



ludicius
INTERACTIVE

PRESENTATION



European pioneer
in Serious Games



Trophies and
awards



Serious games
designed and
developed

More than 1.5 million of players already signed up!

Ludicius Interactive helps organisations to train, raise awareness, promote and evaluate by designing tailor-made, innovative and engaging serious games.



BUSINESS SECTORS

TRAINING & EDUCATION

- In-company training
- Initial training from primary school to BAC+5

PREVENTION

- Psychosocial risks
- Addictions
- Harassment and discrimination

HEALTH

- Training for professionals
- Therapeutic patient education
- Coaching / monitoring

SAFETY

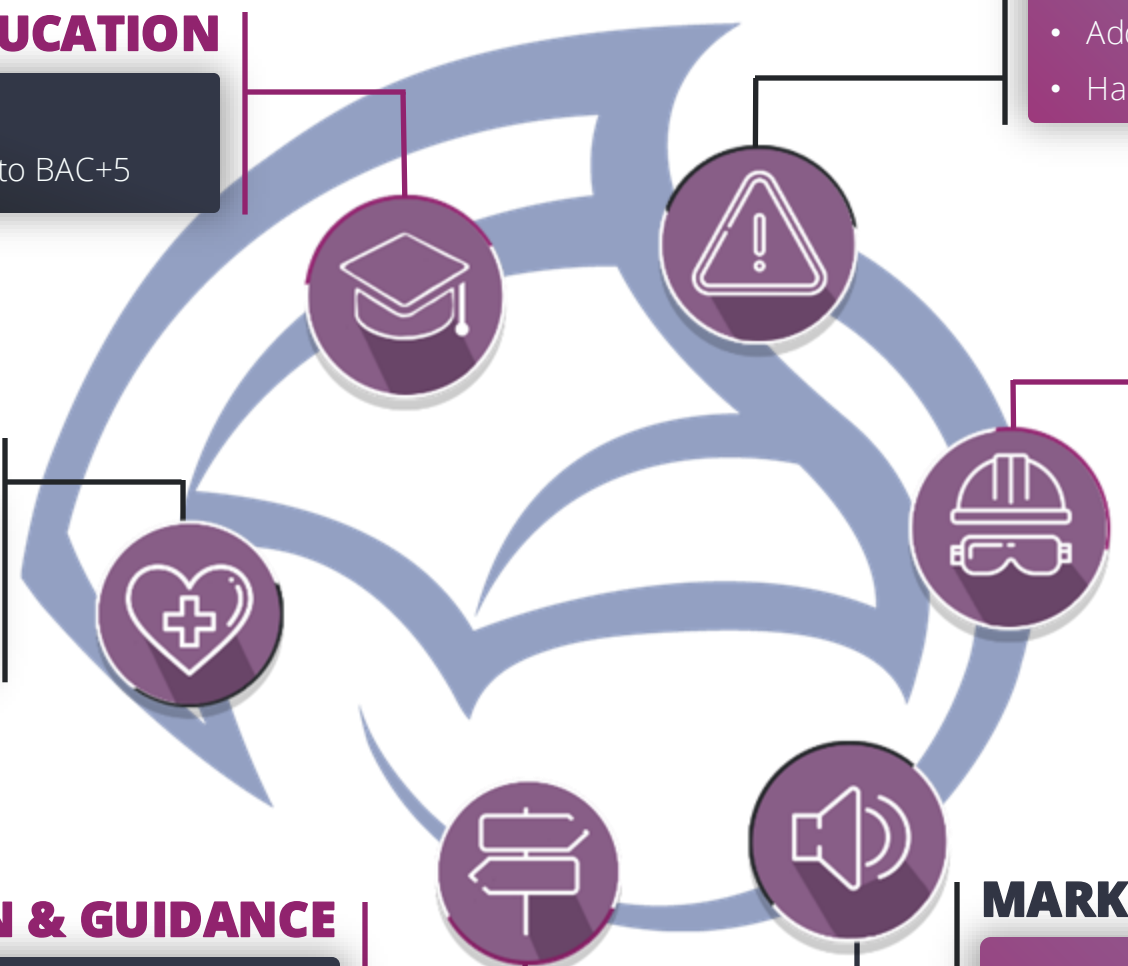
- Role-playing / simulation
- Use of industrial equipment
- Certifications and compliance with instructions

