

THE LEGEND *of the* TEAL OCEAN

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Welcome

Up your game by offering an innovative addition to your Learning & Development portfolio.



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Tell me and I forget.
Teach me and I may remember.
Involve me and I learn.

– Benjamin Franklin



At Sea

During this first adventure, players will learn how to navigate the game. They will meet their crew and get to know their ship, the Aquamarina. Over the course of four chapters, they will learn about team development as well as behavioral preferences and how these preferences influence communication, conflict, recognition, and feedback.



Resilience Range

As players venture through the mountains of Resilience Range, they will discover different dimensions of high performance. In four chapters, they will learn about physical health, mental resilience, emotional composure, and spiritual well-being. This adventure is designed along the cycle of planning, acting, observing, and reflecting.



Trouble Typhoon

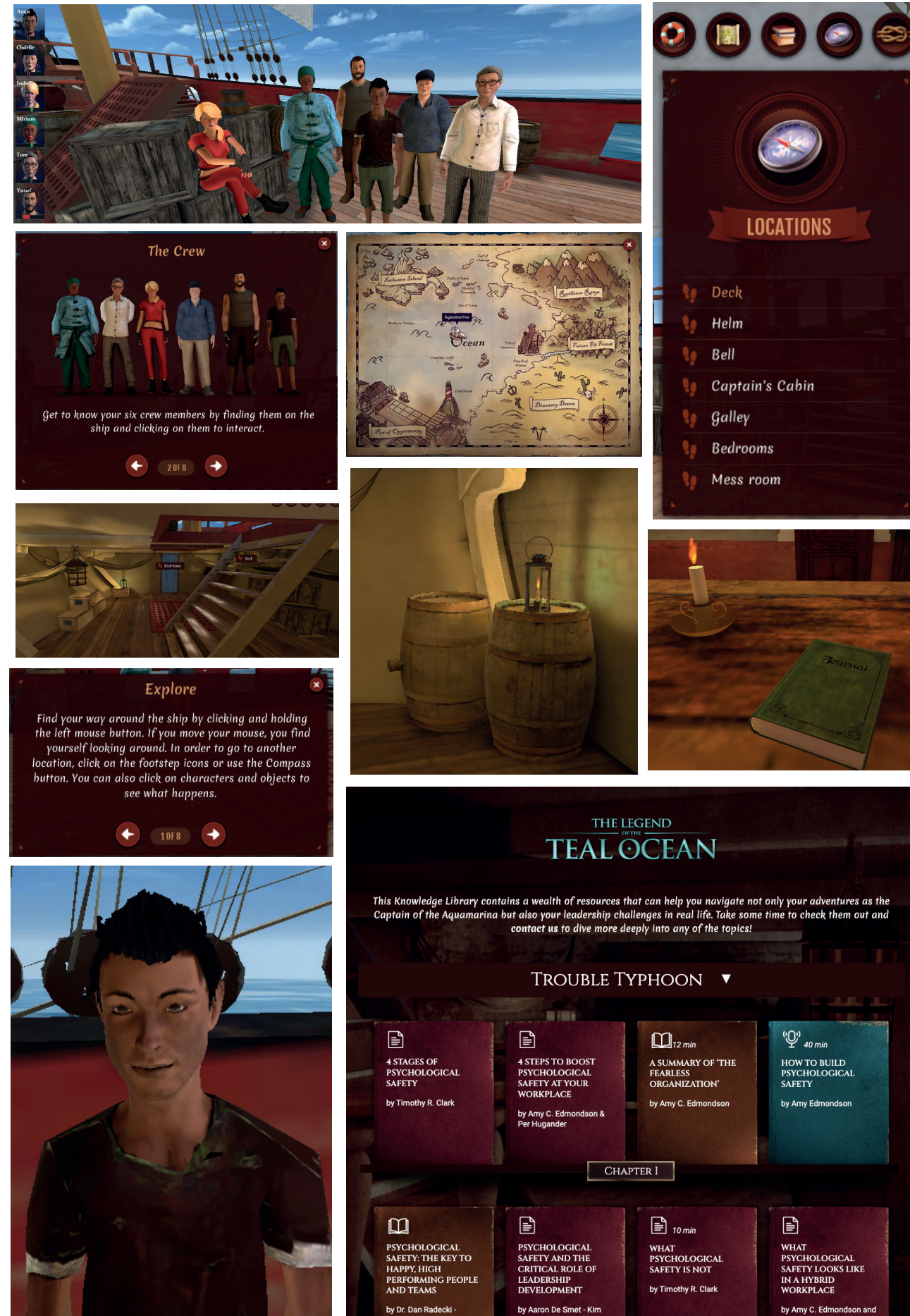
Trouble Typhoon is no adventure for the faint-hearted! So far, players have built strong leadership skills, and now they get to apply them in a crisis. Throughout three chapters, they will lead their crew aboard the Aquamarina through a storm that puts everyone to the test. Will they make it to the other side, or is their quest doomed to fail?

The Legend of the Teal Ocean: What it is

Sustainable learning sticks when we get to experience something that triggers our brain to create and embed new neural pathways. With this in mind, we created the first ever point-and-click adventure game exclusively designed to practice and develop leadership skills. **The Legend of the Teal Ocean** combines in-depth learning with a virtual game world. The intricacies of the game design go far beyond e-learning, and the depth of thought that was put into every little detail is a real game-changer.

In **The Legend of the Teal Ocean**, players assume the role of a Captain and lead a team on a ship, taking various decisions and actions that affect their crew and influence how the game evolves. As in real life, characters have a distinct set of traits, expectations and preferences. Playing through a series of adventures, the challenge throughout the game is to lead them to become a high performing team. An additional solo adventure focuses on self-leadership, a vital competency for effective leaders.

