Haunted House How It Works

- A fun virtual team building game full of engaging escape room challenges, specifically designed to enhance remote teamwork

Approach: Competitive

Program Type: Remote

Timeframe: 90 – 120 minutes

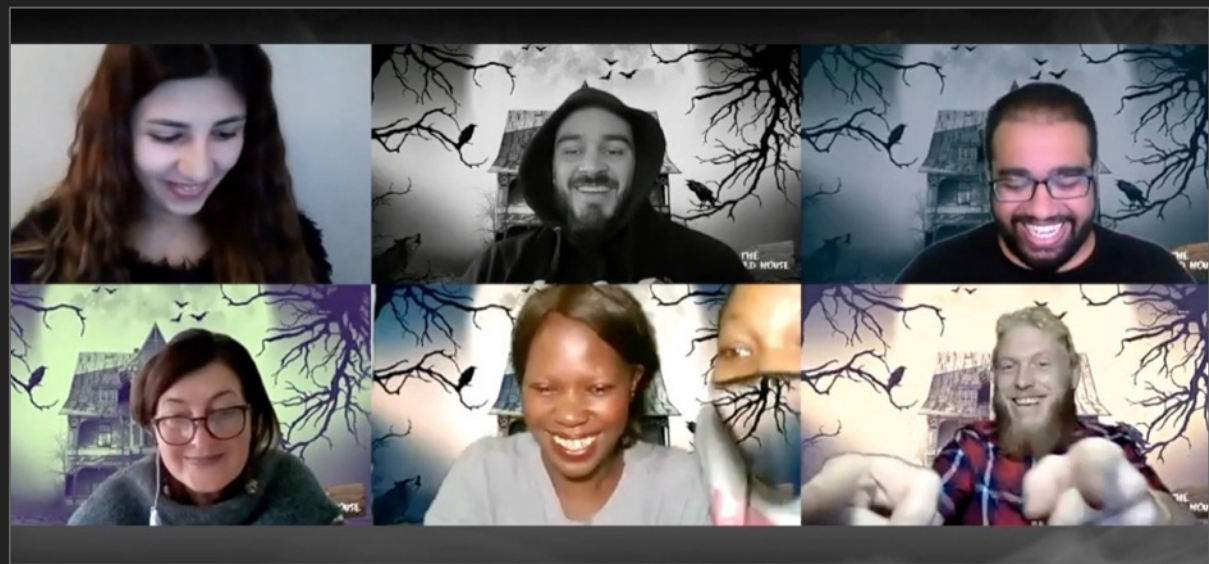
Numbers: 4 – Unlimited

Availability: Worldwide

Overview

- Teams compete against each other, solving cryptic clues and completing hilarious photo challenges
- Teams have just 90 minutes to work together to escape all six rooms
- The team with the most points (and who breaks the final code) wins!

Practice Online Collaboration



Team Roles

- Each team selects a player to be their ‘Ghost Whisperer’. The rest of the team, or ‘Investigators’, must guide their Whisperer to solve the clues
- As team trust builds, participants learn to shrug off a fear of failure
- Through trust, self-belief and courage, teams discover the successes that collaborative deductive reasoning can bring