INFORMATION & GUIDANCE

- Museums, cultural and heritage trails
- Trade shows
- Shopping centres, urban spaces

MARKETING

- Territorial promotion
- Highlighting the professions in a sector
- Presentation of a company's know-how
- Explanation of a virtuous process (institutions, NGOs)





EXPERIENCE

22 YEARS' EXPERIENCE

Initially dedicated to the development of video games, **LUDICIUS** designed its first Serious Game in 2002, the year it was founded, becoming unwittingly the **PIONEER** company in the sector in Europe.

R&D

The word "serious game" appeared in 2006, and the studio launched the development of the **HAPPY TECH** game engine.

Since then, the studio has been an active participant in numerous **INTERNATIONAL** R&D programmes (BPI, FP7, H2020, etc.).

TEAM

The company now employs 21 people, all of whom are supervised by video game industry **EXPERTS**.

The team's added value lies in its mastery of graphic programming, game design and instructional design, enabling it to offer its customers high-quality services at controlled costs.

190+ GAMES

With more than **190 GAMES** to its credit in a wide range of sectors, Succubus has demonstrated the know-how of its teams to adapt and deliver **DIVERSIFIED** and increasingly **AMBITIOUS** products on time.

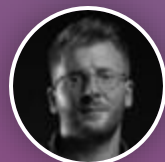


TEAM

PRODUCTION TEAM



Grégory
**MANAGER
TECHNICAL**



Mathieu
PROJECT MANAGER



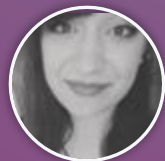
Yan
LEAD ARTIST



Gino
**LEAD
DEVELOPER**



Youna
**SERIOUS GAME
DESIGNER**



Jennifer
DIGITAL ARTIST



Gildas
**FRONT-END
DEVELOPER**



Jorge
UX DESIGNER



Vincent
ANIMATIONS



Yann
**GAMEPLAY
PROGRAMME**



Marco
GAMIFICATION



Jordan
3D GRAPHICS



Lucas
**JUNIOR
DEVELOPER**



Noémie
**EDUCATIONAL
ENGINEER**



Axel
UI DESIGNER

MANAGEMENT TEAM



Laurent
FOUNDING CHAIRMAN



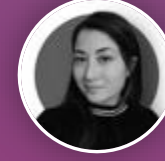
Jennifer
**MANAGING
DIRECTOR
ADMINISTRATIVE**



Vincent
**PRODUCTION
MANAGER**



Florian
**RELATIONSHIP
CUSTOMER**



Mélanie
**MARKETING
DIRECTOR**



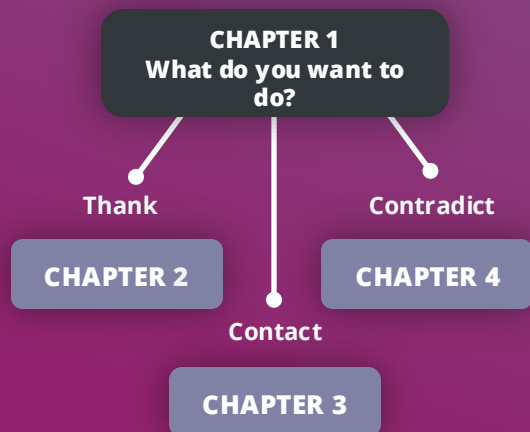
GAME SOLUTIONS

ROLE PLAYING

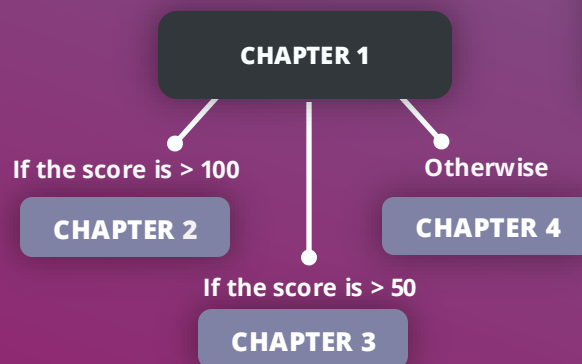
Unlike a sequence, where lines follow each other line by line like in a film, a non-linear scenario provides for multiple scenario paths, and makes the **CONNECTIONS** according to the user's **CHOICES**. Playing as an **AVATAR**, the player is faced with **DECISION MAKING** that will have an impact on the rest of the scenario. The outcome will not necessarily be the same, like a "book in which you are the hero".

