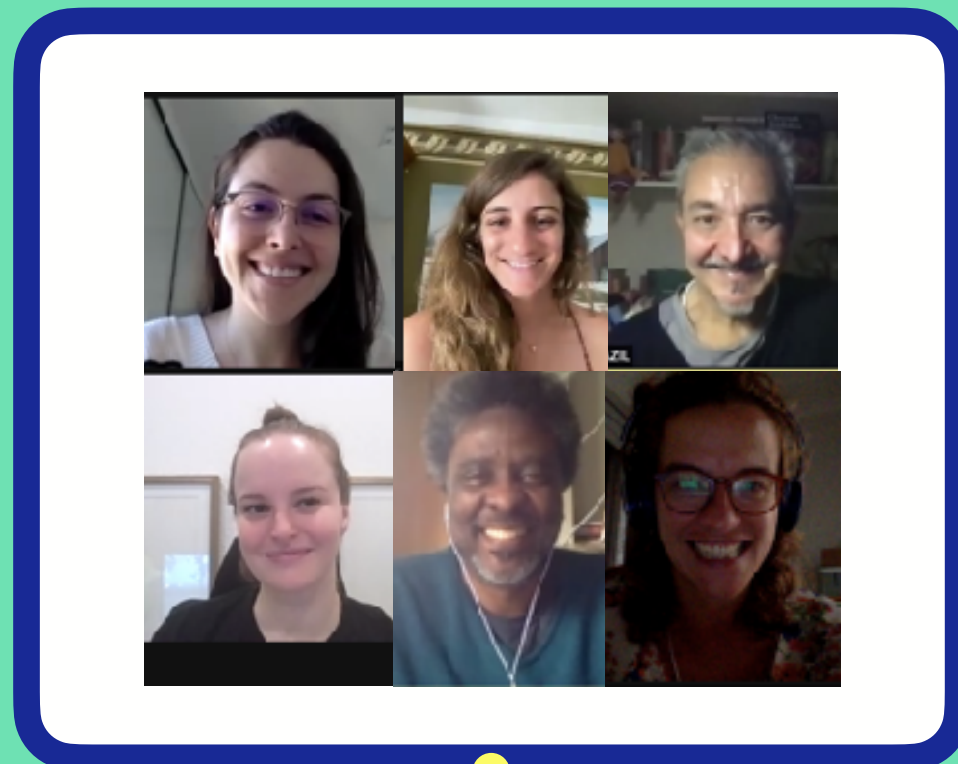
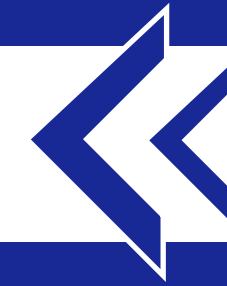
Bringing insights
about how to scale
the game



IMPACT



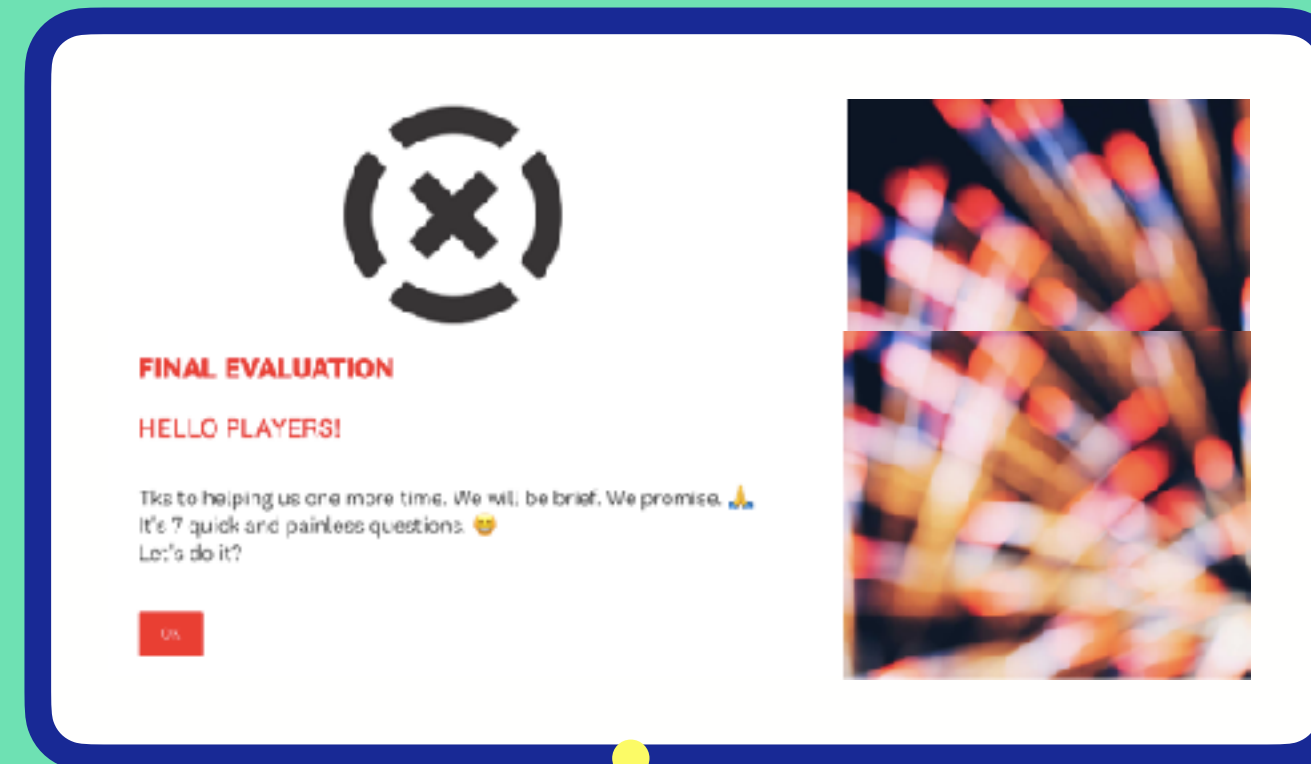
METHODOLOGY to measure the impact



1
**GAME MASTER
MEETING**



4
**PLAYERS'
MEETINGS**



1
**ONLINE
EVALUATE
SURVEY**

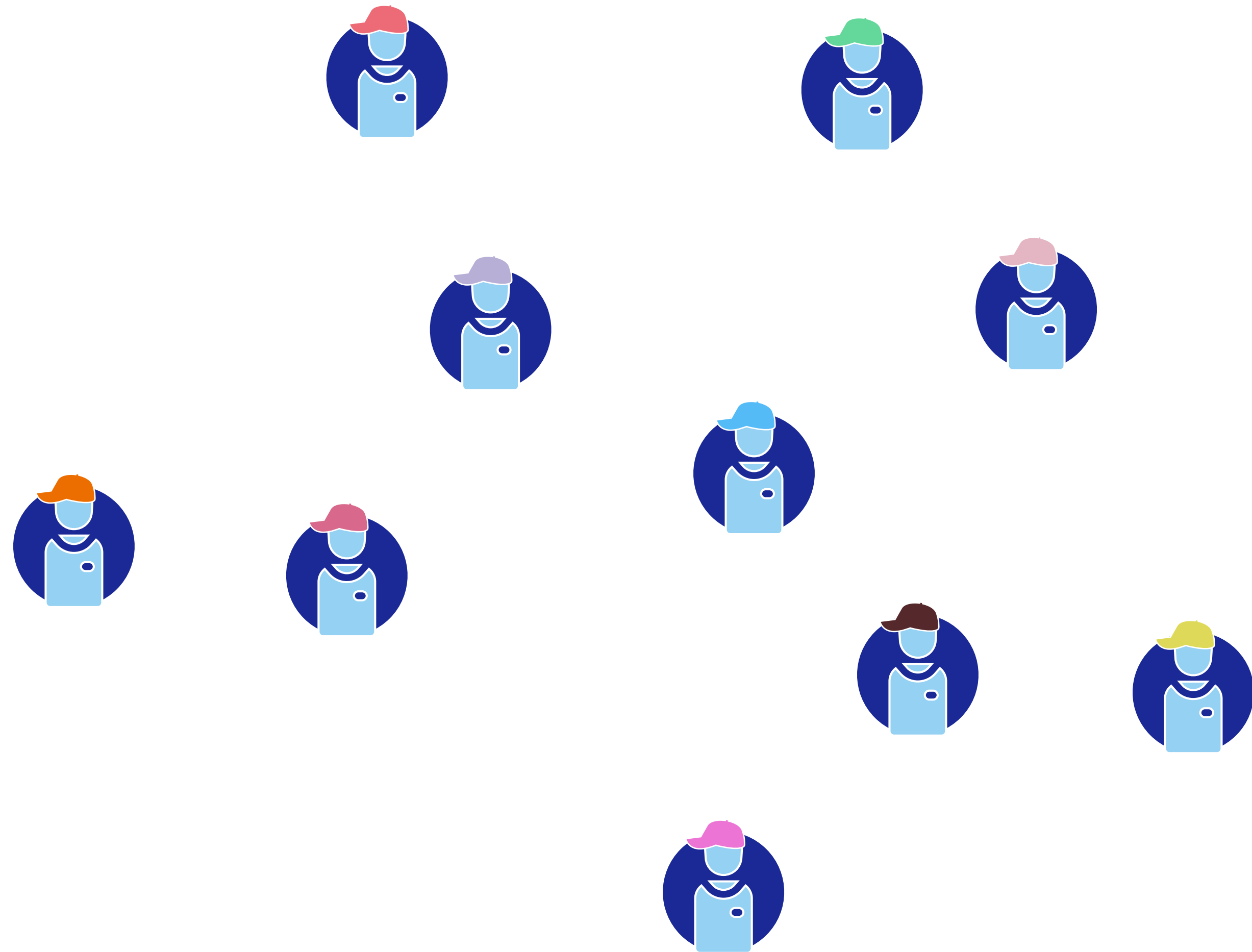


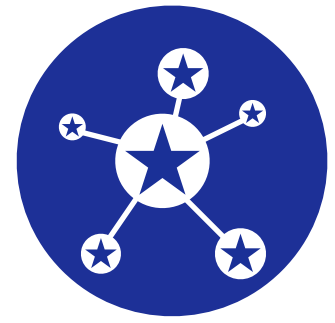
2
**CHATS WITH
THE ORACLE**

25 MENTEES
Were being
required



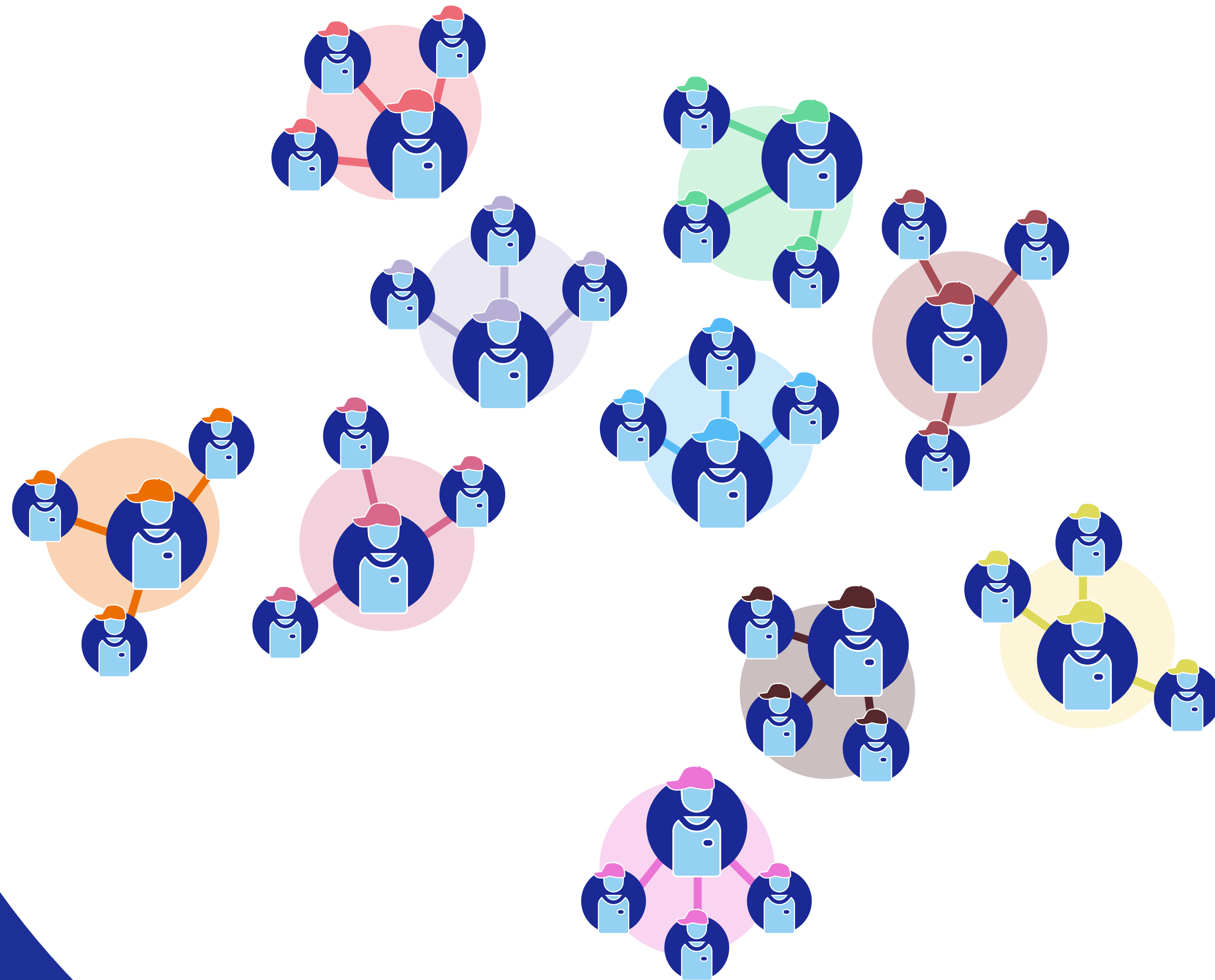
10
accepted
The Call





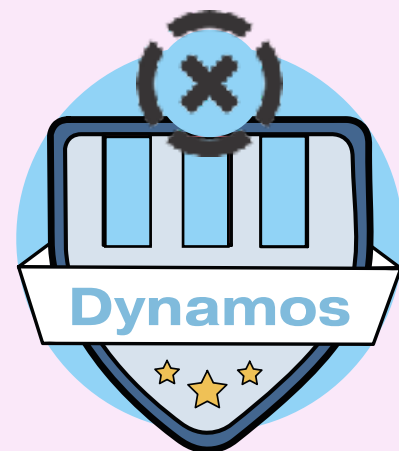
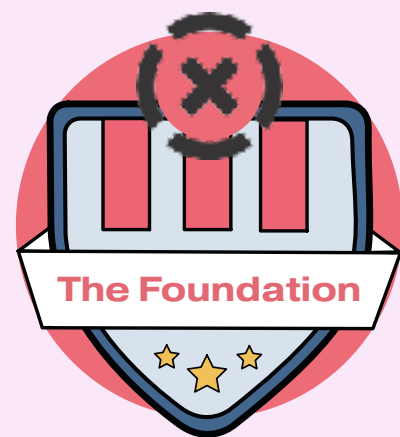
They become a legion of
**30 YOUNG
PEOPLE**

**The network
grows
beyond the
mentees**





» **10 LEAGUES** <<
30 AGENTS



100%

of the Players
affirmed that they
enjoyed participating
in the **Jornada X**

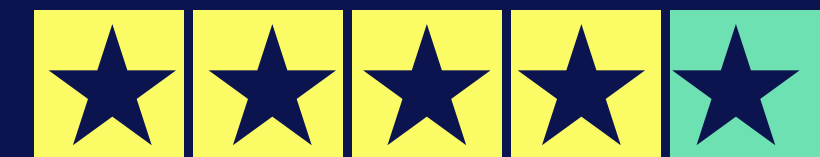
How likely are
you to participate
in **Jornada X** again?