Build Resilience

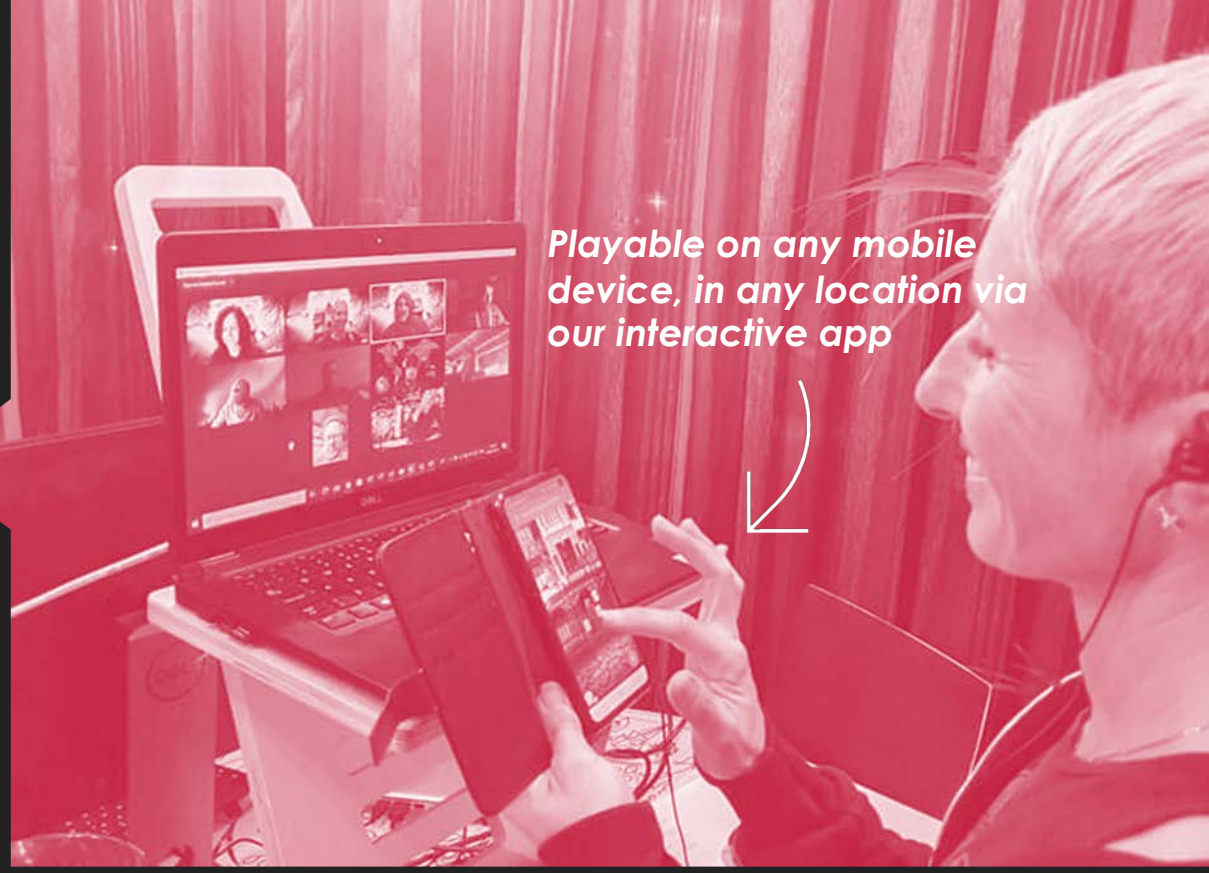
00:00-00:10 Introduction

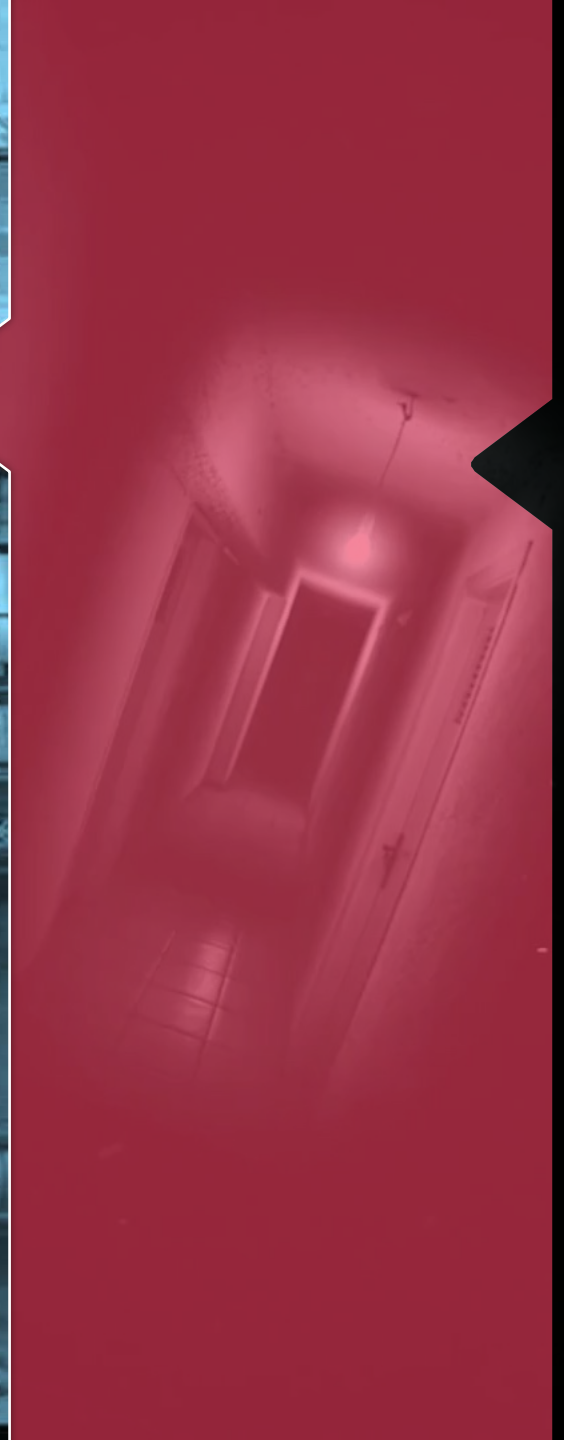
- The 'House Master' shares screens to explain the rules and objectives of the game
- Players receive a QR code and password to download the game