The mechanics most frequently used are :

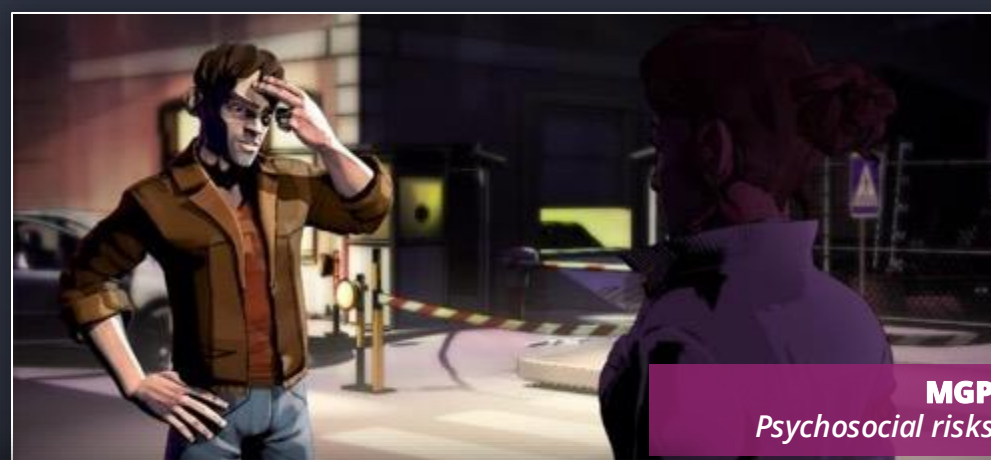
- > Navigating and exploring game **DECORS**
- > Dialogue with non-player **CHARACTERS**
- > The unfolding of a non-linear scenario where the player's choices have **CONSEQUENCES**



DECISION-MAKING connections
(depending on the decision taken by
the player)



Silent connections, known as
"CONDITIONAL" connections



ESCAPE GAMES

The player is given a simple objective (e.g. to find a code to open a door and escape), which must be achieved within a given time or risk losing the game.

To increase immersion, we regularly use the principle of **360° VIEWS** (e.g. Google StreetView). The player sees through the eyes of their avatar (subjective view 1st person) and can turn their head in any direction. They can explore each view to discover and choose the interactions they feel are most appropriate at this stage of the game. They can also discover new settings and move around by clicking on a door or access corridor.

Once unlocked, players will be able to navigate freely between the game's scenery. Within these settings, a variety of actions will advance the storyline:

- > Collecting objects, documents and clues to add to your **INVENTORY**
- > Choosing an **ACTION** with an interactive element, possibly having selected a tool in your possession
- > Triggering mini-games or **PUZZLES**



BRAIN (SAINT GOBAIN)
Escape Game smartphone



CUBE PROJECT (CGI)
Escape Game VR



SODEBO - 70's
Escape game smartphone

MULTIPLAYER GAMIFICATION

Otherwise known as board games, gamified quizzes are a **FUN** alternative to traditional MCQs.

Thanks to simple rules, we engage the user in a **CHALLENGE** and **GRATIFICATION** approach, enabling them to happily complete their experience (and answer all the questions they are asked).

This **ENGAGEMENT** and **RETENTION** mechanism can involve :

- > MCQs with statements that can use image or video **MEDIA**
- > A **PLAYBOARD** to provide a random element and **PROGRESSION**
- > A **SCORING** system
- > Bonuses such as **JOKERS** to avoid a wrong answer and a score **MULTIPLICATOR** that increases with successive right answers.
- > Depending on the answer to the question, a **FEEDBACK** may provide additional information

It's interesting to note that this type of gameplay lends itself perfectly to multiplayer play in the classroom or in a group for **MEDIATION**.



BUSINESS GAMES

The "strategy" mechanism, borrowed from traditional video games, typically simulates the **LIFE CYCLE** of a company. Thus, the objectives of serious games are generally to teach or train in **MANAGEMENT**.