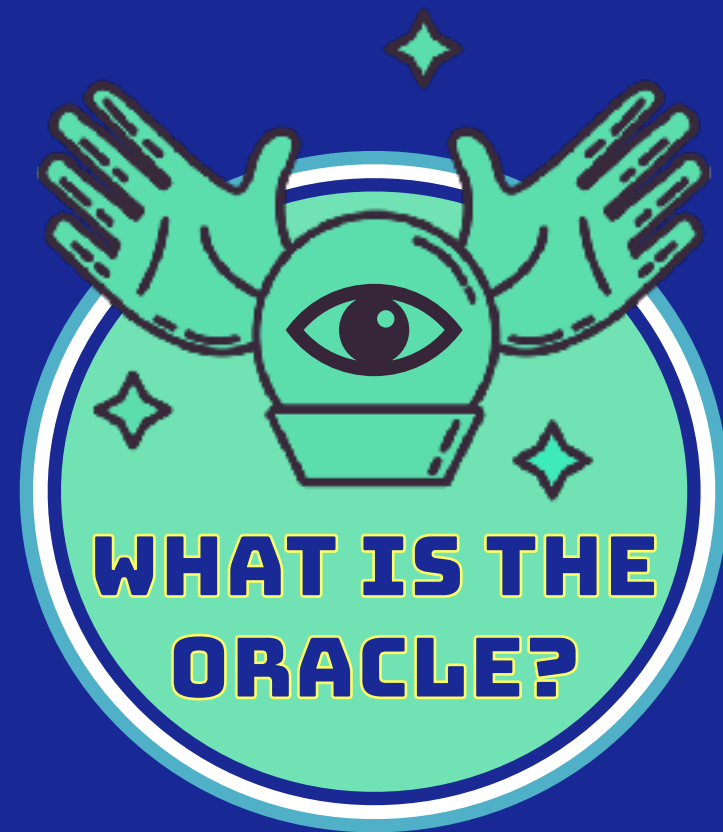
4,2★



How likely are
you to recommend
Jornada X to a friend

4★





The Oracle is a tool that invites Jornada X players to reflect and deepen their social-emotional skills, in an organic and fun way.

Although it is part of the impact tools of the Game, and not the method itself, it also generates effects on those who take on the challenge of the Journey.

More than a measuring tool, the Oracle comes from the cosmos to empower young people in understanding and developing their emotional abilities.

"You learned a lot about yourself, it was very cool i even took a print screen of mine" @Bear

"It's really cool that this is incorporated into the game because I think it's very important to identify what you're good at or what you can improve on. At the end you have a moment just to reflect on yourself." @LockmansLeague

70%

Of players admits that Jornada X made them reflect on who they are, their strengths and weaknesses



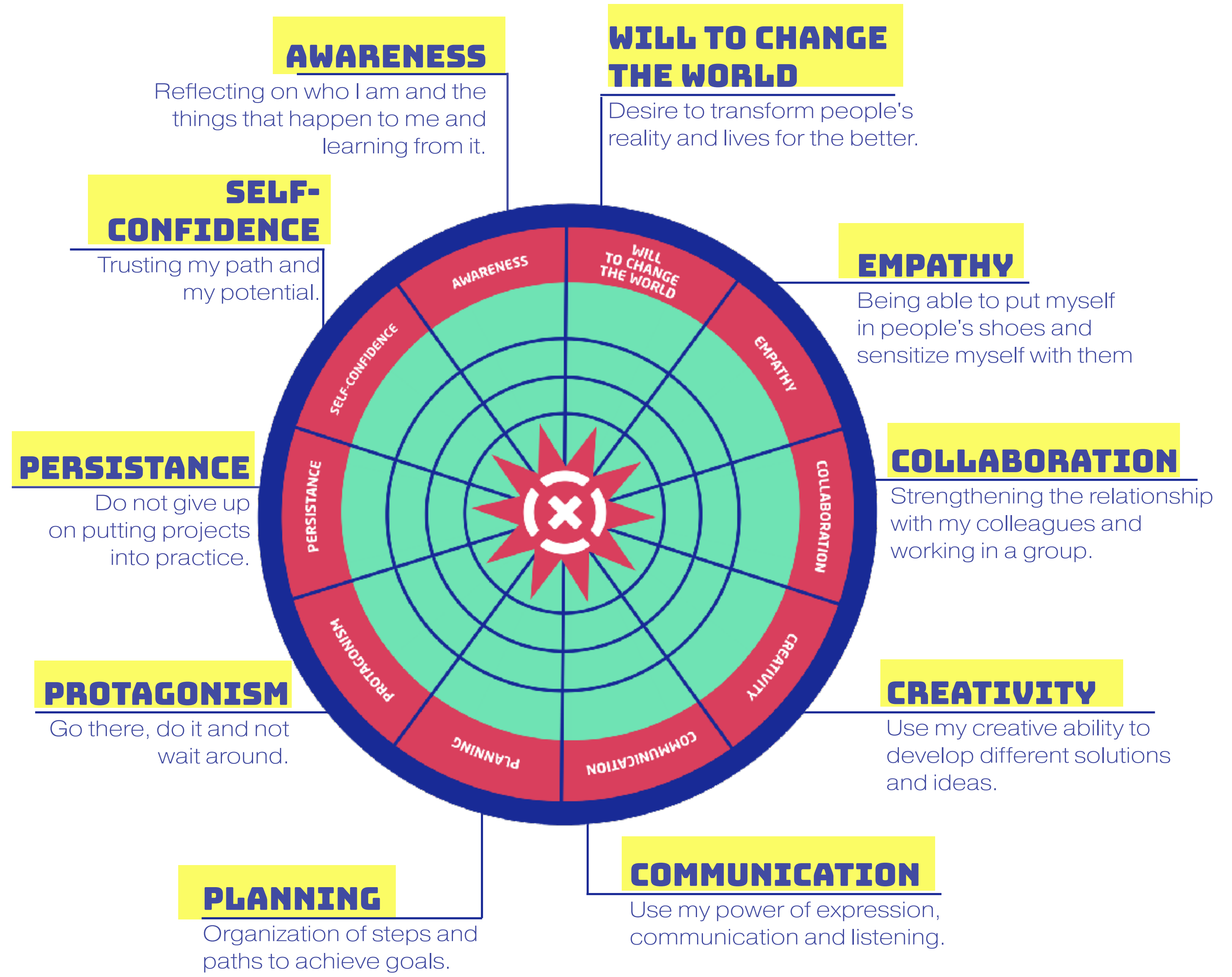
WHAT DOES ORACLE MEASURES?

Jornada X studied the impacts that the game has on its players and defined the main social and emotional skills that the game helps develop.

These skills make up the Wheel of Superpowers, a graphic element that allows the player to visualize and take ownership of his skills and his League.

These are not the only skills developed by Journey X.

They are a cross-section of the of the main skills listed by the players, organized in a palatable way to keep the youth engaged.





WHAT **JORNADA X** REPRESENTED TO THEM

Let's start from the main meanings
that Jornada X had for the Players in
order understand its impacts

»» AREAS OF IMPACT ««

Let's start from the main meanings that Jornada X had for the Players to understand its impacts

What are the **3 first words** that come to your mind when you think about the experience of **JORNADA X**?

» AREAS OF IMPACT «



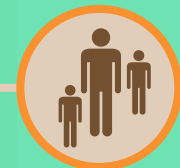
» AREAS OF IMPACT «



Methodology



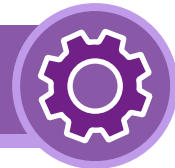
Social-emotional skills



Otherness

» AREAS OF IMPACT «

METHODOLOGY



The experience of being a game means a lot, so much so that some of the main representations of the Jornada relate to attributes of the game itself, the method.

In this area, the main features that emerge are the territories connected to: INNOVATION and the EXCITEMENT.



» AREAS OF IMPACT «

Methodology



A DIFFERENT WAY TO LEARN AND ACT

- // FREEDOM
- // FRESHNESS
- // GAMIFICATION

It was an original experience, different from the school projects and other social projects they participate in, because it allowed them to work from FREEDOM and GAMIFY. Besides that, the game was a possibility to bring freshness and new air into the routine of both young people and professionals from Spurs.

Opportunities

Innovative

Wordly Experience
Different Open minded

"I was automatically intrigued because normally in school we would know how to research something, get something and as an event or go perform it, but this was very different."

*"I've learn about independence."
@Madison On Hills*

*"I really liked how we got to have a lot of freedom in Journey X."
@Lockmans League*

"It was like going down a window because it was a breath of fresh air; girls, they were so happy for taking part of the experience." Game Master

» AREAS OF IMPACT «

Methodology



CONNECTING WITH MULTICULTURALIST ASPECTS

// EXERCISING IDENTIFICATION

Moreover, the fact that it was an INTERNATIONAL experience was a significant differential for both players and Game Master.

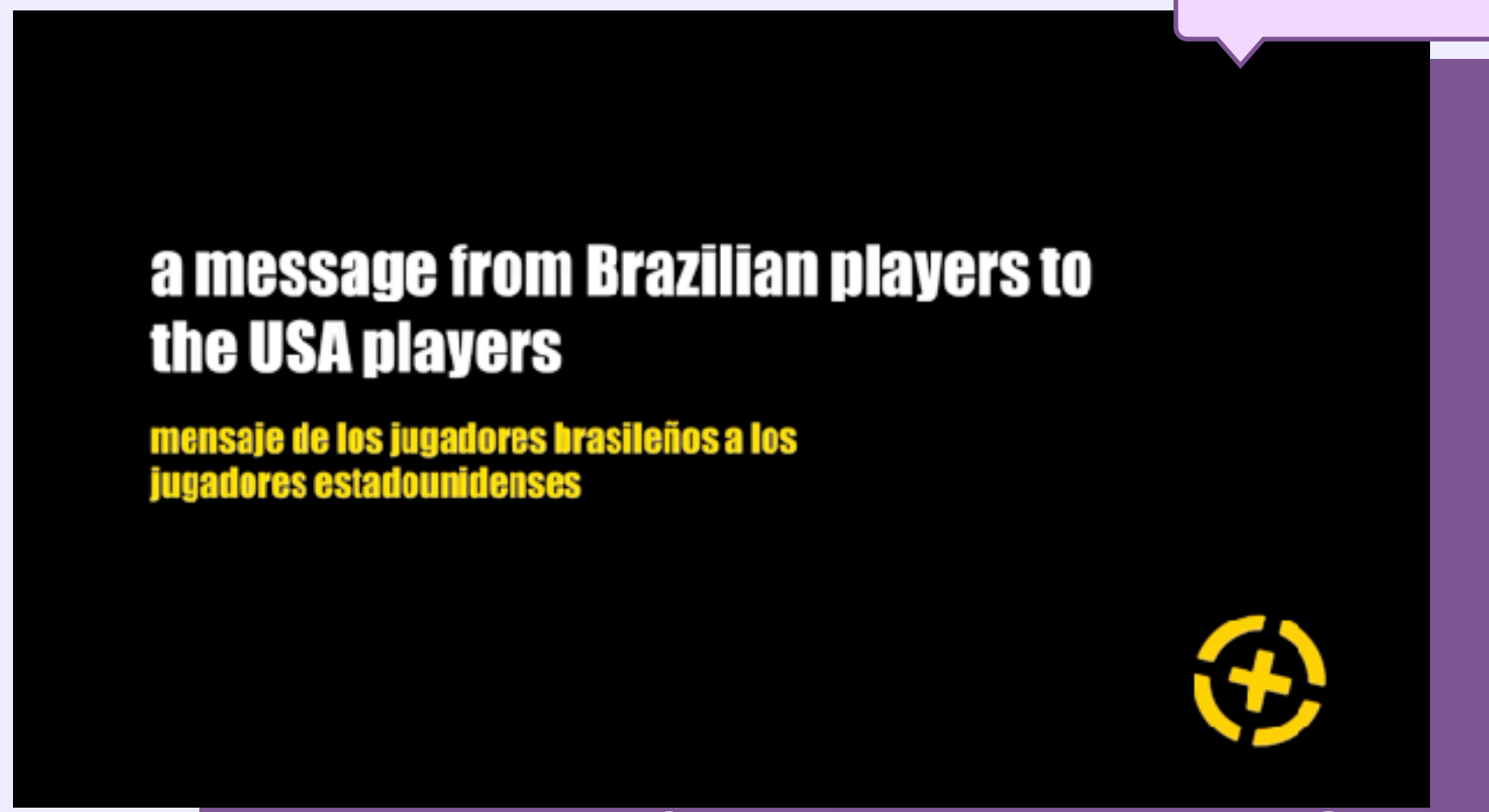
For Game Masters, having the opportunity to get to know the work of a foreign institution up close attracts attention.

For the Players, seeking identification with other young people from Brazil was something that also caught their attention. They had contact with players in Brazil through a video where these players told about their experiences with the game.

"The opportunity to work with a group internationally; we think of expanding activities globally and that was attention grabbing to me"
Game Master

"It is nice that they are people from somewhere else in the world, imagining other players around the world playing is exciting too."
@Lockmans League

"I saw the video that was sent from other players from Brazil, it was very interesting."
@Manis



2 videos from Brazilian Players to US Players

» AREAS OF IMPACT «

Methodology



BRINGING THE THRILL AND JOY TO THE TASKS

// EXCITEMENT

Engagement in the game happens primarily through the challenge, and the fun involved in feeling challenged. **FUN** was the word most associated with Journey X.

Feeling challenged, mission by mission, with a chill in the belly to achieve the goal within the time, made the players keep their spirits up and not give up easily.

Exciting Enlightening
Engaging Intriguing
Challenging **Nice Fun**

From zero to 5,
how much fun did you
have while playing
Jornada X?
4,2 ★
★ ★ ★ ★ ★

"it was very funny. The space of the website and levels to keep going and not giving up, I needed to get to level 6th" @ManisLeague

"It was fun and challeging to me" @Bear

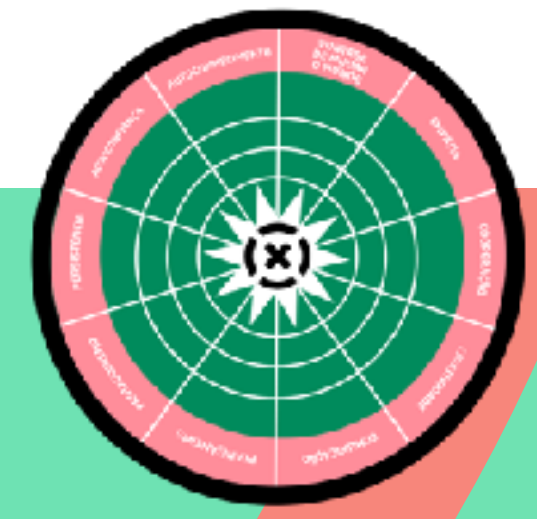
"The game aspect and the one week mission it was great, i was always looking forward to Monday." @ManisLeague

» AREAS OF IMPACT «

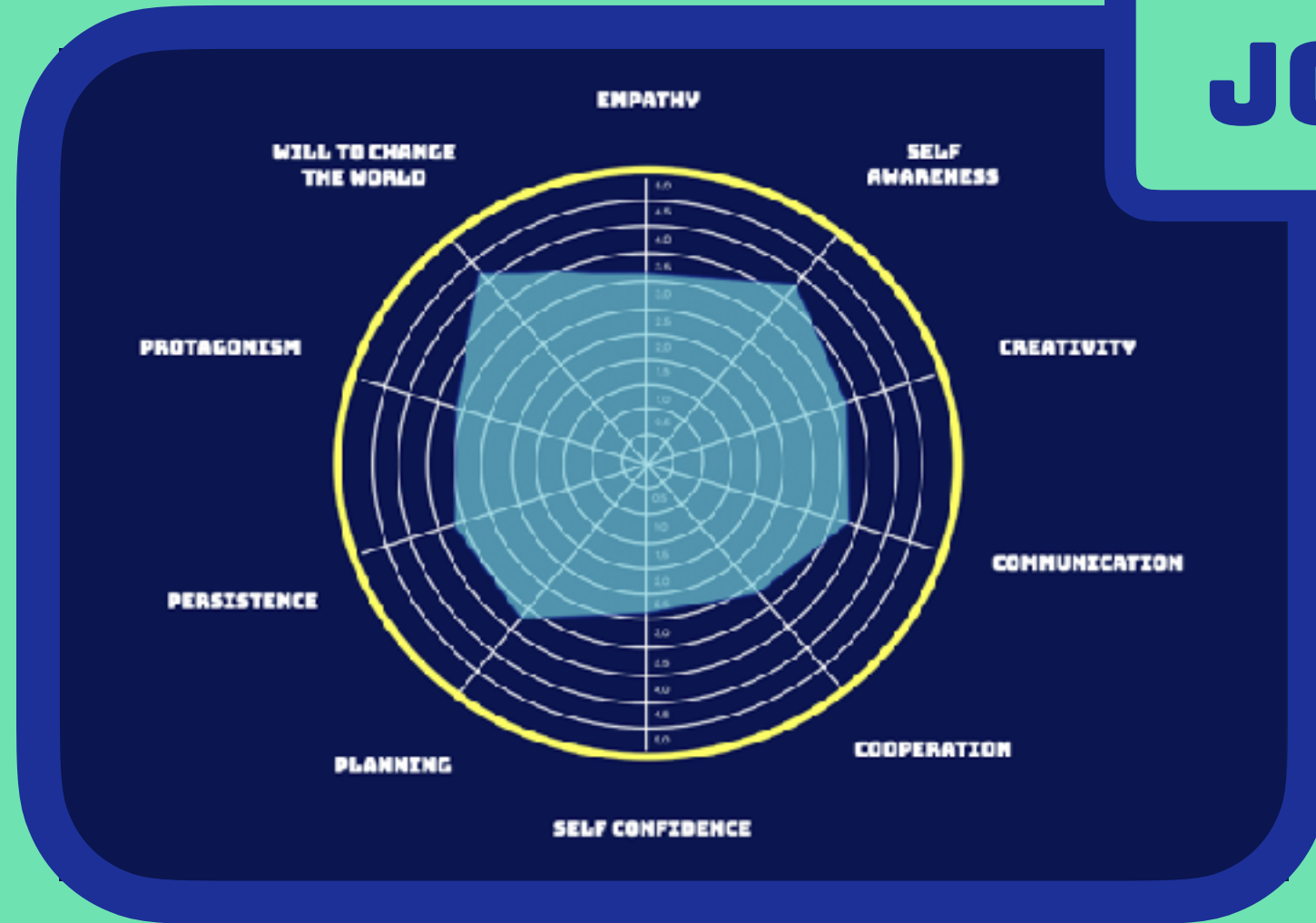
SOCIO-EMOTIONAL SKILLS



Another effect that young people report as having an important highlight of the experience, is the development of interpersonal skills and soft skills. Here we went back to the Wheel of Superpowers to better understand the effects of the game on these aspects, but we go further.