With approximately 90 minutes playing time per adventure, **The Legend of the Teal Ocean** allows employees to discover and explore various leadership competencies, experimenting at their own pace in a safe learning environment. At the end of each adventure, employees conduct a short quiz and receive a feedback report to instill learning as they progress through the game. In other words, players do not only passively absorb information about leadership; they actually apply it in a virtual world and, therefore, really learn.



What players learn

- How to lead diverse people through various scenarios
- How to improve self-leadership, resilience and energy management
- Explore and practice leadership skills that engage, motivate and energize others
- Discover solid leadership concepts and models behind each tip, tool and technique
- Understand how their behaviors, actions and decisions impact the people they lead
- Easy transfer of in-game insights and reflections to real life

What you gain

- A cost-effective and innovative leadership skill training that engages employees with powerful content, sustained learning and fun!
- Improved leadership skills across a broad range of people management topics
- Consistent leadership skills training across geographies and employee segments
- A suitable training solution for remote or hybrid work settings where people learn at their own pace
- A flexible and scalable training solution that can easily be integrated into any existing L&D portfolio
- The image of a forward-thinking pioneer of cutting-edge training solutions

Who is the game for?

- Anybody who wants to improve their leadership qualities in a playful environment
- From graduate level to middle management across all functions and industries
- People who prefer self-study and appreciate a safe learning environment in an online simulation

Having said all of the above, we were surprised how many senior HR professionals who tested the game reported learning and insights!

What is included in the game?

- A story-based learning journey in multiple adventures
- Reflection questions to transfer learning from the game to real life
- Access to a Knowledge Library filled with resources underpinning contemporary leadership
- A short self-assessment quiz for a personalized proficiency snapshot at the end of each level



How can the game be used?

- As a stand-alone learning offering to employees who play individually
- As part of a larger development initiative across the organization
- To identify skill gaps and development focus areas among those who played it
- Intact teams can play and leverage the game to address their own team dynamics
- Players can share the reflection questions and/or discuss the resources provided in the Knowledge Library
- Additional options for teams or individuals: (group) coaching, facilitated debrief sessions or masterclasses on specific content

Fact sheet

- Approximately 90 minutes of playing time per adventure
- 2 adventures available, a third one coming soon
- No software installation, only Internet access required
- Currently available in English

Adventure	Player Experience	Learning Objective
 At Sea	<p>At Sea is the first adventure to begin the quest to find the Teal Ocean. Players explore how to navigate the game, they meet their crew and get to know their ship, the Aquamarina. The aim is to build trust with each of their team members.</p> <p>Over the course of four chapters, players learn about team development as well as behavioral preferences and how these preferences influence communication, conflict, recognition and feedback.</p>	<p>At Sea emphasizes that there is not one 'correct' way of leading. It offers the player a glimpse into the complexity of leadership and a clearer understanding of team development through the stages of forming, storming, norming and performing.</p> <p>Challenges include building trust, experiencing tension and resolving conflict, assessing the strengths and development needs of team members, giving feedback to diverse styles and managing team performance.</p>
 Resilience Range	<p>In Resilience Range players explore four mountain peaks, each representing a different aspect of balance and self-leadership, resulting in an energy score that must be optimized throughout the game. Players need to plan, act, observe, and reflect on their choices.</p> <p>The four chapters of this adventure address physical health, mental resilience, emotional composure and spiritual well-being. Players experience a plethora of tools that can help improve their balance and energy management.</p>	<p>Resilience Range helps players recognize how to sustain high performance while managing their own resilience and well-being. As an outcome, they understand that these elements are equally important to confront daily challenges and create healthier, happier and more effective teams.</p> <p>Challenges include understanding the impact of rest and recovery, nutrition and hydration, movement and mental challenges, dealing with various emotions and connecting their life to purpose and meaning.</p>
 Trouble Typhoon	<p>Trouble Typhoon is not for the faint-hearted. In previous adventures, players have developed their leadership skills, and now they get to apply them in a crisis. Throughout three chapters, players will lead their crew through a storm that puts everyone to the test.</p> <p>Dealing with a crew that is frustrated and afraid requires specific sensitivity and leadership qualities. The players' goal is to create and maintain high psychological safety for their team members, even and especially in dire circumstances. Will they make it to the other side, or is their quest doomed to fail?</p>	<p>In Trouble Typhoon players put into practice all the previously acquired knowledge in one final epic challenge - getting the crew and ship safely through a giant storm. Ultimately, the insight is that leadership is not a destination to 'reach', instead leadership equals constant learning.</p> <p>Challenges include understanding what drives the psychological safety of each team member, how to demonstrate empathy while dealing with fear and failure, leading through a crisis and making decisions amid uncertainty, as well as properly adjourning a team and encouraging new orientation while holding space for emotions.</p>



This innovative experience brings together a unique blend of adventure game design and leadership skill development.

The game has been created for people who want to learn or embed fundamental leadership qualities at their own pace.

The Legend of the Teal Ocean combines playful in-game insights with real-life reflection assignments, along with additional resources in a Knowledge Library that direct the player to theories, models and concepts underpinning contemporary leadership.

A short self-assessment quiz provides a personalized snapshot of the learner's proficiency at the end of each game level.

See for yourself what The Legend of the Teal Ocean can do for your audience.

Access the game and play the first level for free.

Play Now



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GAIA Insights is a virtual boutique firm providing customized leadership development as well as game-based learning solutions. Since 2012, we have designed and delivered premium programs around the world that are highly personalized, for sustained results. Under our affiliate brand Teal Ocean – Innovating Edutainment, we transfer our expertise into digital gaming. Playing our interactive adventure games, your employees master complex skills vital to their personal and professional success.

To learn more about how they can play, learn and grow, visit www.teal-ocean.com