The **GAMEPLAY BALL** that the player manipulates allows him to try to obtain the best score, thanks to a number of options:

- > Managing resources
- > Consult your indicators
- > Modifying parameters
- > Making decisions (e.g. hiring)
- > Choosing your investments
- > Managing your time



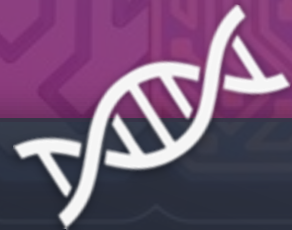
CORNAK
Sales performance



MINISTRY OF INDUSTRY
Setting up a business - work/life balance



UIMM
Discovering careers and training in industry



TECH SOLUTIONS

TECH STACK



CLASSIC VIDEO GAMES AND SERIOUS GAMES, ARE NOT THE SAME THING!

This major observation sets Succubus Interactive's way of thinking apart from other studios:

- > Users are not "gamers", are not equipped to play, and do not necessarily even want to.
- > The client, who cannot be asked to "programme", must nevertheless be able to control the content and distribution of the content.

Because a traditional game engine is not enough to develop and **OPERATE** a serious game, Ludicius Interactive decided to fill the gap left by traditional video game technologies by embarking on an ambitious **R&D** programme **17 YEARS** ago. These efforts have resulted in the construction of a unique and exclusive **ECOSYSTEM**, providing a tailor-made response to the **SPECIFIC NEEDS** of our industry.

Used since its very first versions on all of the studio's productions, it provides a host of additional functionalities over and above the simple display engine, and even reinvents the latter so that it can be used on **MOBILE PHONE NAVIGATORS**.

SGMS - SERIOUS GAME PLAYER



CROSS-PLATFORM

Our technology was invented to meet the twofold objective of serious games: to display both **GRAPHIC INTERFACES** and **ANIMATED CHARACTERS** in **SETTINGS** transparently to the user

The first challenge was to make this possible on all media. And, unlike traditional video game engines such as Unity, the Serious Game Player works in **HTML5** on all **NAVIGATORS**, whether PCs or **SMARTPHONES**.

It can be used immediately, thanks to the ability to **STREAM** data in real time, and if the internet connection is unreliable, an application available on the stores can be used for **OFFLINE** operation, as well as on **TERMINALS**.



Very **LIGHT** final programme thanks to codec **COMPRESSION**



INSTANT start-up thanks to **STREAMING** functions



Minimum hardware requirements: runs on **ALL MACHINES** capable of playing video



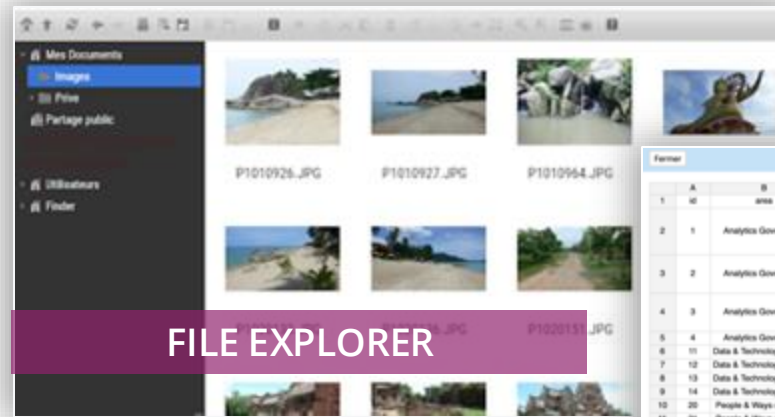
Works **ONLINE** and **OFFLINE**, on all platforms

SGMS - CMS

Serious games involve a B2B business model, unlike video games, where a development studio alone produces a product for the consumer market. And the client, who finances and provides the "serious" **BUSINESS EXPERTISE**, does not usually have any technical skills, even though they must be able to take an active part in the design of the product: from monitoring to validation, sometimes even co-designing.