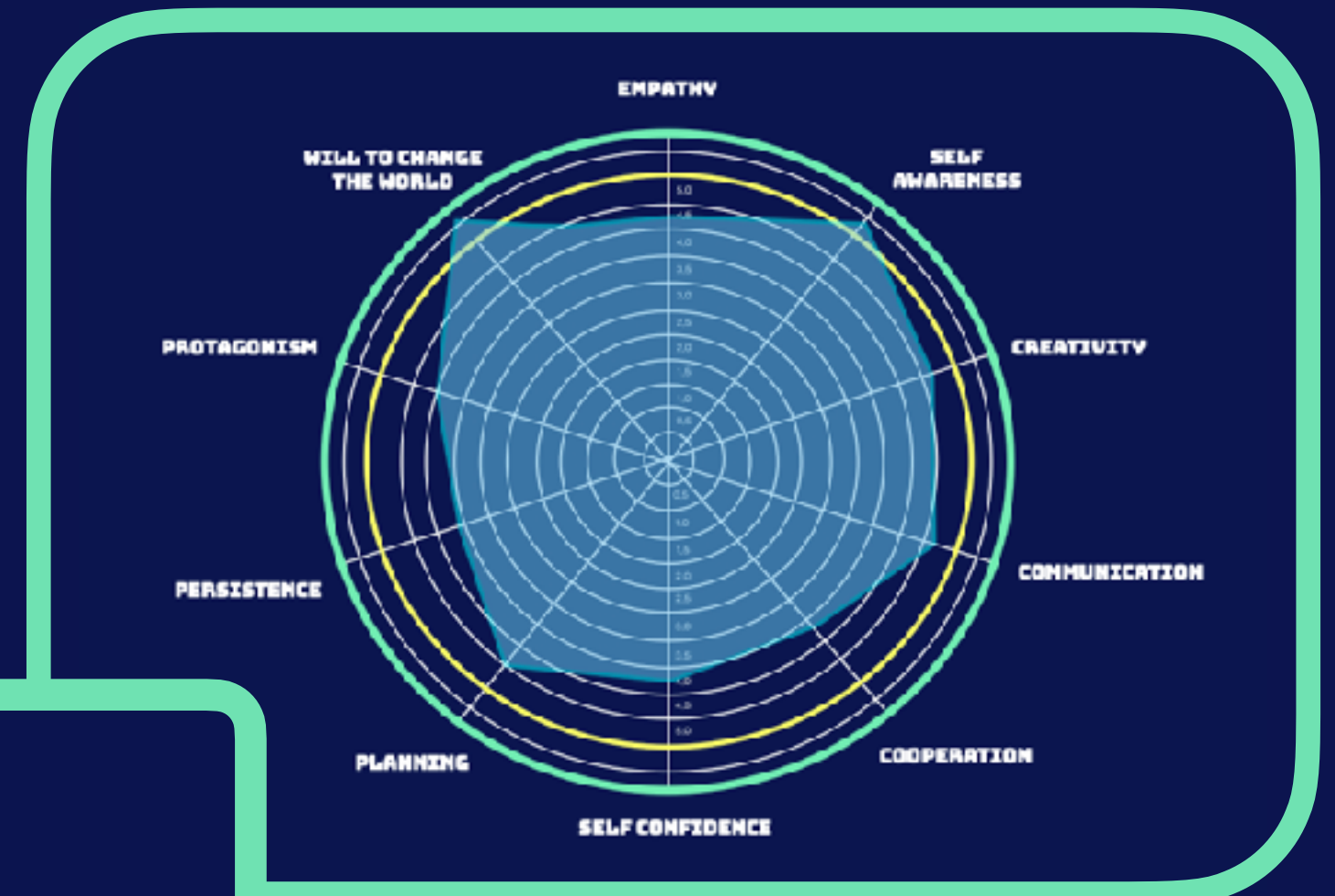
BEFORE JORNADA X



>> RANKING OF SUPERPOWER



AFTER JORNADA X



Remains the same



Improved a Little



It has improved a lot

Superpower	0	1	2
1. Will To Change The World	0	1	2
2. Communication	0	1	2
2. Self Confidence	0	1	2
2. Protagonism	0	1	2
3. Self Awareness	0	1	2
3. Creativity	0	1	2
3. Planning	0	1	2
4. Empathy	0	1	2
5. Cooperation	0	1	2
6. Persistence	0	1	2

» AREAS OF IMPACT «

socio-emotional skills



PRACTICING AND REVEALING LEADERSHIP

// THE POWER OF ACCOMPLISHMENT

Protagonism, Leadership, the ability to direct the League were cited by the players as skills used quite frequently.

We noticed that the Spurs Program Mentees ended up exercising the role of leadership in the League. Although, the sense of using determination and leadership skills was not restricted to them, being reported by other players in the League as well.

I asked the others the questions and I did the art and videos and post it on social media, and the others will just send the answers. Manis@Bear

Confidence

Self determined

Leadership Determination

Communication

70%

Of players felt empowered a lot by the Jornada X

"It made me feel extremely fulfilled because the tests were so big that we were given a freedom to do them, and we had such interesting ideas, I thought that was very good."

@Lockmans League

SELF-CONFIDENCE PROTAGONISM

are among the **2 weakest Super Powers** before the Journey, but which had the second greatest evolution

» AREAS OF IMPACT «

socio-emotional skills

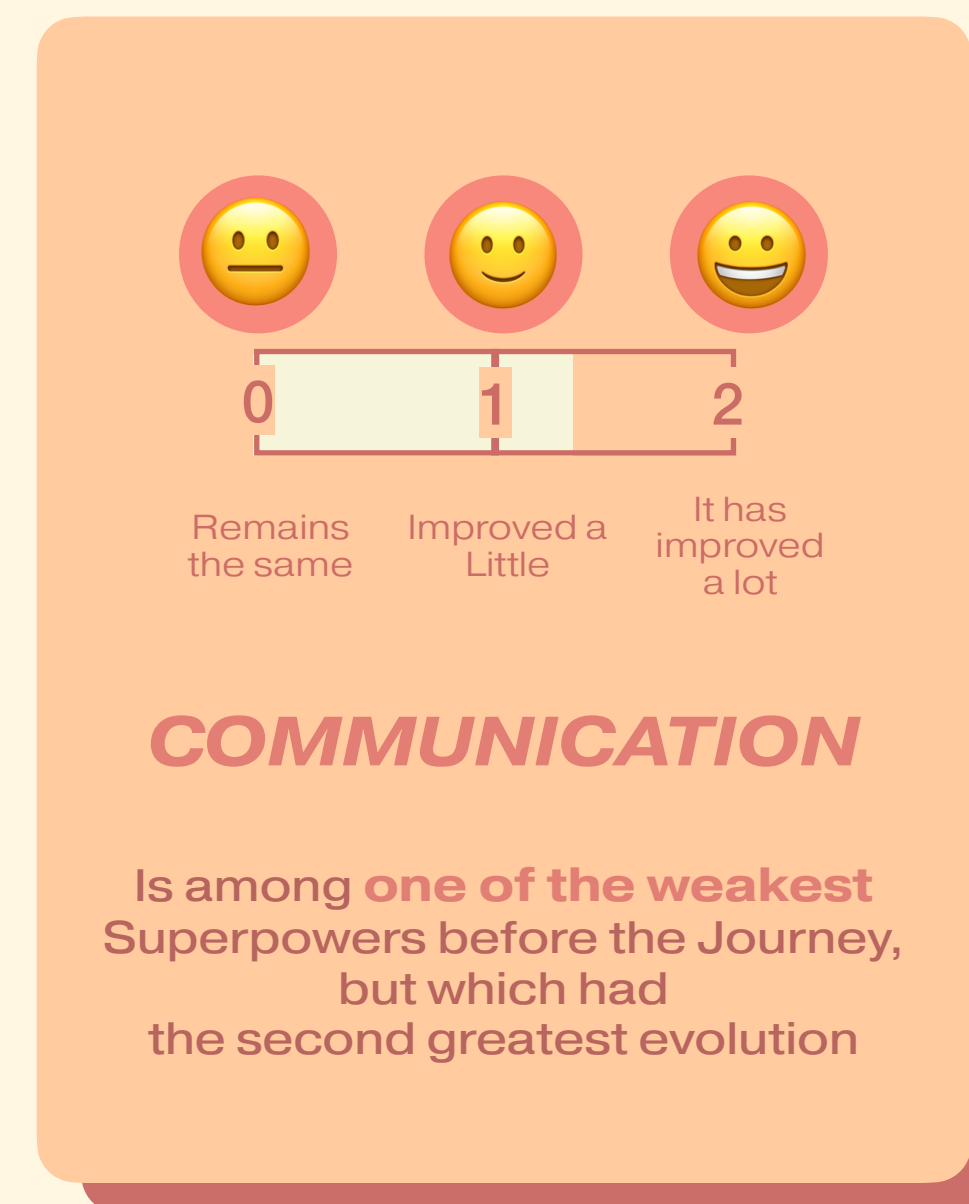


COMMUNICATION IS ALWAYS AN ISSUE TO BE OVERCOME

// ON AND OFF LINE

Communication was a big challenge that the Leagues had to deal with. This has been a trend in previous Journeys. It seems that young people tend to see communication as a weakness. For the Texas Pilot Players, Operation Antivirus 2 required a lot of this skill, especially when it came to DIGITAL COMMUNICATION.

"I needed to communicate everything we had researched and post it on Instagram so that other people could see what we were learning. I found this very interesting and useful @Madison On hills



"Communication I have to improve a lot."

@Manis League

SUPERPOWERS CHART *Previous Journey*

Wellness and Mental Health Journey 2020 & São Paulo Education Department Journey 2020
Communication is one of the weakest.

Game Test World Vision // 2019
Communication weakest superpower

*to ask them but it was the worst thing because they sometimes didnt text back. communication skills was the most hard.
@Bear*

» AREAS OF IMPACT «

socio-emotional skills

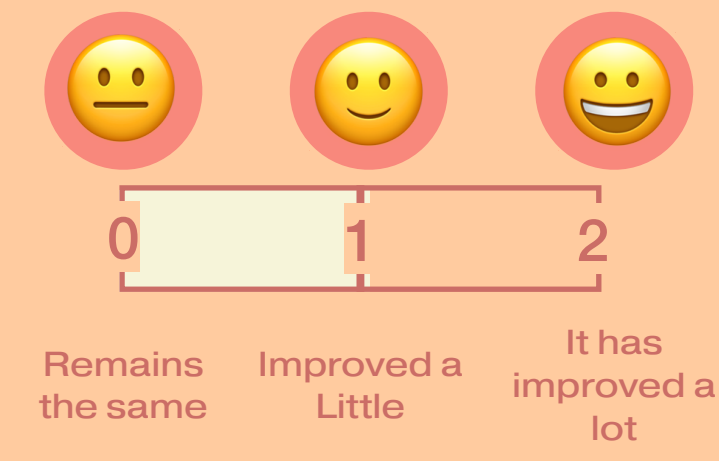


NEED TO REINFORCE COOPERATION

// DOING WITH

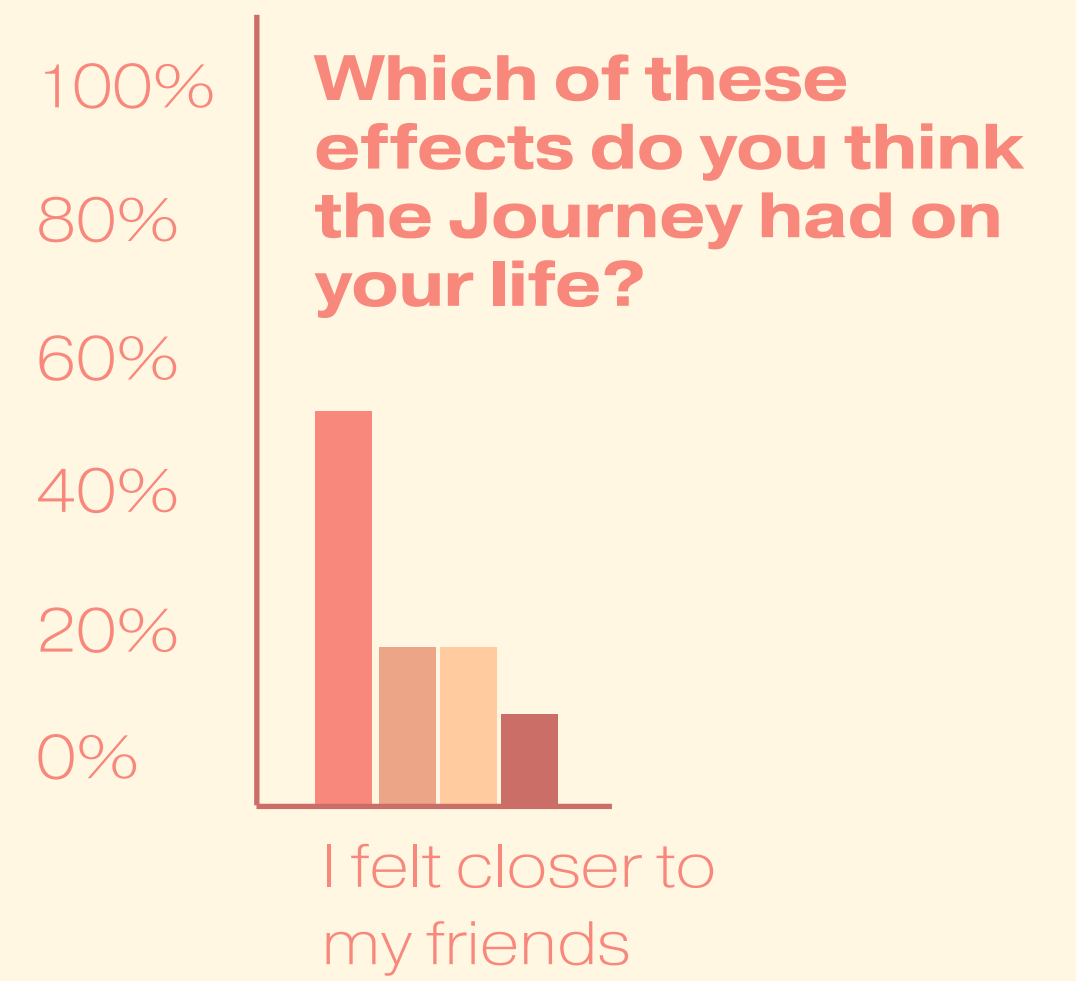
The fun of working in teams was one of the strengths of the Game. What we also saw is that on the one hand, the game seemed to appeal strongly to protagonism and leadership, and on the other hand, cooperation ended up being a little less strengthened.

The best part was spending time together, everybody having a good time, making the missions @Madison On Hills



COOPERATION

was **one of the weakest** superpowers before the Journey and one of the least developed over the course of the game



Had the highest rates of "more or less" and "a little"

■ A lot 😊 ■ More or less 😐 ■ A little 😬 ■ I don't know 😐

» MEANINGFUL TERRITORIES «

OTHERNESS



The game offered an opportunity for young people to exercise something that already seems to be a talent: the will for a better world. The novelty here seems to lie in their need to turn their eyes to those around them, and perhaps this is why it seemed that the task is simpler than it seems.



» AREAS OF IMPACT «

Otherness 

THE TALENT TO CHANGE THE WORLD

// PLATFORM TO ACT

The superheroes of Jornada X seem to arrive already nonconformist: From the very beginning of the game, the will to change the world was the strongest superpower. It is also the superpower that is most developed during the journey.

Community Helping
Collaborative Awareness
Ressources

80%
Of players thought that Jornada X helped them a lot to feel useful helping people

"I love helping people, Jornada X got us to the community, to got out there. Other projects we participated before is more focus on you."

@Manis



WILL TO CHANGE THE WORLD

It is the Superpower **most strengthened** by those who play the game

» AREAS OF IMPACT «

Otherness



PERCEIVING THE OTHER AND FEELING PART OF IT

// EMPATHY

Immersing themselves in the social context, realizing that the people around them live different realities and that they need help was another discovery that the young people made.