00:10-00:15
Meet Your Team

- Participants are split into breakout rooms and introduce themselves to the rest of their team
- Teams choose one Ghost Whisperer and take 'selfies' to send via the app
- Getting 'Dressed Up' is encouraged but not compulsory

Boost
Meeting Energy





00:15-00:25 The Hallway

- Starting in the Hallway, teams must complete three challenges to escape each of the rooms in the house
- A diverse mix of ghoulish, mental and creative tasks ensure all players feel included

Friendly 'Tech Assistants' drop into the breakout rooms to make sure no-one is left in the dark!

00:25-01:25 Exploring The House

- Each room presents the teams with different challenges. Coordination and communication within the team will be crucial for success

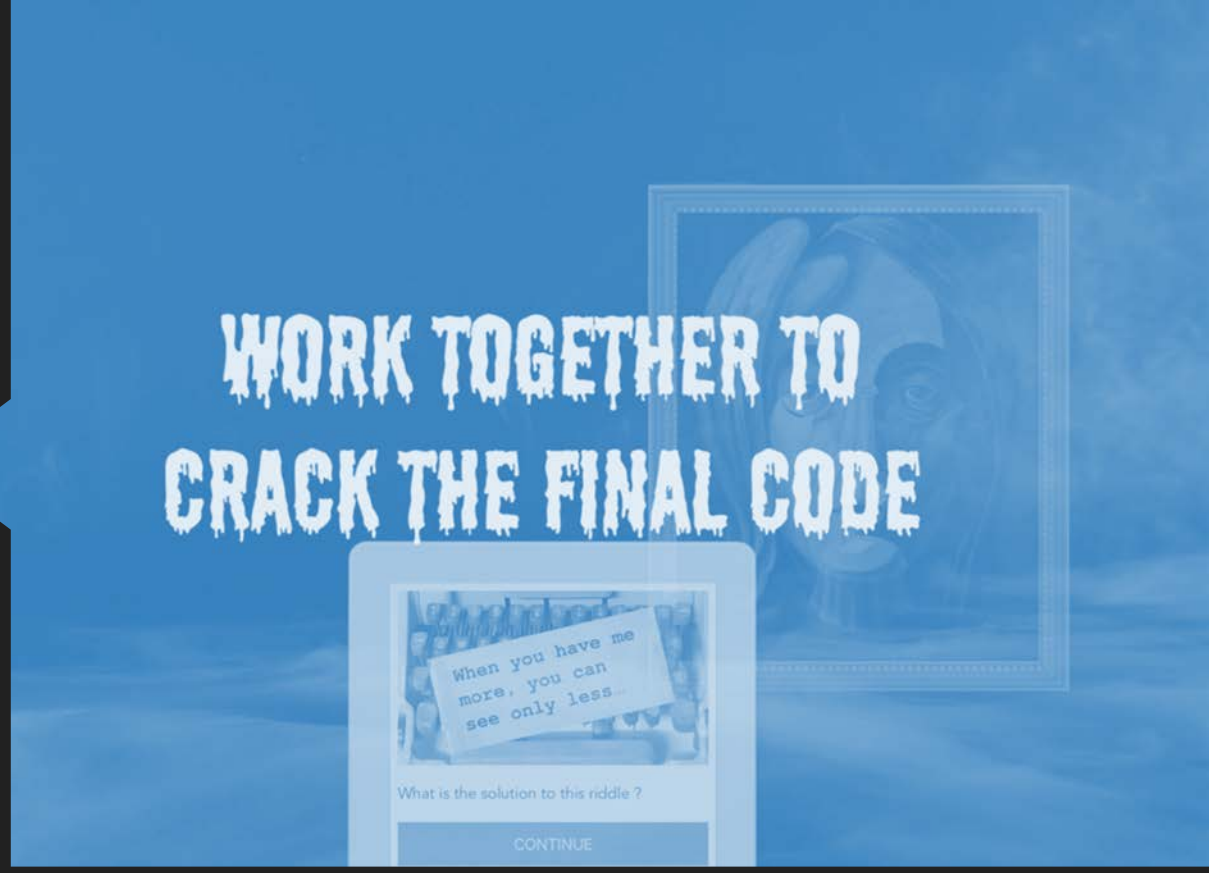
"Command courage to let your eyes wander the depths of each room searching for the clues that will guide your Ghost Whisperer to solve its mysteries, releasing you all to the next room and ultimately to Escape the Haunted House together alive! "