To meet these needs, Ludicius has developed a **CONTENT MANAGEMENT SYSTEM (CMS)** that simplifies the creation of the experience. It then makes it very easy to modify the content and, each time it is improved, to instantly redeploy it on all platforms. This 100% online environment includes a file explorer and a series of content editors (**AUTHORING TOOLS**):

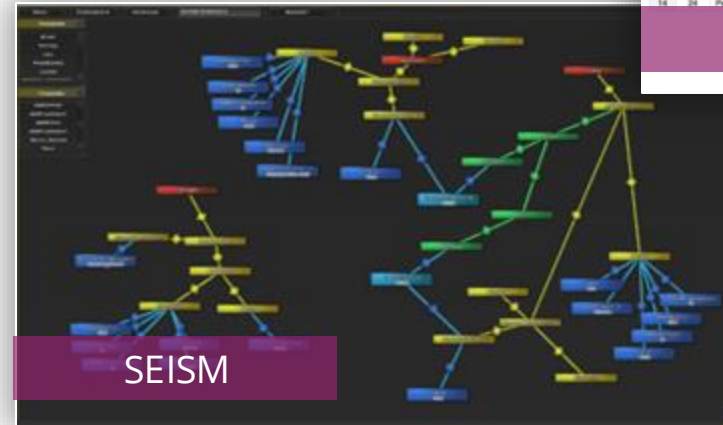
- > a text and digital data editor, enabling **LANGUAGE LOCALISATION** even after deployment
- > **"SERIOUS TALK"**, a **DIALOGUE** editor
- > **"SEISM"** (Scenario Editor & Interactive State Machine), a generic **SCENARIO** editor
- > A **GRAPHIC RESOURCE** editor for objects, characters and backgrounds



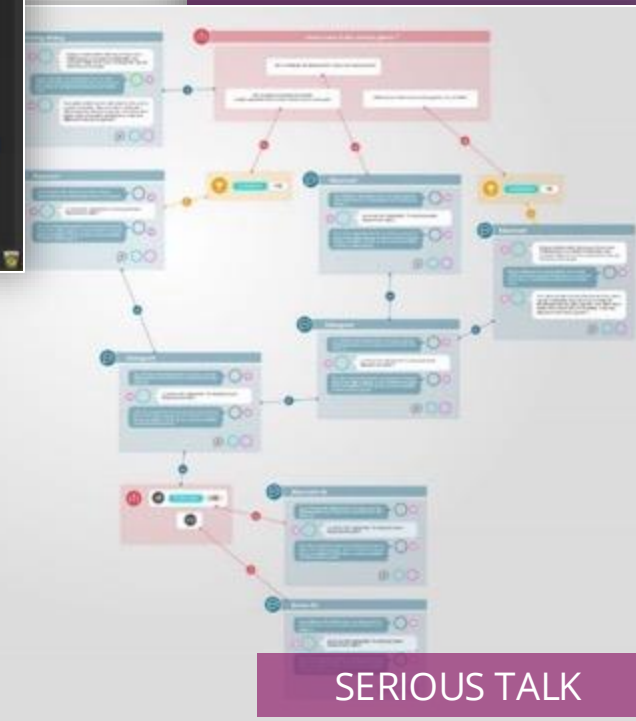
FILE EXPLORER

	A	B	C	D	E	F
1	10	area	Type	Site	Description	cost
2	1	Analytics Governance	Data	Set AI Vision	Based on competitors' recent moves and on your strategic priorities, define together with top management how analytics & AI can be a source of competitive advantage. Discuss what you aim to achieve as a analytics organization and select accordingly some priority strategic areas for investment.	10
3	2	Analytics Governance	Business	Run workshops to:	Design and implement the decision-making bodies and processes to make sure your company will do the right products, and do the products right, assessing and prioritizing analytics products based on a weighted ratio.	50
4	3	Analytics Governance	Business	Prioritize use-cases	Frequent review of value created and subsequent resource allocation in a key business factor to any transformation. Better cost control contributes to positive EBIT impact. Employees appreciate clarity in the decision-making processes.	50
5	4	Analytics Governance	Align	Set up analytics g.	Design the new organizational structure and define responsibilities l...	200
6	11	Data & Technology platform	Align	Set up analytics d...		50
7	12	Data & Technology platform	Output / UI	Gather data requir...		10
8	13	Data & Technology platform	Data	Develop data layer...		50
9	14	Data & Technology platform	Business	Enhance cyber se...		100
10	20	People & Ways of working	Business	Recruiting		10
11	21	People & Ways of working	Business	Contract vendors		50
12	22	People & Ways of working	Align			50
13	23	People & Ways of working	Output / UI	Upskill business to		200
14	24	People & Ways of working	Infrastructure	Upskill in delivery		50