Game Masters also report as a positive impact the possibility of being by the side of the young people and available to help them in their trajectories.

I would say it's the ability to empathize with others was very strong. I could never imagine the mental health problems that the people in charge of the answering service could go through.

90%

Of players thought that Jornada X helped them a lot to feel closer to their community

"It made me think more about people in my community, before i was hoping people were ok but this experience showed me how to reach out and actually help."

@Manis

*It was very gratifying to see the players getting the tasks done, and accomplishing. I liked to know that we can help them go from adolescence to adulthood;
Game Master*

» AREAS OF IMPACT «

Otherness



CHANGING THE WORLD IS EASIER THAN IT SEEMS

// AND IT'S ADDICTIVE

The Players spoke of the discovery of simplicity in changing the world as a tone of EUREKA! The testimonials point to a path of no return, a willingness to keep doing, once they have learned the way to create a better world.

"I think it's so crazy how you see change can happen. Because it seems like nobody is doing anything or there is somebody doing it. But once you start to get closer it's like 'oh wow' it sounds very interesting. It's just crazy how easy the things could be."

You realize that it is simple, and it makes you want to do more.

***"You don't need to be super awesome.
You can help people anyways."
@Madison On Hills***

» IMPACT OVERVIEW «

METHODOLOGY



A DIFFERENT WAY TO LEARN AND ACT

CONNECTING WITH MULTICULTURALIST ASPECTS

BRINGING THE THRILL AND JOY TO THE TASKS

OTHERNESS



SOCIO-EMOTIONAL SKILLS



PRACTICING AND REVEALING LEADERSHIP

NEED TO REINFORCE COOPERATION

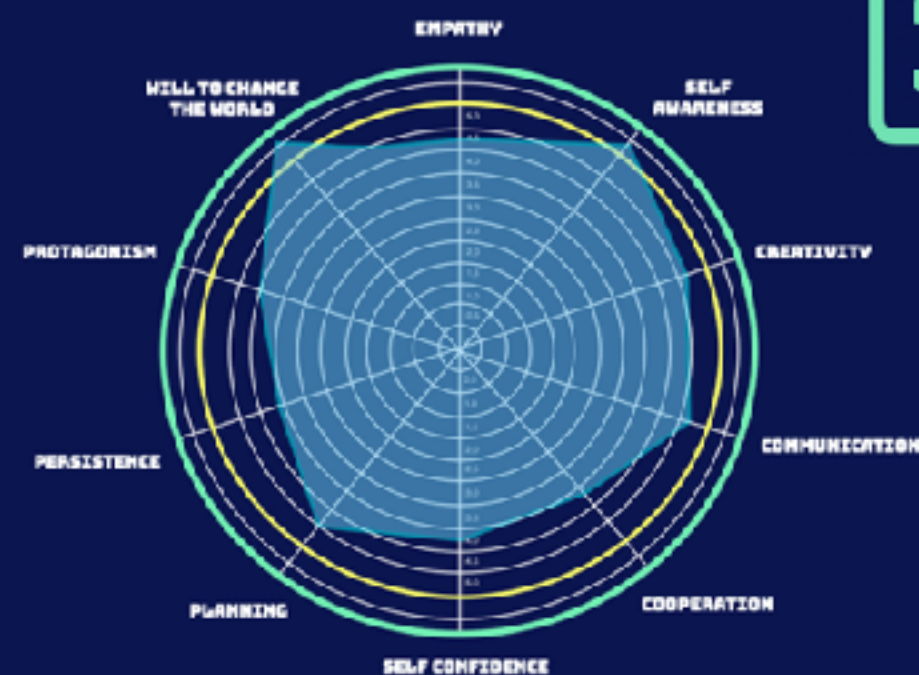
COMMUNICATION IS ALWAYS AN ISSUE TO BE OVERCOME

PERCEIVING THE OTHER AND FEELING PART OF IT

THE TALENT TO CHANGE THE WORLD

CHANGING THE WORLD IS EASIER THAN IT SEEMS

AFTER JORNADA X



	Remains the same	Improved a little	It has improved a lot
1. Will To Change The World	0	1	2
2. Comunicação	0	1	2
2. Self-Confidence	0	1	2
2. Protagonism	0	1	2
3. Self Awareness	0	1	2
3. Criatividade	0	1	2
3. Planning	0	1	2
4. Empatia	0	1	2
5. Cooperação	0	1	2
9. Persistência	0	1	2

70%

Of players felt empowered a lot by the Jornada X

80%

Of players thought that Jornada X helped them a lot to feel useful helping people

90%

Of players thought that Jornada X helped them a lot to feel closer to their community

From zero to 5, how much fun did you have while playing Jornada X?

4,2 ★



100%

of the Players affirmed that they enjoyed participating in the Jornada X

How likely are you to participate in Jornada X again?

4,2 ★



How likely are you to recommend Jornada X to a friend

4 ★

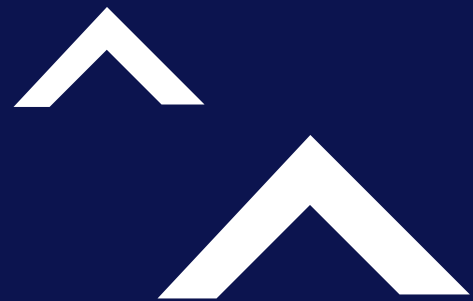
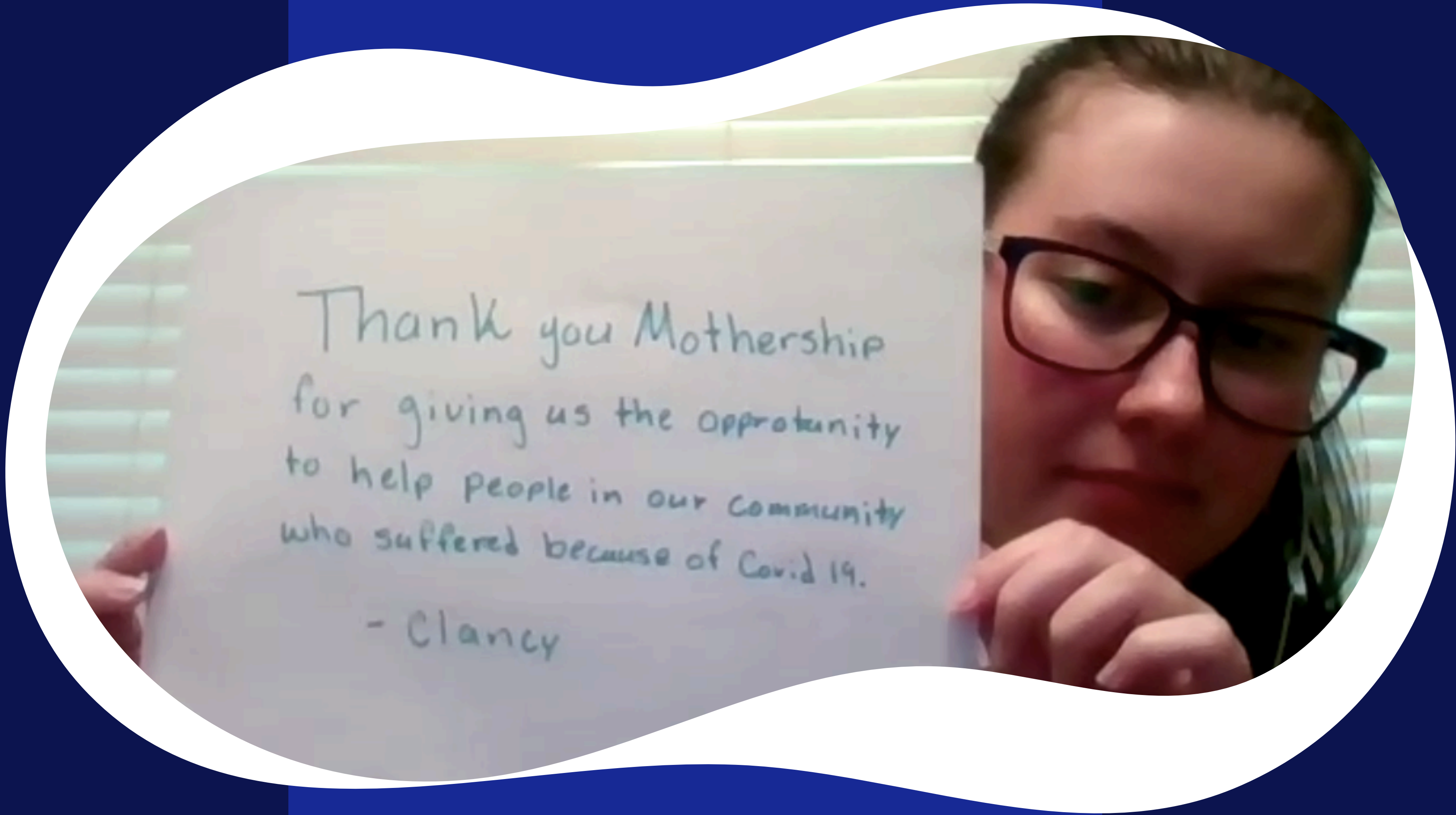


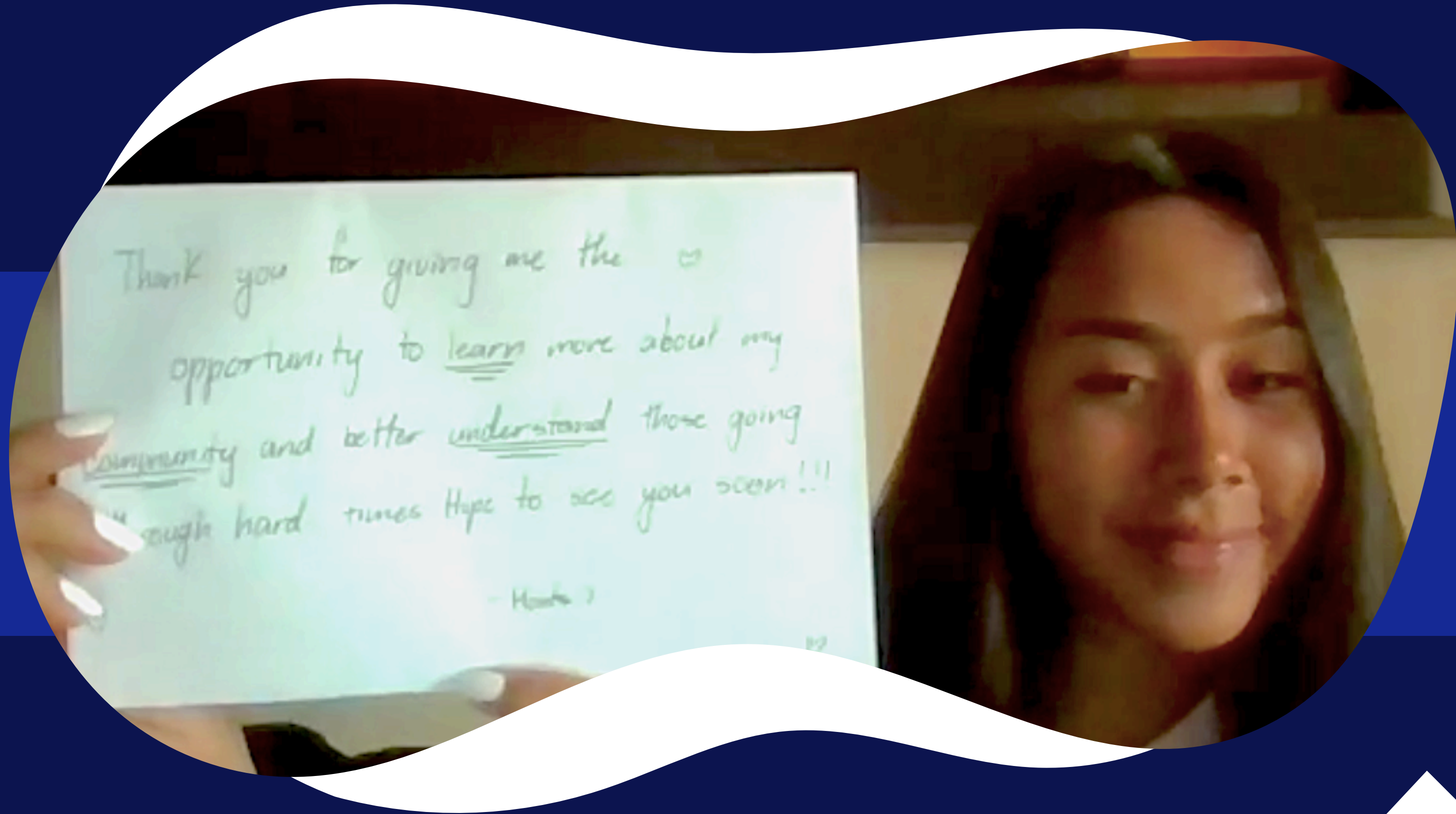


At the end we asked the Players to leave
a **message** for the Mothership

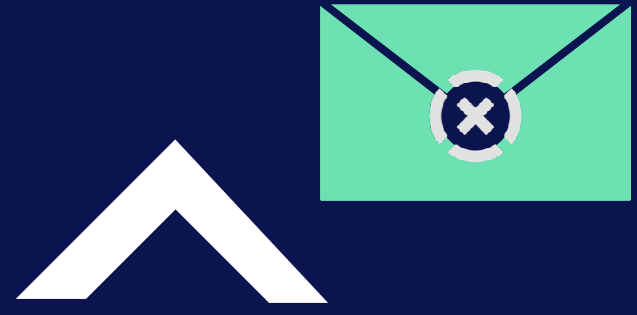














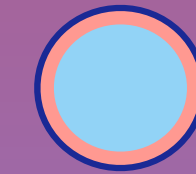
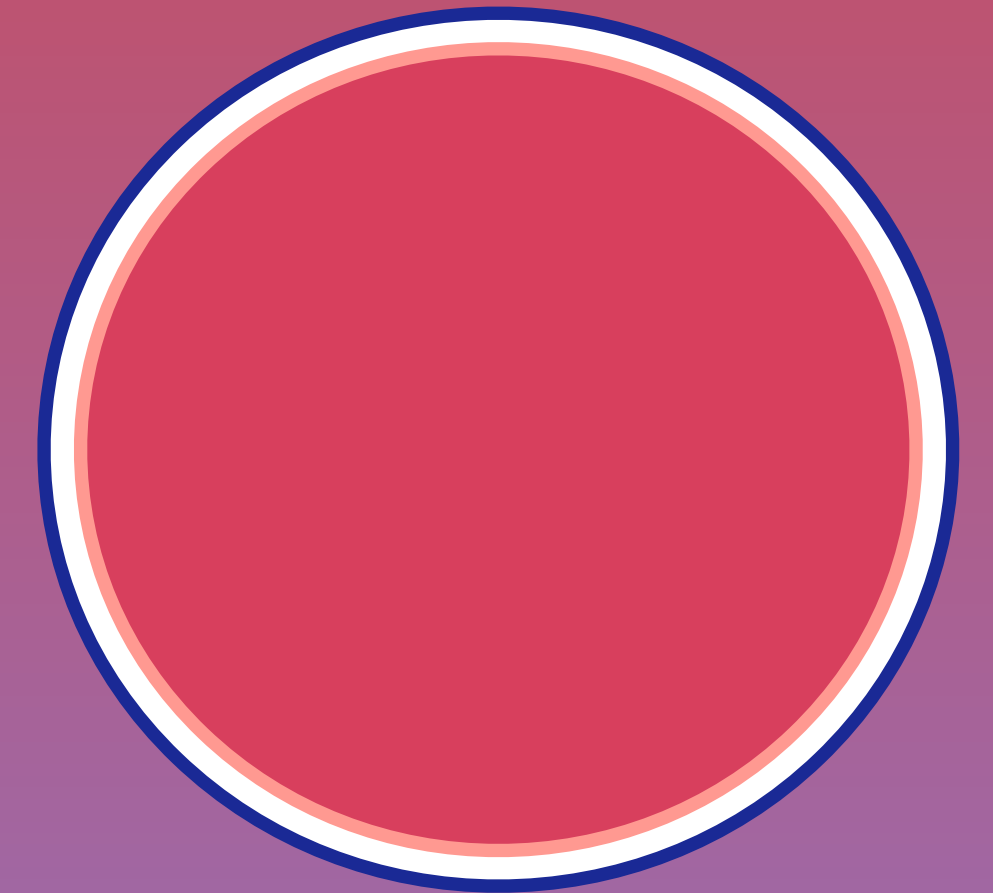
WHAT COULD BE FURTHER EXPLORED?

What questions come to your mind?

