

BLIND SPOT

A GAME BY FRESH GAME STUDIO

A detective game about biases







- To become and remain an **inclusive organization**, it is important for people to recognize and embrace differences.
- **Unconscious biases** hinder our ability to accept and appreciate these differences.
- **Talking** about biases, diversity, and inclusion **can be challenging**.
- **Blindspot** is a **serious game** that playfully removes the tension of starting a conversation about these topics.
- The game serves as an accessible **starting point for your D&I program or other activities to build on inclusive organisations**.

What is Blindspot?

An interactive game to raise awareness on unconscious biases as an important ingredient for inclusive organizations. This contributes to:

- **Increase awareness** on how biases influence our thinking and decision-making.
- **Increased knowledge** on the biases that commonly occur within organizations.
- **Productive dialogues** that help individuals take the first step in recognizing unconscious biases in the workplace.

- 🕒 90 min (hybrid) gameplay including reflection.
- 👥 2 to 4 players per game run, parallel gameruns possible
- 💻 Online platform, playable on laptop or desktop.
- 🌐  

Co-created with:



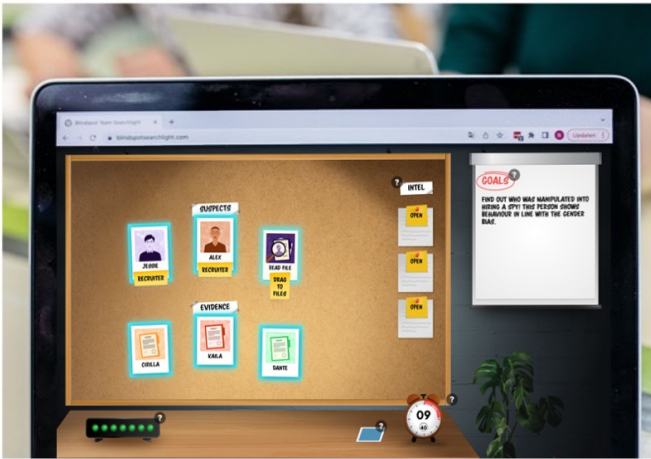
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What is this game about?

- Blindspot is a **fictional detective game** in which players work together to solve multiple mysteries.
- **Each mystery revolves around a bias held** by one of the individuals involved. Discovering this bias is the key to solving the mystery.
- **Players collaborate** to interview the individuals and identify the bias based on their behaviour.
- Upon completing each mystery, they learn **how this bias can also occur in everyday life**.
- During the debriefing, **players translate the lessons learned** from the fictional game to real-life scenarios.



What does a game session look like?

Effective change requires people to understand it, feel the urgency, and take action




UNDERSTAND

"I have a general understanding of what biases are and why this is a prerequisite for inclusive organisations."

The participants complete a few preparatory tasks before playing the game together.

Introduction: What will you do?

Preparatory assignment

 15 min

 Individual



FEEL


"I experience how biases can influence our thinking and behaviour, and I discuss this with colleagues."


The participants play the Blindspot Game and translate it into practical applications during the debriefing.

Playing the game

Guided debriefing

Facilitated gamerun (optional)

 90 min

 2 to 4 players



TAKE ACTION

"I am working together with my colleagues to recognize and acknowledge biases."

In the weeks following the game, employees continue the conversation in teams in a meaningful manner.

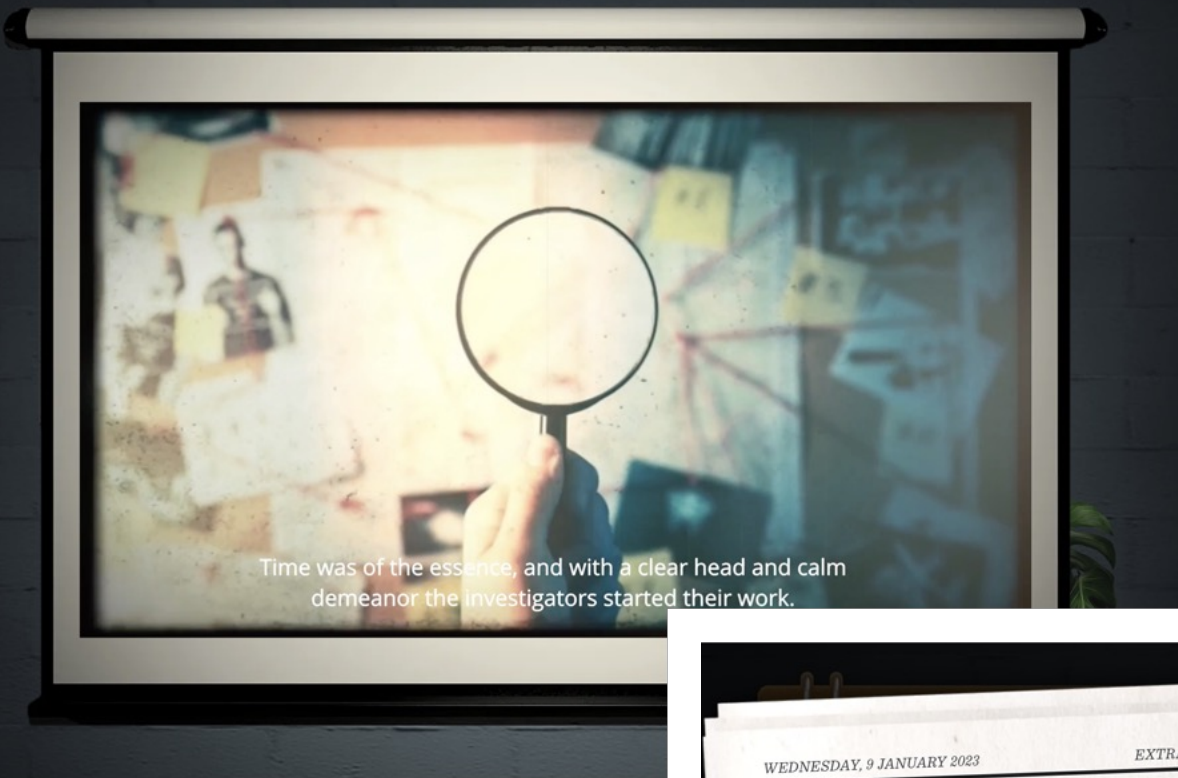
Team sessions (optional)