TEXT & DATA EDITOR



SEISM



SERIOUS TALK



GRAPHICS EDITOR

SGMS - ANALYTICS DASHBOARD

Unlike an LMS, which is limited by its format for exchanging content, our solution allows each game trace to be recorded in its entirety. The technology thus enables complete **TRACKING** of users, and a dashboard of key performance indicators (KPIs) can then be custom-developed to present these **ANALYTICS**, at a much finer level of detail than in a traditional LMS.

What's more, rather than seeking to analyse each user's experience, we're more interested in understanding how the experience is lived. This difference in point of view means that we can focus on validating the **EFFECTIVENESS** of the experience, and thus put in place a process for constantly improving scenarios and content. A common objective, for example, is to determine at what point in the experience the highest drop-out rate is found, so as to be able to specifically **OPTIMIZE** it.

EXAMPLES OF KPI

- > **USAGE** KPIs: number of accounts with progress status (invited / started / finished / account deactivated / etc.), number of multiplayer sessions and connections, average time spent, etc.
- > **PERFORMANCE** KPI: values of each score declared by the project, percentage of correct answers to each question
- > **PROGRESS** KPIs: completion of each chapter or objective, obtaining badges & achievements
- > **EXPLORATION** KPI: time spent in the different levels or phases and in the multiple interface screens

The KPIs can be averaged and filtered by role, geolocation, date, chapters of the experience, etc. It is therefore possible to focus on one player, one presenter, or on the contrary on the totality of the traces, thus making it possible to look at average rates. They can be made available directly on a web page, or by downloading a file.



SGMS - GAME MASTER APP

This secondary application is designed for **MULTI-PLAYER** use: each user can take part on **A PERSONAL DEVICE** (e.g. mobile phone, tablet or PC). There are two possible modes:

> ASYNCHRONOUS

In this mode, players play **independently of each other**. At each stage of the game, each player can see the progress or score of those who have played before them.