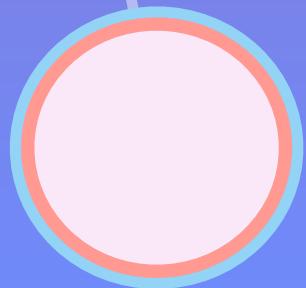
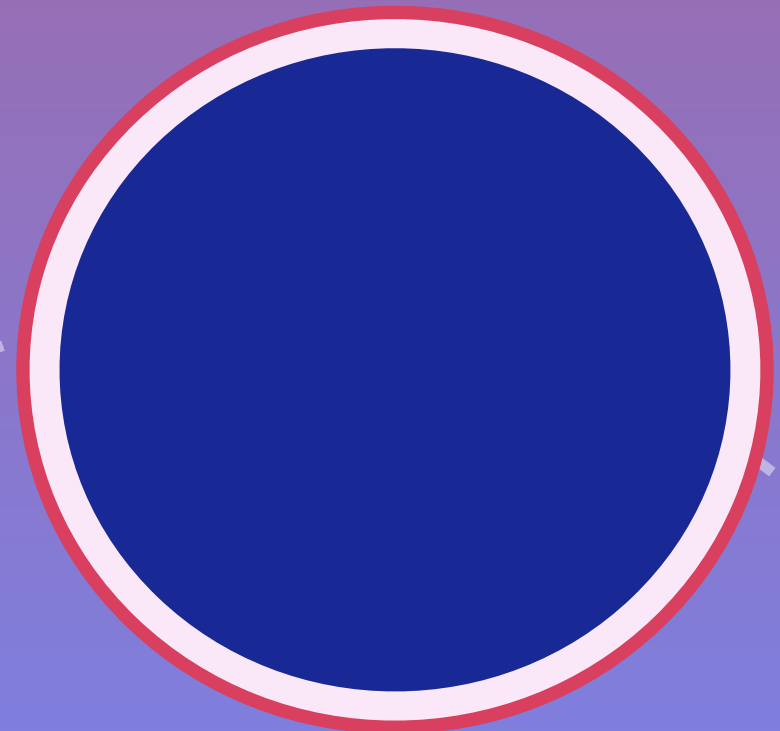
What surprised you?

What could be more explored?

What opportunities you see in place?



PLAYABILITY



PLAYABILITY



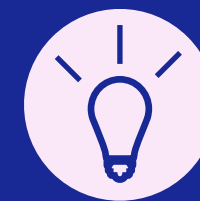
We understand Playability as the **fluidity** of the Game experience through the perspective of the two main characters in the Game: the Game Masters and the Players. They have their own trajectories, and fulfill different objectives within the game. Through interaction with the game, we understand playability by analyzing :



STRENGTHS



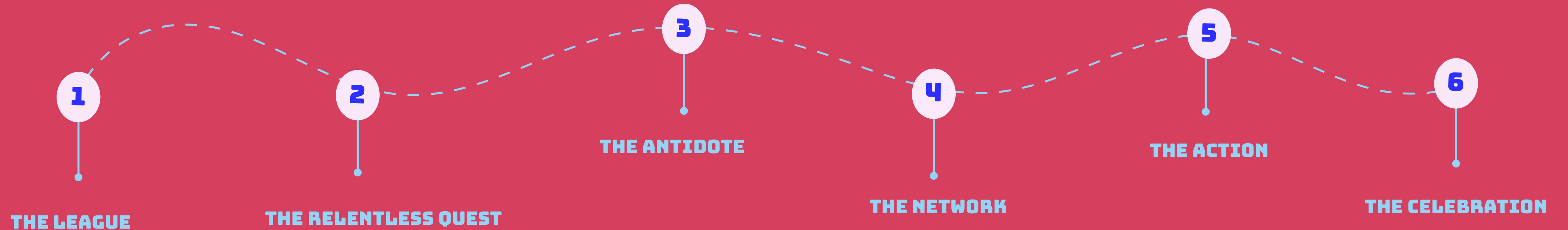
OBSTACLES

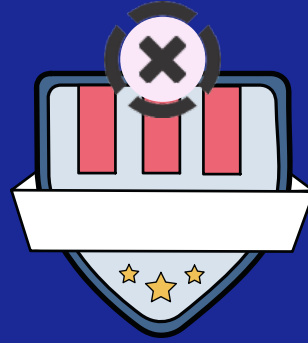


RECCOMENDATIONS



THE GAME THEY'VE PLAYED





THE LEAGUE

- >> CREATE AN INSTAGRAM
- >> RECORD A TIK TOK
- >> FOLLOW JORNADA X

The kickoff is full of excitement and anticipation. Young people come into contact with the magical universe of Journey X.

They need to engage their friends, which is not always easy, especially since it may not be so easy to explain what Journey X is.

"I needed to use the ability to talk to my friends and to put all together" @LigaBear

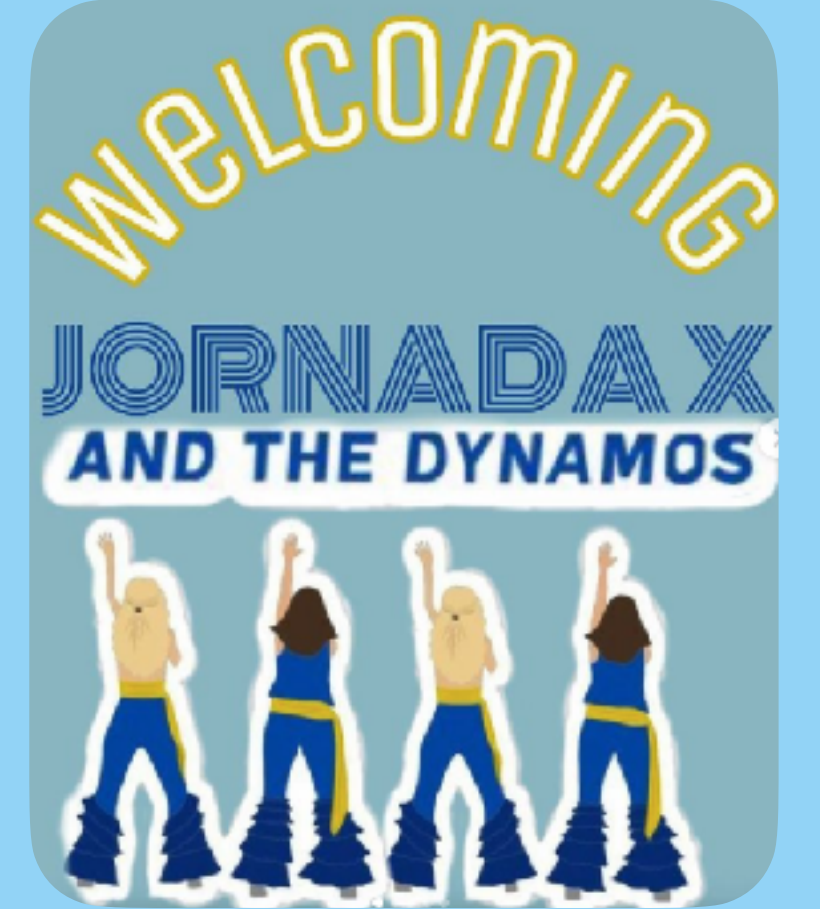
@XLiga Madison On Hills



@XLiga The Foundation

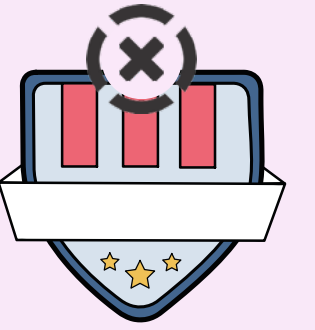


@XLiga Dynamos



@XLiga Runners





THE LEAGUE

- >> CREATE AN INSTAGRAM
- >> RECORD A TIK TOK
- >> FOLLOW JORNADA X



STRENGTHS

- >> Using Instagram and TikTok was engaging
- >> Logbook is a safe platform to share your views
- >> Relationship with the Mothership on Instagram

- >> Enter the magical universe of the Journey
- >> Fun of putting everybody together
- >> Having fun making the video presentation

*"Having all the members of the league singed up was amazing, to make them to do this"
@ManisLeague*



OBSTACLES

- >> Help needed to explain and convince Their friends to play
- >> The summer period hindered the availability of friends to participate in the game

*"I just couldn't have 4 friends only had 2, I tried to invite more people but it's summer and everyone's times are very busy?"
@MadisonOnHills*



RECCOMENDATIONS

- >> Mothership to boost the Leagues' presentation videos
- >> Helping the players in inviting and convincing their friends, especially to clarify the proposal in a funny way
- >> Avoid starting a new Jornada X in vacations time

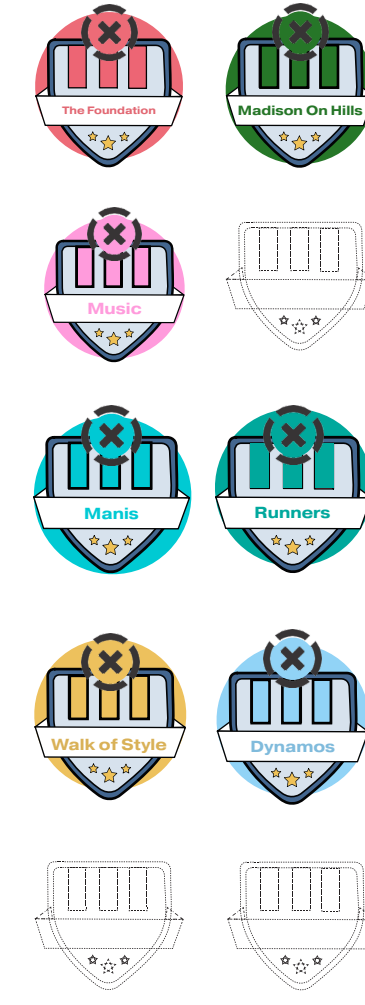
ENGAGEMENT CHART

mission 1 THE LEAGUE

Form a League and Create the Logbook



Make a TikTok presentation



Follow Jornada X



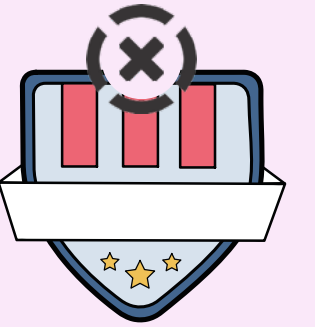


THE RELENTLESS QUEST

- >> SEARCH ABOUT IMPACTS OF COVID 19
- >> CHOOSE TRUSTFULLY FONTS
- >> WATCH AND CHOOSE 1 CHALLENGE

The freedom to choose a challenge to call your own. The possibility of using the digital platform to spread the learnings. The need for greater contact with the game site, which engages, but also should fix some bugs.

*"We had some ideias about the data of the covid, but the mental health rate were very high during covid so this was something new to know."
@Madis On Hills*



THE RELENTLESS QUEST

- >> SEARCH ABOUT IMPACTS OF COVID 19
- >> CHOOSE TRUSTFULLY FONTS
- >> WATCH AND CHOOSE 1 CHALLENGE



STRENGTHS

Feeling of contributing to the knowledge of friends and other people

Choosing the challenge brings greater identification and willingness to work on it

The challenges were related to their reality

*It was clear, no doubt, we had good sources so it was more finding the information that was important.
@ManisLeague*



OBSTACLES

>> Choosing the topic before doing the research on Covid in general terms could have been more interesting.

"It took me a bit longer to see the videos, it could be good if the 3 video could be already in the card." @LigaBear



RECCOMENDATIONS

>> Start the game by choosing a challenge and tie the rest of the game to it.

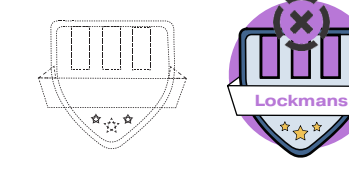
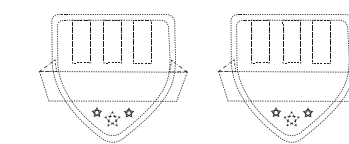
>> The Mothership could reflect to the players how many people are viewing and liking the posts from all the Leagues during this mission, strengthening the engagement that happens because of the sense of contribution coming from the shared information.

ENGAGEMENT CHART

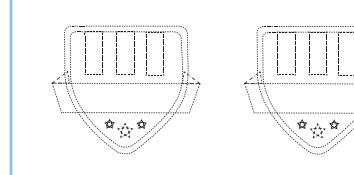
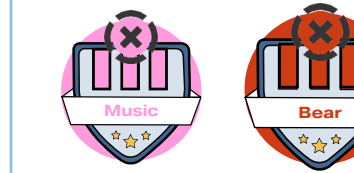
mission 2

RESTLESS QUESTION

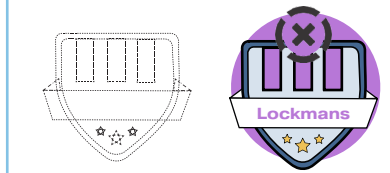
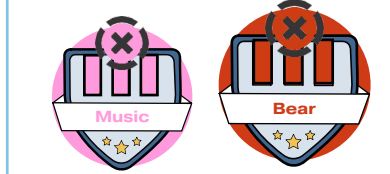
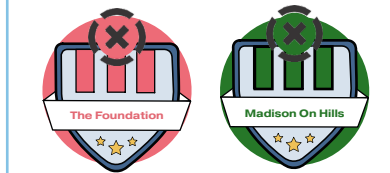
Get informed about the impacts of Covid and post about it



Watch the challenge videos



Choose one and post



xleaguerunners

Enviar mensagem



Our elderly population is amongst the most vulnerable and is therefore most susceptible to sharing fake news. People ages 65 and older are more likely to spread fake news online according to a study done by New York University's Social Media and Political Participation Lab and Princeton University. A reason for this could be due to more eye catching headlines or seemingly "share worthy" news that is not based in fact. Although the elderly are not likely to benefit from common solutions to implemented in schools, it is important to note that older people are not beyond reach. Simply sharing PSA's about common fake news stories or talking to grandparents and other older figures in your life can greatly reduce any confusion that may be caused when coming across fake news.

THE ANTIDOTE

- >> CHOOSE 3 BENEFICIARIES
- >> PICK ONE
- >> POST THE SOLUTION

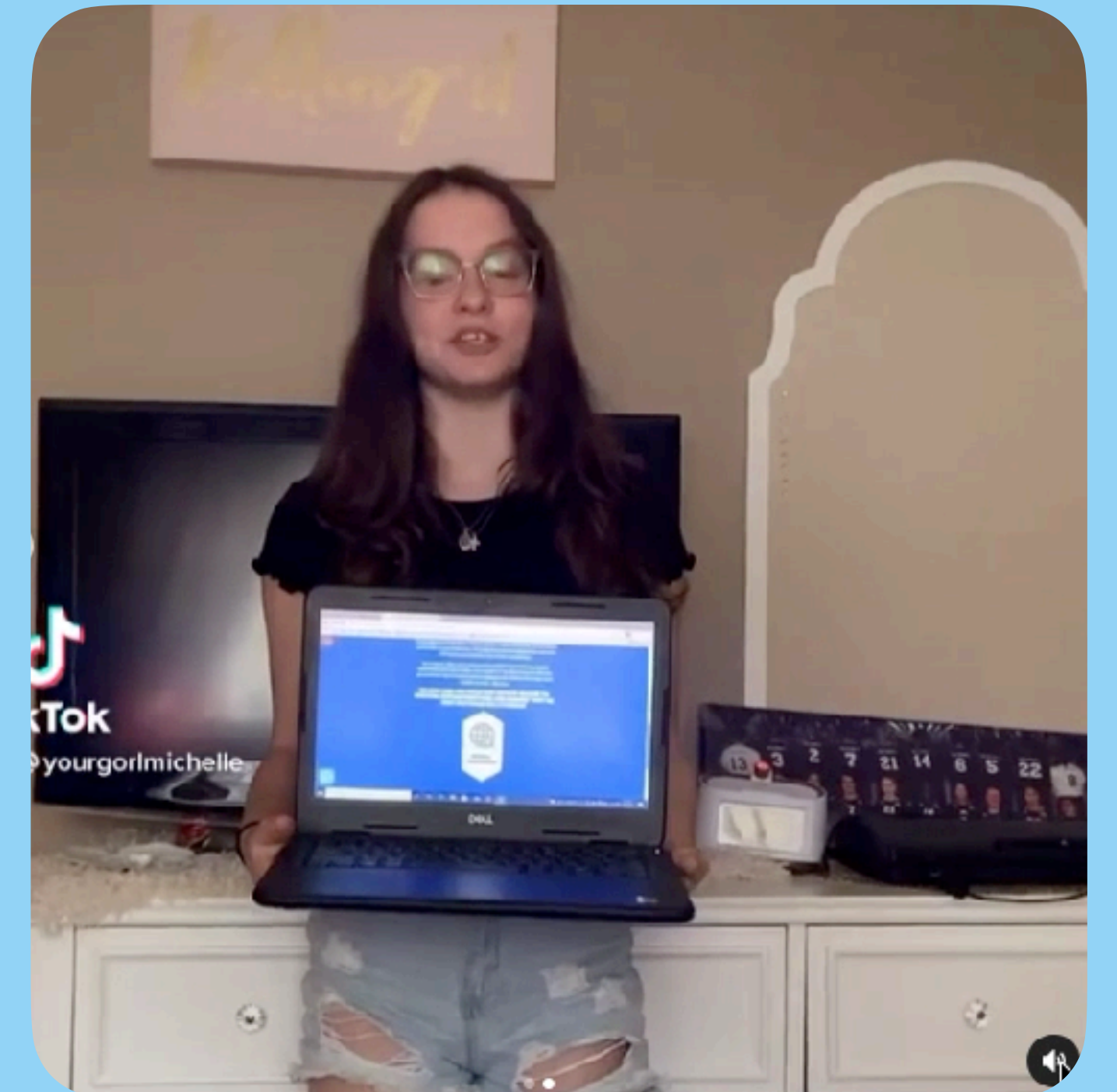
Is it the final mission?
Some kids thought that the game ends here, and it was the final action. Because of the difficulty of finding beneficiaries, many have turned to their closest network, friends and family. The vague text hinders engagement.