D&I Workshop (optional)

 Tailor made



Optional:
In co-creation



INTEL

GOALS

FIND OUT WHO WAS...
A SPY! THIS P...
HOUR IN LINE W...

SUSPECTS

JESSIE
RECRUITER

CIRILLA

VICTIM OF MANIPULATION

INSTRUCTIONS

There are two suspects to interrogate and some recruitment files from HR to investigate. Combine 'Read file' with the recruitment files to discover new clues about the candidates. Please find out who was manipulated into hiring a spy!

Tip: The captured spy has confessed that he manipulated a recruiter into acting based on gender bias. The spy did not say who that recruiter was.

CONTINUE

CASE-2076-AB-1X

INTEL

SUSPECTS

JESSIE
RECRUITER

ALEX
RECRUITER

AD FILE
DRAG TO FILES

EVIDENCE

CIRILLA

KAILA

DANTE

FI
H
BI

09
26

WEDNESDAY, 9 JANUARY 2023

EXTRA EDITION

\$1.99

— THE PROJECT FUTURE JOURNAL —

TEAM SEARCHLIGHT ARRESTS TINA!

Team Searchlight saving the day!

After a few moments, team Searchlight comes to one conclusion: it must've been Tina the Director. Tina proved to be the **RIGHT PERSON** to arrest for further questioning. It didn't take long before she confessed.

"Yes, I did it. I installed the virus. With that kind of money, I wouldn't have to work another day in my life! I was sure I could shift the blame to Ivan, as an outsider he's always been a great scapegoat..."

CONTINUE

Discussion

Now discuss your answer among each other

You have finished the game. But.. As team Searchlight investigators, it is important to debrief on your experience and connect to real life.

Start press Enter

● Takes 2 min



6

A selection of our customers



Pricing

A gamerun hosts 2 -4 players.

Available in two languages:  

(Additional languages possible)

10 to 15 game runs

- Blindspot: game
- Access to the digital platform
- 40 to 60 players
- Access for 1 year
- 30 min check-in meeting for implementation

€ 250,- per game*

15 – 50 runs

- Blindspot: game
- Access to the digital platform
- 60 to 200 players
- Access for 1 year
- 30 min check-in meeting for implementation

€ 237,50 per game*

> 50 runs

- Blindspot: game
- Access to the digital platform
- 200 players and more
- Access for 1 year
- 30 min check-in meeting for implementation

€ 200,- per game*

Do you want to play the game with **larger groups**?
Contact us for a **unlimited license** catered to your needs.

* All amounts are excl. VAT.

Facilitation by an experienced D&I process supervisor or logistic support from our studio is possible. Costs on request.

**Want more than just the game? With our
partners we provide
D&I days with various workshops**



Support in game facilitation and workshops

Blindspot can be played as a standalone game, but can also be supported with a facilitator. This facilitated game run can be supplemented with a workshop with more interventions in the field of diversity & inclusion. The workshops are facilitated by our expert partner Human Centric.

Professional game facilitation



- **Participants: 12 - 36**
- **Duration: 2 hours**
- **Program:**
 - Introduction presentation on unconscious biases in relation to diversity and inclusion. (30 minutes)
 - Play blind spot (60 - 90 minutes)
 - Facilitated debriefing (30 - 60 minutes)



€ 1475 excl. VAT and gamefee

Interactive workshop



- **Participants: max 36 (larger group is possible with additional facilitators)**
- **Duration: 4 hours**
- **Program:**
 - Introduction presentation (options): Bias, diversity & inclusion, Bias in decision making or bias in recruitment & talent development.
 - Playing game and discussion under supervision (120 minutes)
 - 1-2 workshop parts, see next page (60-120 minutes)



€ 2450 excl. VAT and gamefee



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