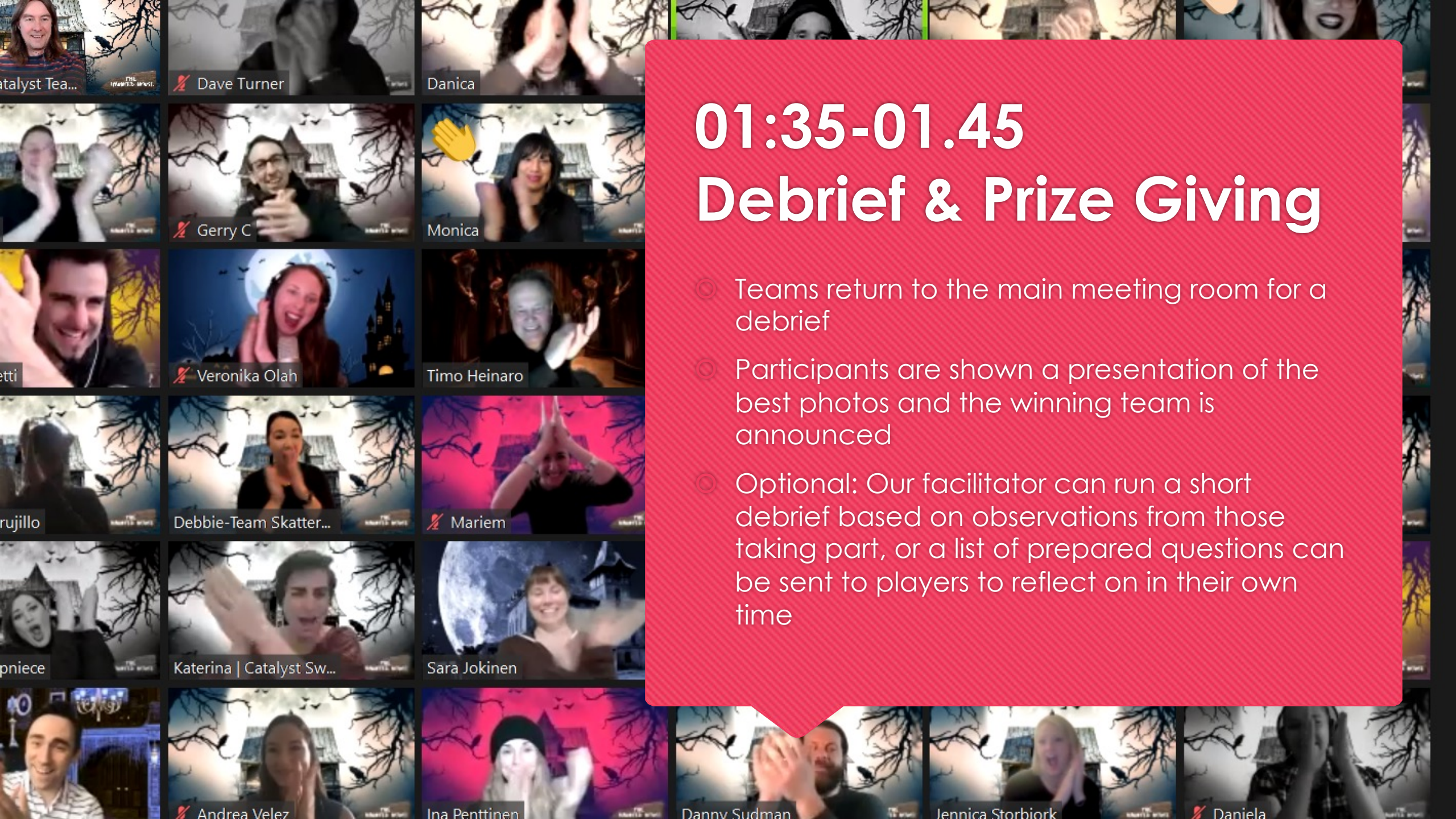
Practice 'Virtual' Soft Skills

01:25-01:35
Final Stages

- Most teams will be in the final room (The Attic) within 70 minutes of starting the game
- After the final code is solved in the attic, they will then have to work out the final equation to get out of the house

Celebrate Shared Achievements





01:35-01.45
Debrief & Prize Giving

- Teams return to the main meeting room for a debrief
- Participants are shown a presentation of the best photos and the winning team is announced
- Optional: Our facilitator can run a short debrief based on observations from those taking part, or a list of prepared questions can be sent to players to reflect on in their own time

Key Learning

- Courageousness
- Effective communication
- Exploring team dynamics
- Collaborative decision making
- Creative thinking

Learn In A Safe Context

WILL YOUR TEAM
ESCAPE THE HAUNTED HOUSE?