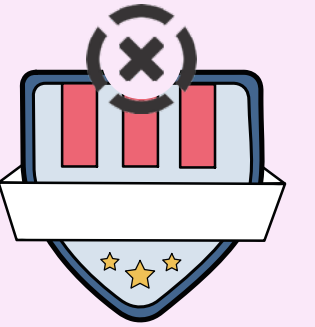
"This is the one i liked the most, it was fun and challeging to me, to think about the solutions"
@League Bear

@XLiga Lockmans League



@XLiga Madison On Hills





THE ANTIDOTE

- >> CHOOSE 3 BENEFICIARIES
- >> PICK ONE
- >> POST THE SOLUTION



STRENGTHS

- >> Performing a small-scale action
- >> Anticipating the feeling of making an impact in the community
- >> Thinking of collective solutions

I asked everyone for interview. I learned the roumos that I never heard. @ManisLeague



OBSTACLES

- >> Some lack of understanding about the terms of the mission: beneficiaries.
- >> The holidays of the institutions' beneficiaries

*it was clear but 'beneficiry' was a word that i didnt know but it was clear.
@Madison On Hills*



RECCOMENDATIONS

- >> Clarify that this is not the final mission
- >> Clarify the meaning of beneficiary
- >> Helping to make a connection between the stories that the players would hear from the institutions and the solution that should be created.

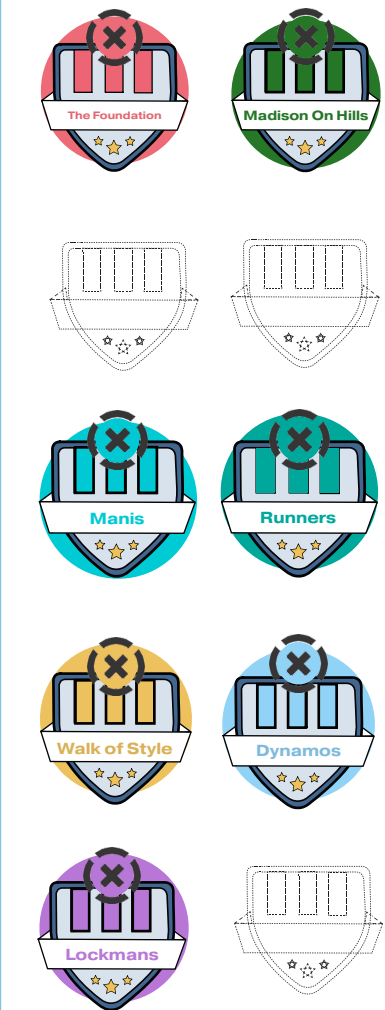
ENGAGEMENT CHART

mission 3 THE ANTIDOTE

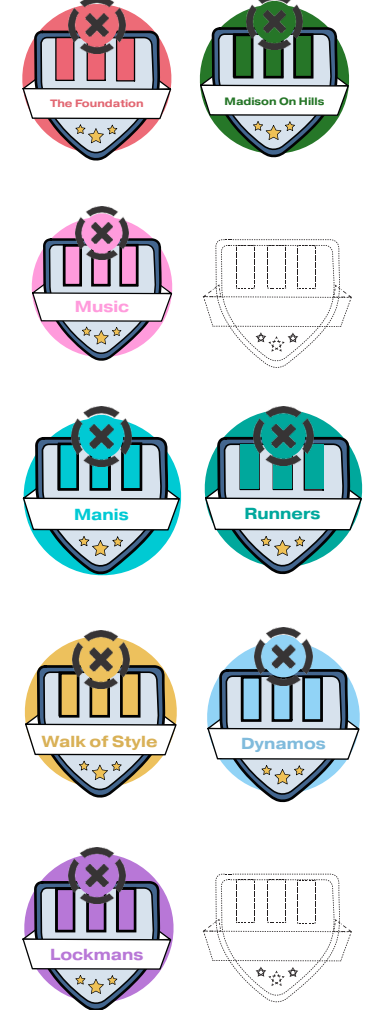
Choose the candidates to become beneficiaries: 3 people or local institutions. Listen their stories



Pick one beneficiary and research the best solutions to solve their problem



Create a TikTok video about the solutions and share it on your social media



THE NETWORK

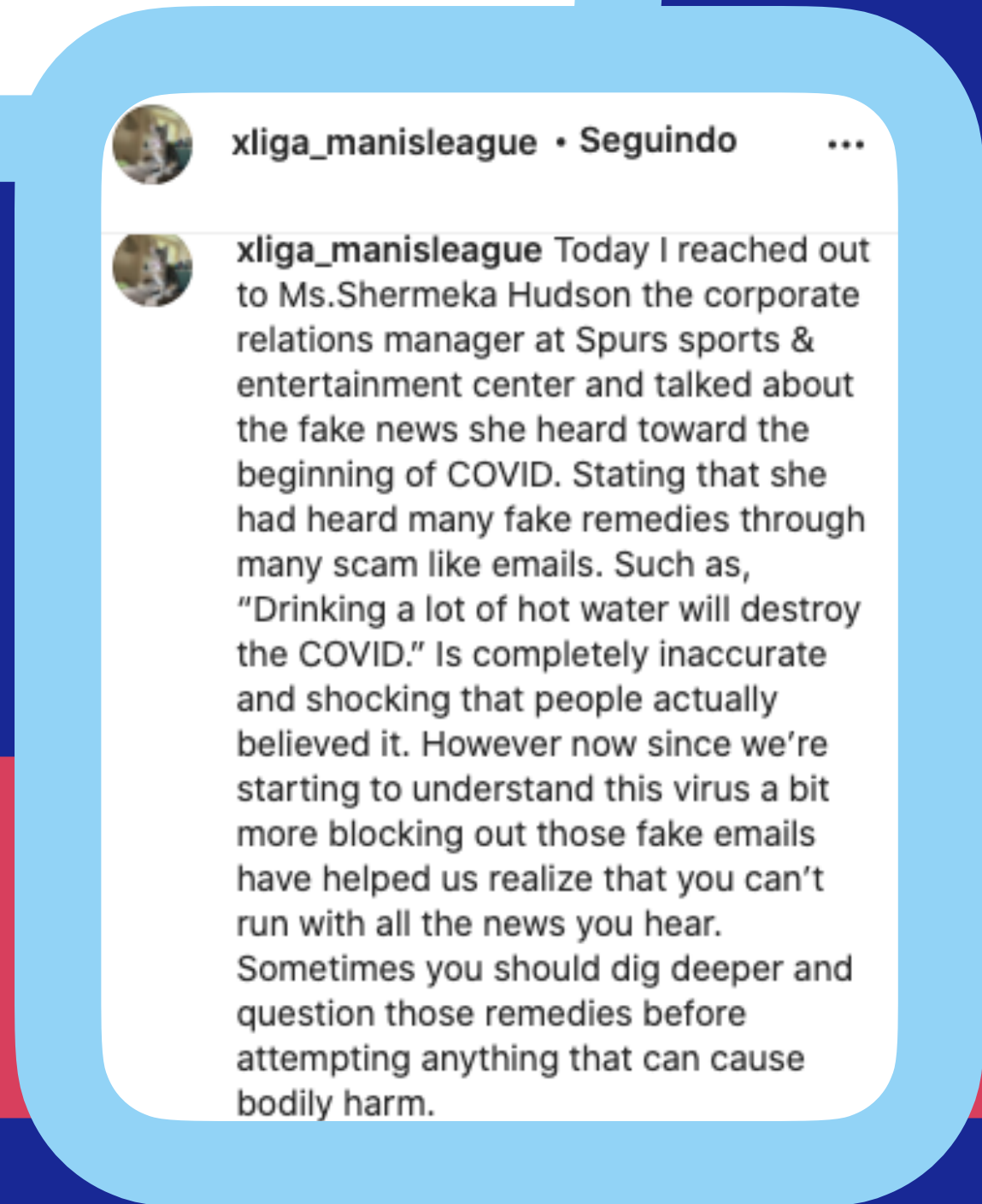
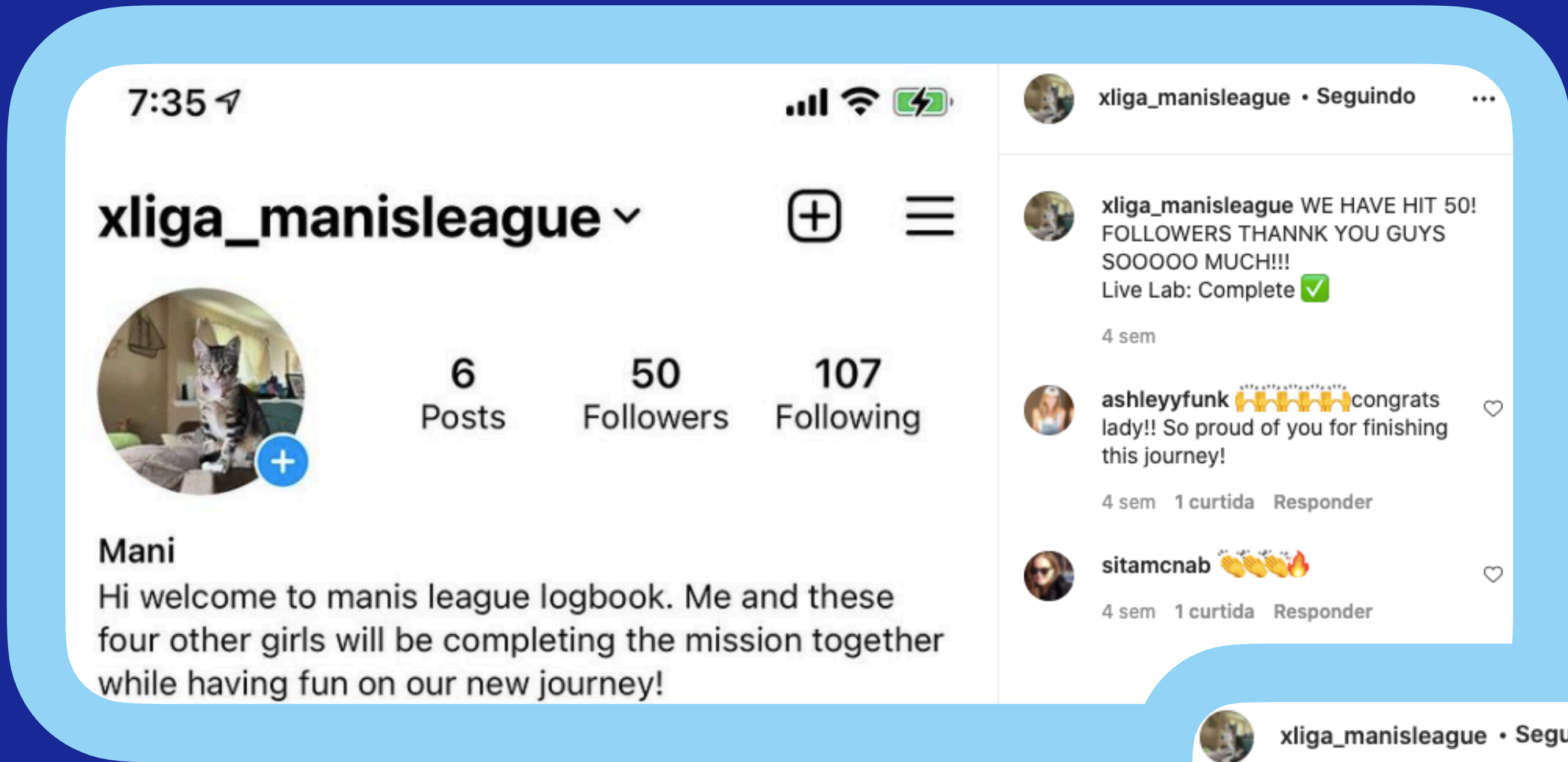
- >> ENGAGE 50+ FOLLOWERS
- >> CONVINCING 1 EXPERT TO HELP
- >> POST THE EXPERT'S ADVICE

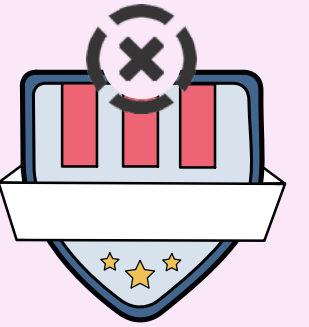
Engaging 50 people doesn't seem that easy, and doing it in the middle of the game may have stalled some leagues.

An Instagram with little posts is also not as engaging on its own.

Sharing the expert's advice ends up going unnoticed in the player's recollection of this stage of the game.

"Its hard because people do not follow me back but Ashley help me a lot. "
@XLiga_Manis League





THE NETWORK

- >> ENGAGE 50+ FOLLOWERS
- >> CONVINCING 1 EXPERT TO HELP
- >> POST THE EXPERT'S ADVICE



STRENGTHS

- >> **Close connections with people who are important references in the community**

*"The expert was a mentor of one of the girls from the league. It was great to know more about this."
@Madison On Hills*



OBSTACLES

- >> **Not knowing how to ask for help from friends to complete the task**
- >> **Failed attempts to get followers**
- >> **It was not very clear to understand what or who the expert was**

*i think that Jornada X could help the small league to promote the missions and the posts so we can get 50 followers cause it was hard.
@LigaBear*

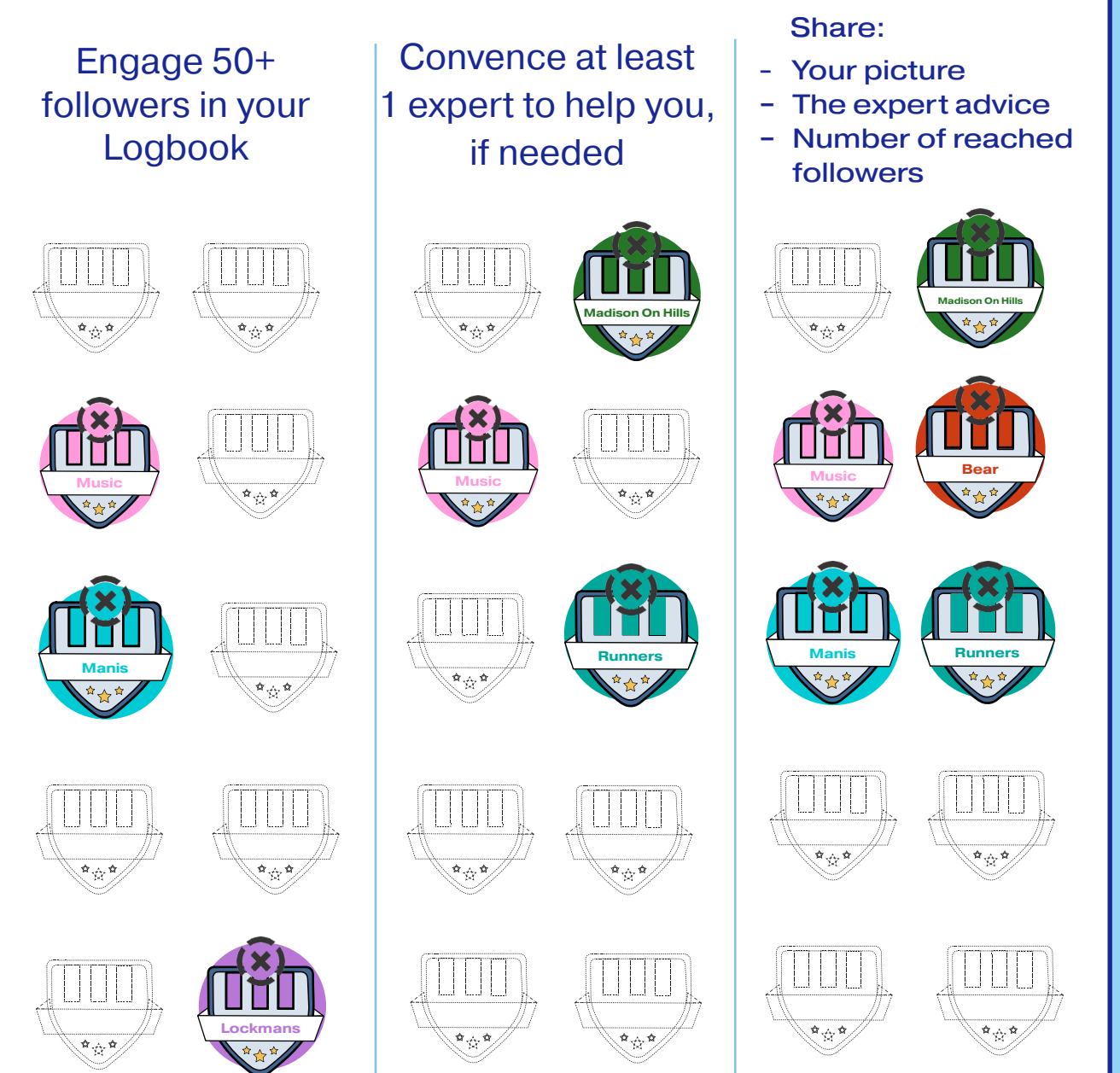


RECOMMENDATIONS

- >> **Create a way to support the players to reach the proposed number of followers.**
- >> **Clarify who the expert is and in what help is needed**
- >> **Helping making a connection between the solution and the expert advice.**