> SYNCHRONOUS

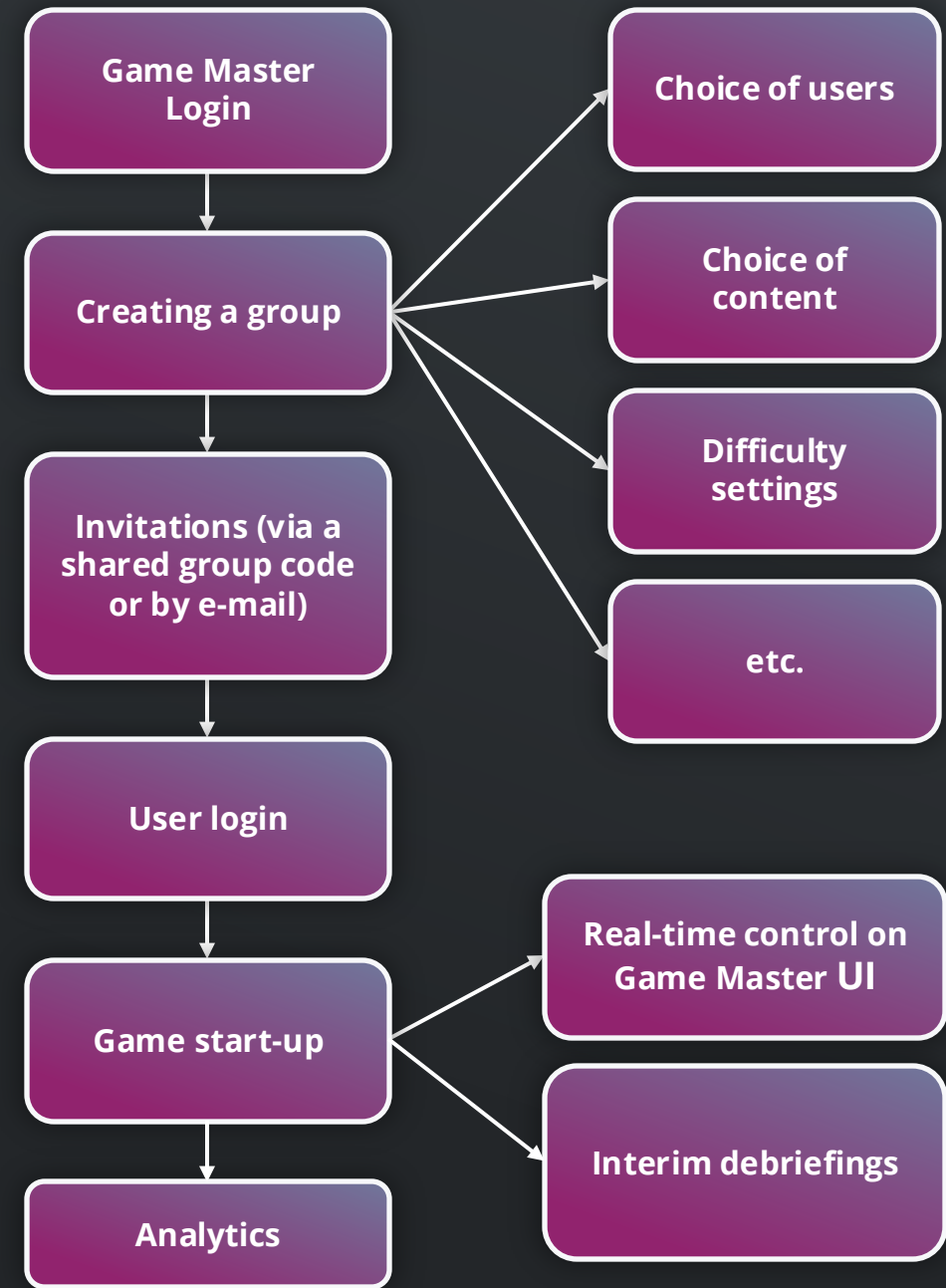
This mode enables **real-time** multiplayer mode, by synchronising the timing of all the players and allowing them to interact with each other. Our **JITSI** server (an **OPEN SOURCE solution for** VoIP and instant messaging application with video conferencing capabilities) also enables written, audio and/or video conferencing services to be used directly **WITHIN** the application environment, thus retaining the cumulative benefits of the commitment generated by the multiplayer mode, while remaining **REMOTE**.



Finally, the application gives a **HUMAN ANIMATOR** access to additional options. The host directs the game by, for instance, allowing each team move forward at its own pace or control time in a synchronised way from the control dashboard. Hosts, can pause the session at any time for a moment of **DEBRIEFING AND EXCHANGE** on a section of interest in their teaching sequence.

This "**PROF**" mode can also be used to set session parameters;

- Choice/filtering of sub-themes and difficulty
- Setting the number of sequences (=> short / long session)
- Time per phase
- Other game-specific options



DEDICATED SUPPORT

Since its creation in 2002, Ludicius Interactive has been working on and improving a 4-phase methodology for each project.

1- DESIGN

Working in collaboration with our design team and the business experts, the aim of the process is to determine and list the educational and entertaining features to be deployed, and to deduce the workload (graphics, integration, specific developments, etc.).

To do this, we need to "think from scratch", and **DESIGN THINKING** workshops are proposed. These can validate the experience already imagined and proposed, or, on the contrary, pinpoint certain parts that could in fact be problematic.

2- DEVELOPMENT

Succubus Interactive has implemented a version of the **AGILE** methodologies often found in agencies. The aim is to enable **COLLABORATION** with clients, rather than letting contractual negotiations during the purchasing phase govern the relationship.

Because **CHANGE** is an integral part of serious game projects, it is preferable to anticipate it, accept it from the outset and respond to it, rather than forcing compliance with an initial plan that may have become obsolete.

3- POST-PRODUCTION

The aim of this phase is to deliver a fully playable system, in which all bugs have been corrected, so that it can be deployed serenely in production.

We precede this delivery with a **USER EXPERIMENT** (pilot testing / focus group). A first "release candidate" version is then made available to a restricted audience, who are asked to take the game in hand. A detailed **RECIPE BOOK** is drawn up by us and shared with these beta-testers.