ENGAGEMENT CHART

mission 4 THE NETWORK



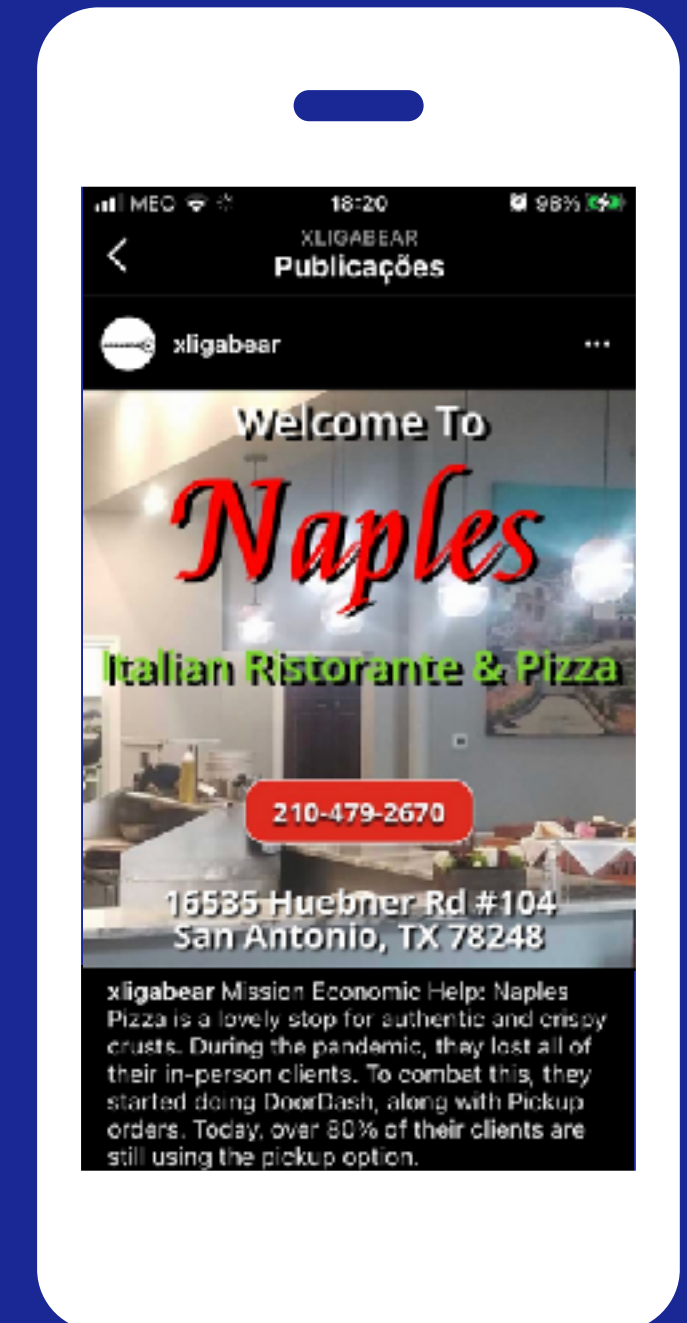
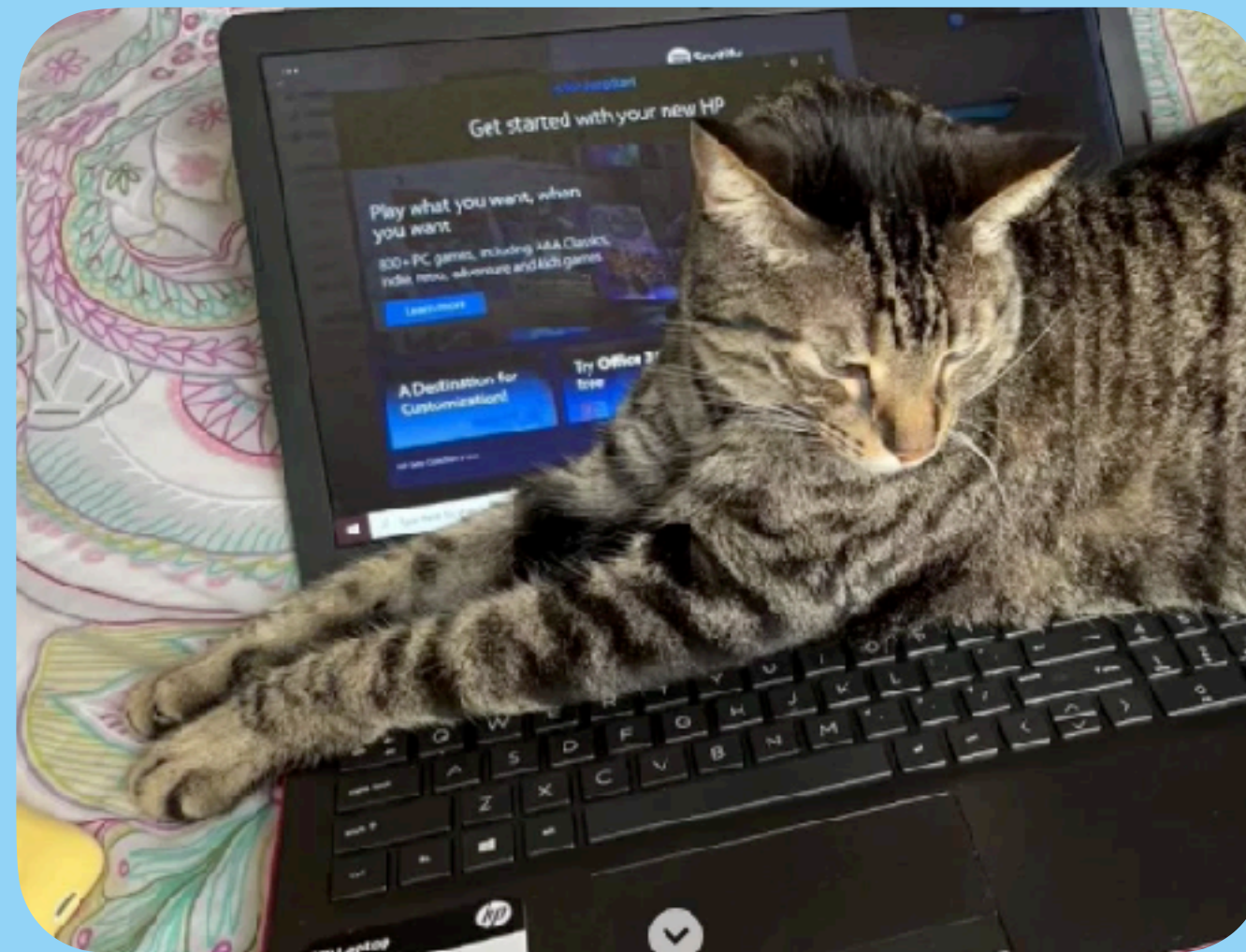
THE ACTION

- >> PLAN THE ACTION
- >> RELY ON YOUR NETWORK
- >> RECORD THE ACTION

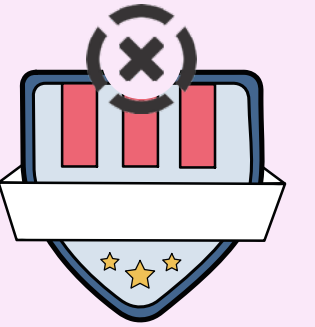
In an epic battle, many are left behind. And the reasons are many. Persistence is needed, and often the GM's help will be fundamental in accomplishing the task.



*"My team and I cared for a senior citizen in this covid time of need."
@XLigaThe Fondation*



@XLiga Bear



THE ACTION

- >> PLAN THE ACTION
- >> RELY ON YOUR NETWORK
- >> RECORD THE ACTION



STRENGTHS

- >> The feeling of coming to the end of the game.

To keep in mind that we were coming to the end, and that what we were doing could help the other was what helped us the most in this letter.
@Madison On Hills



OBSTACLES

- >> Need close support from the Game Master, or another adult
- >> No time and space for Plan B

"Our guest canceled at the last moment, and we were at a loss."
@Lockmans League



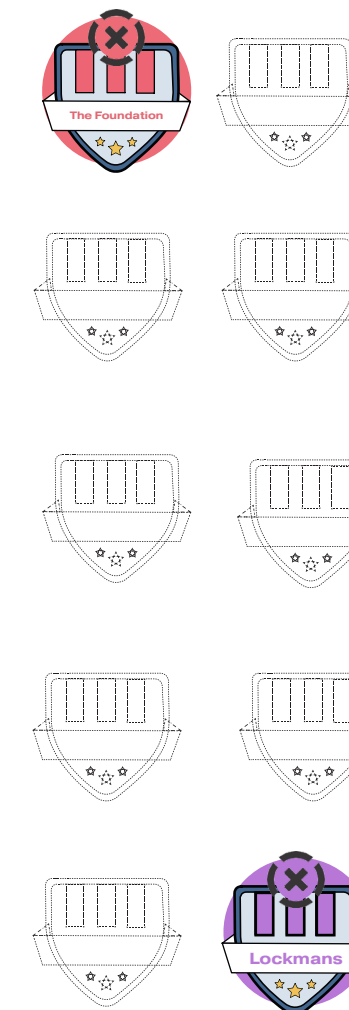
RECCOMENDATIONS

- >> Reinforce the feeling that you are close to reaching the great goal
- >> Keep the Game Masters on the alert as their help will be needed more than ever.

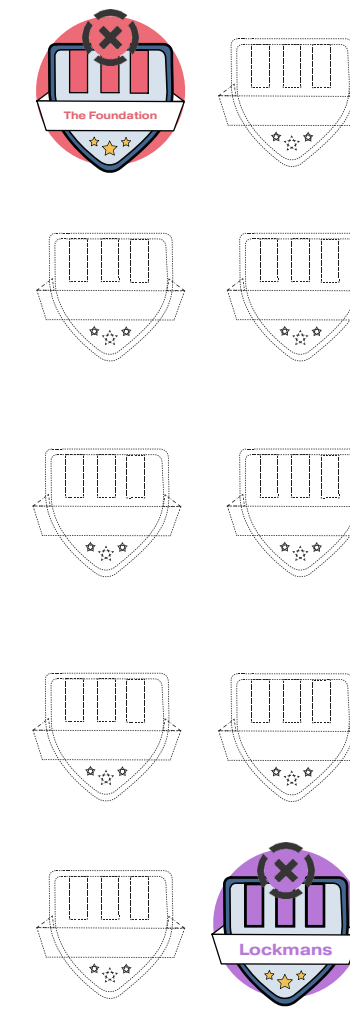
ENGAGEMENT CHART

mission 5 THE ACTION

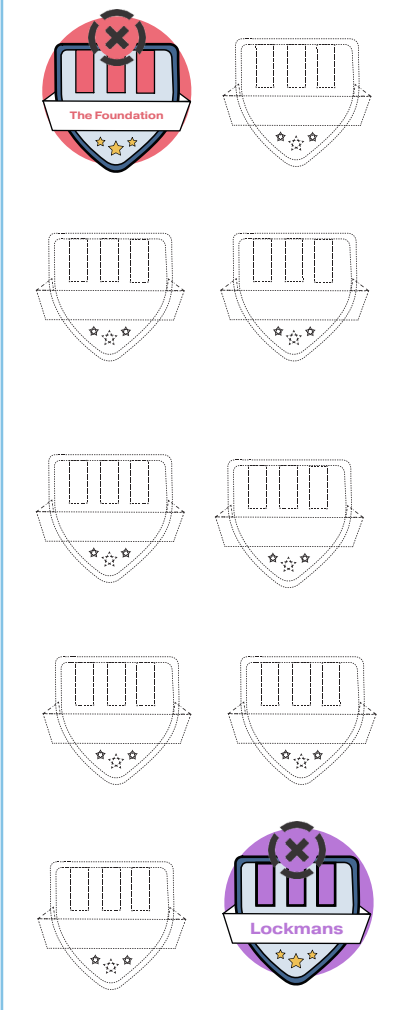
Plan the entire action and approve the idea w/ beneficiary



Rally your social media troops and mobilize all the necessary resources.



Record and post the entire process

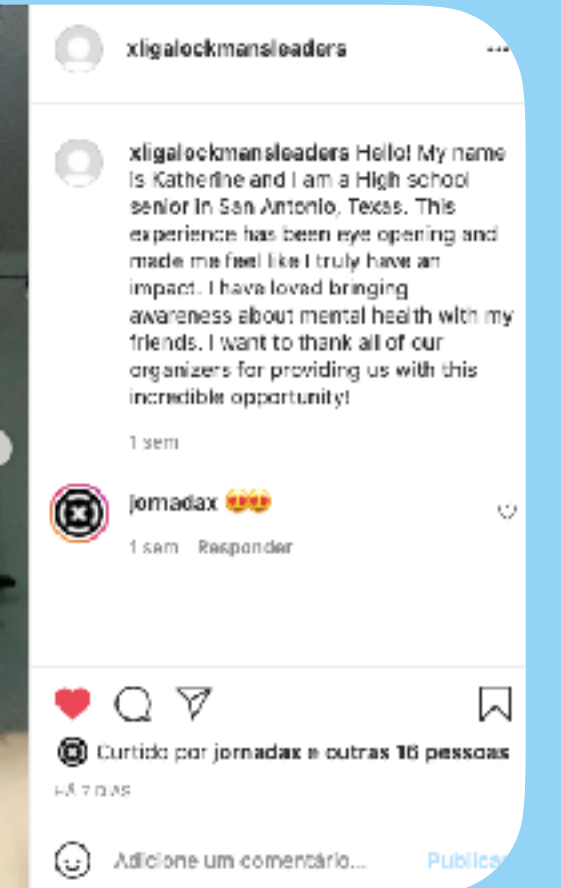
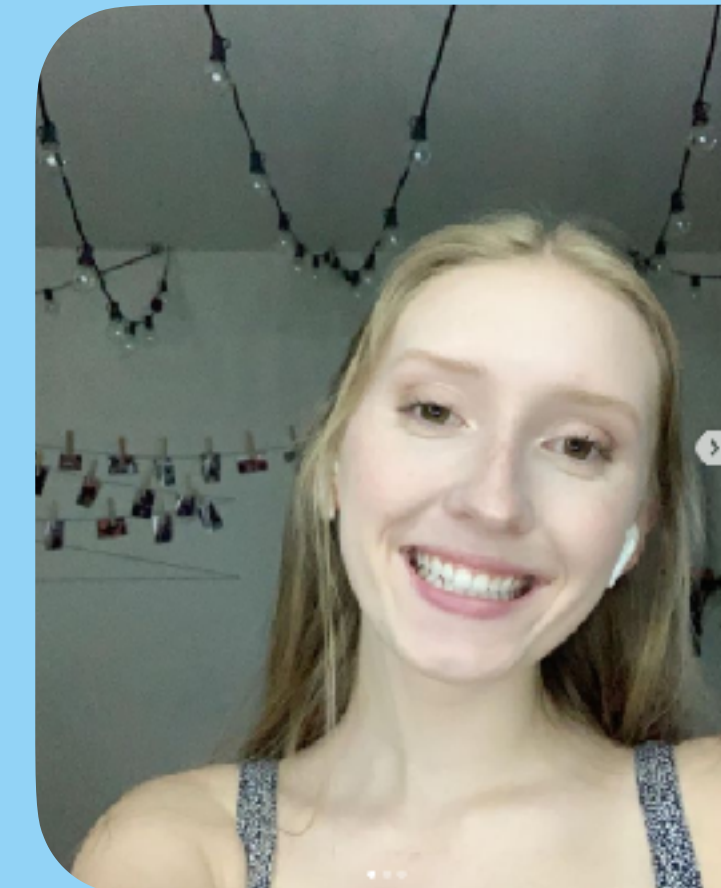
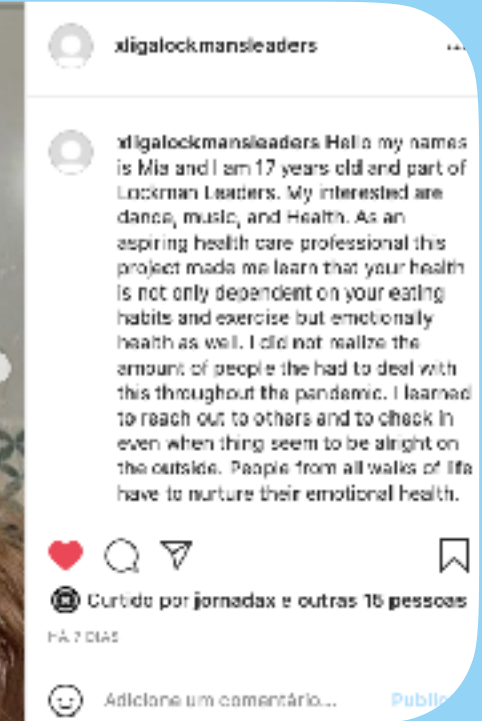


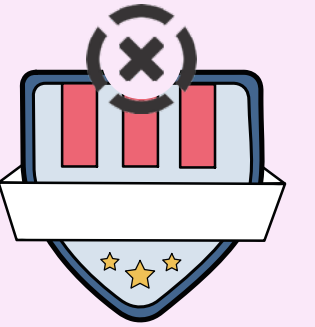
THE CELEBRATION

- >> CELEBRATE AND REGISTER THE MOMENTS & LEARNINGS
- >> SHARE THE RESULTS
- >> SHARE AN ANOTHER LEAGUE'S ACTION

Moment of self-reflection and sharing of experiences. Even without having done the action, some leagues participated in the celebration.

*"it gave us a chance to reflect on the entire journey and condensed the most important aspects that we have learned in a little paragraph."
@LockmansLeague*





THE CELEBRATION

- >> CELEBRATE AND REGISTER THE MOMENTS & LEARNINGS
- >> SHARE THE RESULTS
- >> SHARE AN ANOTHER LEAGUE'S ACTION



STRENGTHS

>> Through reflection, it was possible to give more consistency to the experience

It served as a summary of what the experience of the journey was

I havent got to this mission yet but I know its the last one @LigaBear



OBSTACLES

-



RECCOMENDATIONS

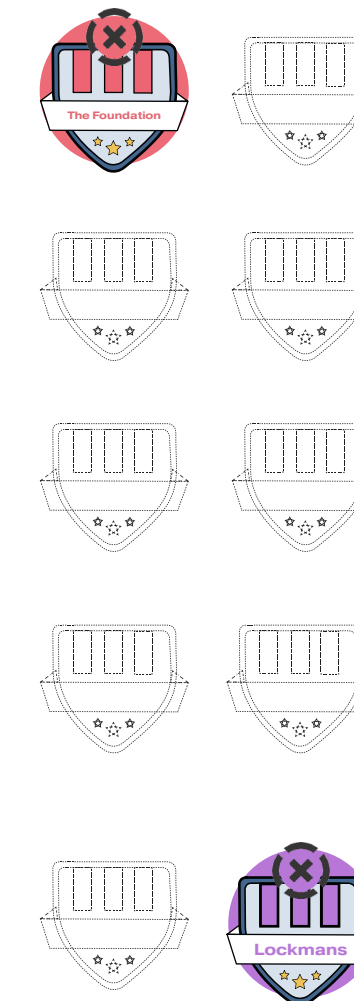
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ENGAGEMENT CHART

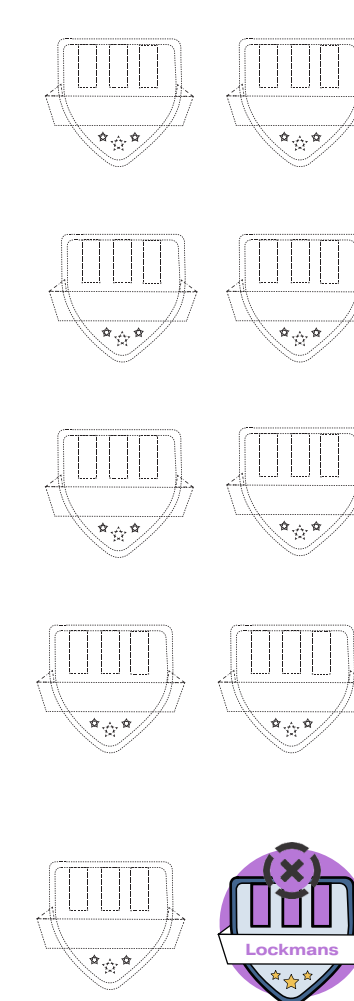
mission 6

THE CELEBRATION

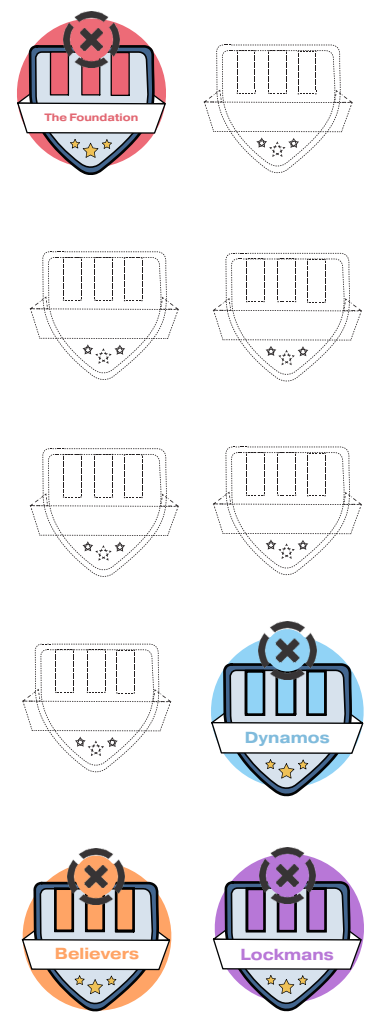
Celebrate and register the best moments and learnings



Share the results and learnings with everybody



Choose a completed action from another League



Wrap up

WHAT WE'VE LEARNED



CLARIFYING

- >> Clarifying the terms of the cards and creating a relationship between the missions is very important to maintain engagement.
- >> Some players need more clarification on what tasks are expected of them. Otherwise, they may quit the game.
- >> Understand at what time of the year the game will be played and avoid periods of little contact between players



COMMUNICATION

- >> Communication between players and Game Master was a problem. Create ways to improve this challenge.
- >> It is important for GMs to be aware of the times **IN THE GAME** when they are most needed.
- >> Make it easy for the players to explain what the game is about to the people around them.



REWARDING

- >> Create inclusive forms of rewards or scores to further gamify the game
- >> Mothership has a strong role in recognizing the achievements of the Leagues.
- >> Recognize the leagues that went further during the pilot, creating a relationship with them, and even thinking about a continuity for their experiences.



**LET'S HELP THEM
TO PLAY AGAIN!?**



SCALE

JORNADA X + RISE + SPURS GIVE



POSSIBLE SCENARIOS



Based on the learnings and opportunities from this Pilot project, we have drawn some necessary and possible ways forward to achieve more relevance



JORNADA 2.0



**PEER 2
PEER-X**

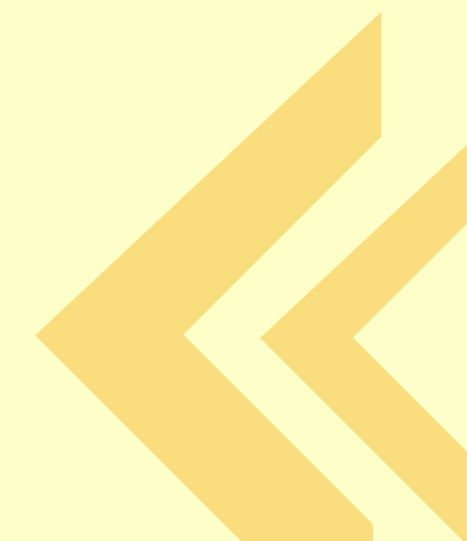


**COMMUNITY
PARTNERS**



JORNADA 2.0

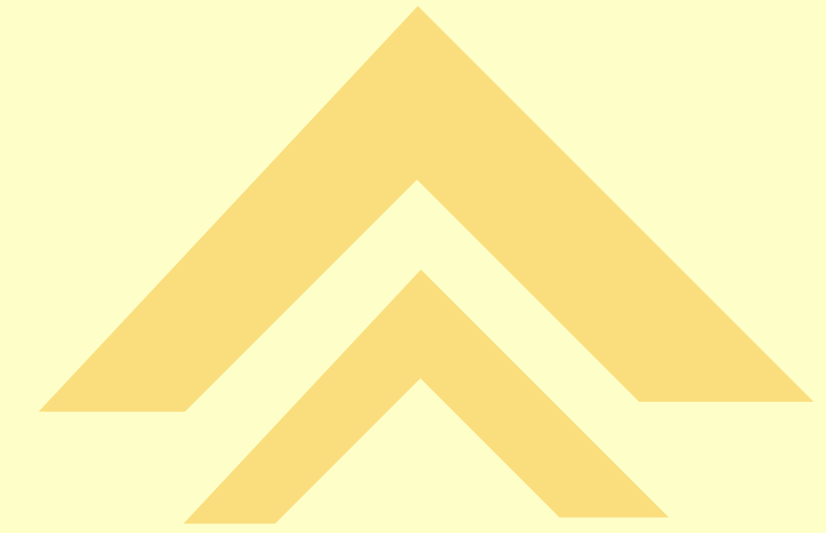
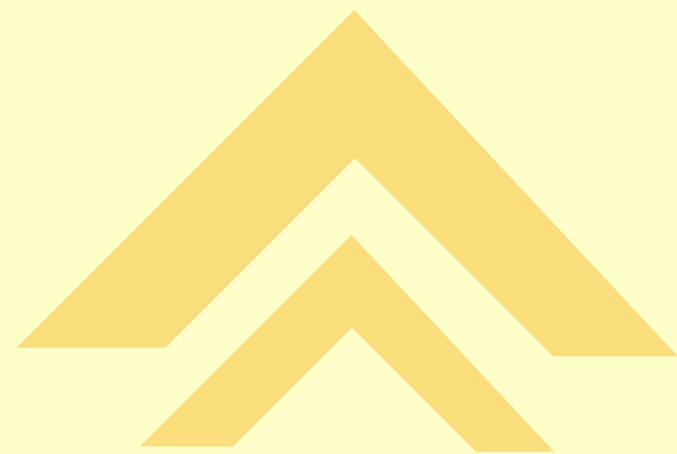
Based on the learnings from the Pilot program, improve the game experience in order to define a second version to be played in San Antonio.





PEER 2 PEER -X

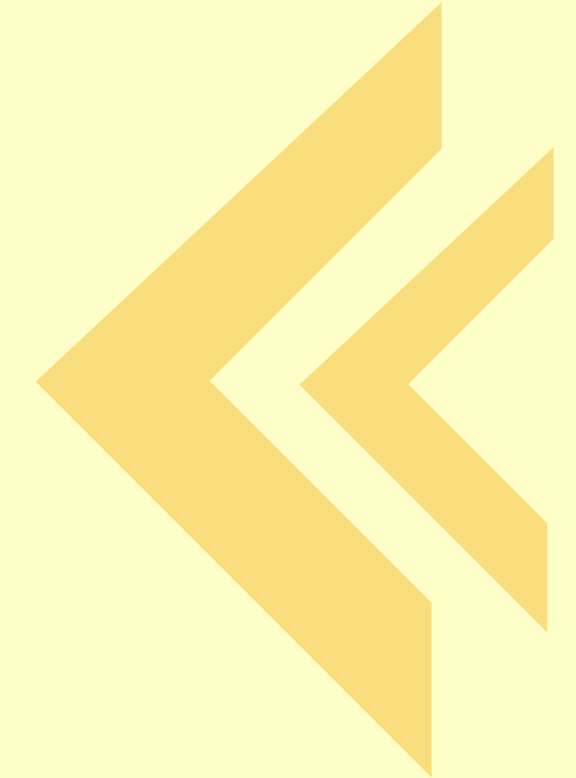
Training youth as Game Masters. As they are closer of teens experience so best equipes to communicate with them.





COMMUNITY PARTNERS

Keeping in mind the innovative attributes as a methodology, partnering with community basis organizations who works directly with youth and youth mentors.





DESIRABLE FUTURES



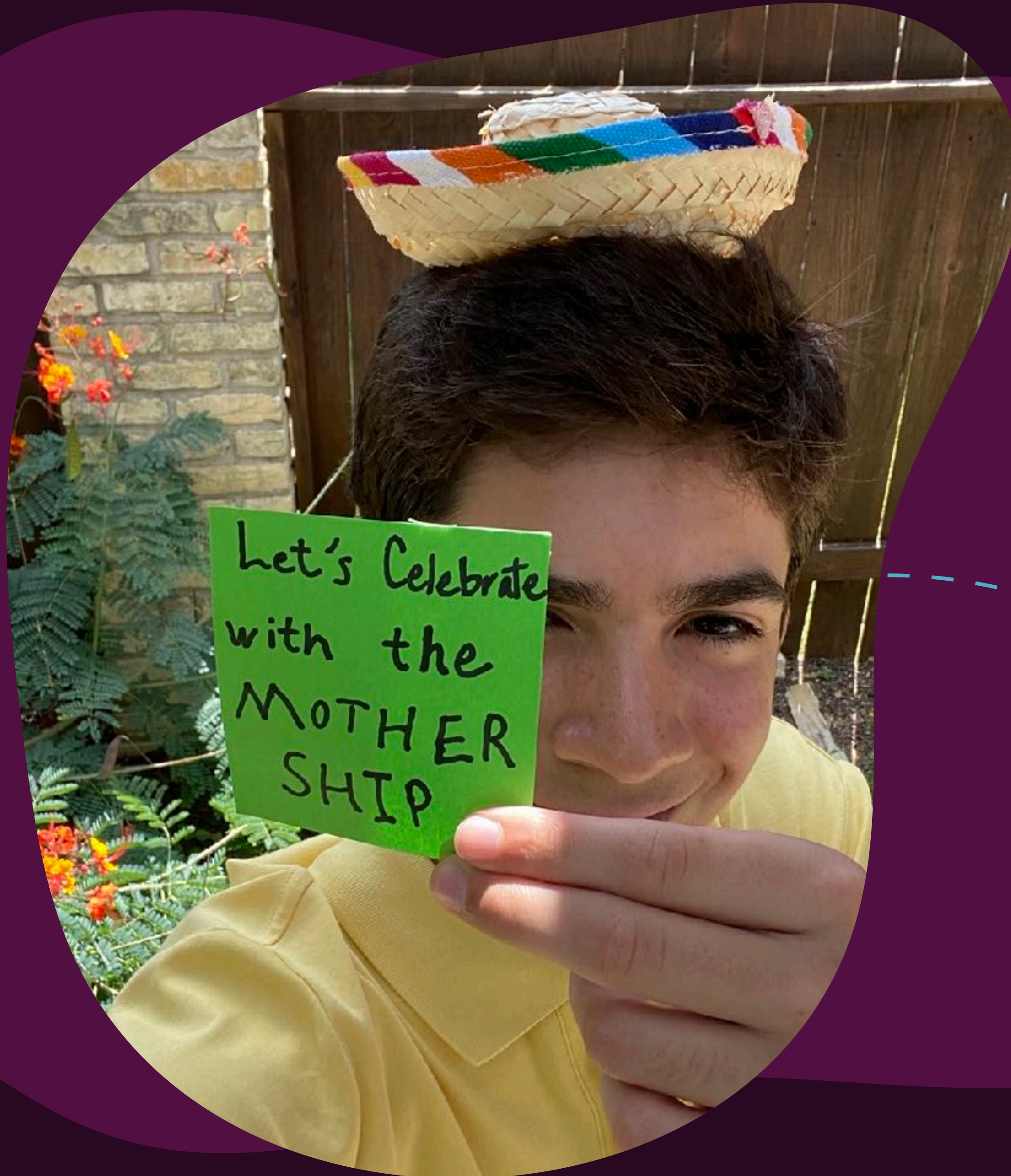
IMPROVEMENT

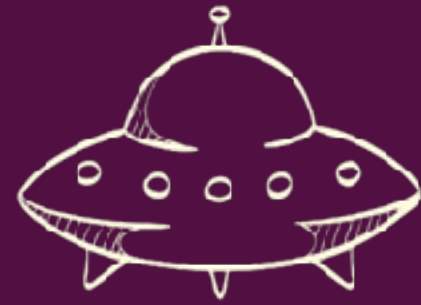
1. How could the game serves best in USA context?
2. What are the key aspect before scaling?
3. What conditions need to be in place for that?
4. Others



NEXT STEPS

1. Would we be up for a pilot 2?
2. What conditions would facilitate that (timming, local partners, players partners...)
3. What possibilities do I see now, that I did not before?
4. Others





» **THANK YOU,** «
GUYS!