4- RUNNING

The warranty period ensures a quality service for users throughout the solution's lifetime. The guarantee of nominal and continuous operation is made possible by:

- > Unlimited **CORRECTIVE MAINTENANCE**, guaranteed by measured response times (SLA)
- > Upgradable maintenance guaranteed by the durability of our ecosystem, which is used throughout all our productions and is therefore rarely triggered.
- > Dedicated SaaS **HOSTING** to measure your device's bandwidth load and simultaneous connections
- > Permanent 24/7 **MONITORING** combined with human **IT management** of server equipment

DESIGN THINKING METHODOLOGY

Ludicius Interactive has been working for many years to **ANALYSE** and **UNDERSTAND** what goes on in a user's head. And while maximising the effectiveness of your solution means satisfying the user as fully as possible, it is also necessary to maximise the transmission of the message.

Over the years, Ludicius Interactive has developed its **OWN METHODOLOGY**, enabling us to take a unique quality approach to the development of your project. Based on **DESIGN THINKING** workshops with your serious content experts, it also aims to ensure that players enjoy their experience throughout, and to define a way of measuring the performance of the device.

Here are the 3 key stages in this methodology.



The aim of the design workshops is to successfully drive **CONTENT CAPTIVATION**. They involve identifying the target audience, defining the entire message to be conveyed and refining it as much as possible.

 **DESIGN THINKING**



To minimise the inevitable loss of players along the **TRANSFORMATION ROAD**, optimising each of its key stages will help to retain as many users as possible from the beginning to the end of the experience.

 **COMMITMENT**



There are **5 KEY FUNCTIONS** within which an interactive experience is necessarily structured. They generate **KEY PERFORMANCE INDICATORS** (KPIs) and help to ensure the **EFFECTIVENESS** of the system.

 **PERFORMANCE**

AGILE METHODOLOGY

Far from the spirit of SCRUM and rooted instead in the true foundations of the agile manifesto, our methodology guarantees transparency and collaboration with the client.

ORGANISATION

- > We rush **through FUNCTIONAL DELIVERIES** to give you a quick overview of the project and its progress (typically 1 month max between 2 deliverables).
- > We accept **CHANGES IN NEEDS** during the course of the project, and advise on the best solutions to keep within budget.

SPRINT REVIEWS

Rather than simply sending an e-mail to let you know that a new delivery is available, we offer a review procedure that requires a moment's attention:

- > Playtesting of the version delivered **IN VISIO**, based on a recipe book designed by us
- > Assessment of distance from expectations using a compliance form
- > Discussion of expected improvements
- > Validation of the new specifications for the next sprint by means of a written report

PROJECT MANAGEMENT SOFTWARE

Ludicius uses a bespoke project monitoring platform developed on the basis of the **CODA** no-code environment. This platform has three main functions:

- > To ensure mutual understanding and shared control of progress, we share the backlog and schedule with you, and keep them **constantly** up to date.
- > A section is dedicated to **TICKET** management, ensuring that identified improvements can be tracked by the whole project team as they are processed.
- > Finally, the platform can be used to manage resources, meeting minutes, documents and deliverables.





REFERENCES

LARGE ACCOUNTS



As well as :

Saint-Gobain, Boston Consulting Group, Renault, Fédération Française du Bâtiment, Ministère de l'industrie, Sigma Informatique, Saunier Duval, Groupe Roullier, Région Bretagne, Mutuelle Générale de la Police, Ville de Nantes, ...

BOSTON CONSULTING GROUP - ANALYTICS ACCELERATION



Discover and learn about **ANALYTICAL TRANSFORMATION** with this **MULTI-PLAYER** strategy game. Manage your teams, recruiting the right profiles, upgrading their skills, buying facilitators and developing use cases, until you reach the industrialisation stage.

The aim of this serious game is to **INCREASE AWARENESS AND TRAIN** employees of BCG's client companies in the subject of analytical transformation. The aim was to provide an **ENGAGING** medium that would both raise awareness of all the issues involved in analytical transformation and enable players to put what they learn into practice through a **REAL-LIFE SITUATION**.

DISCOVER THE TEASER



5.52

TALENTS
available / total

- Data Scientists: 14 / 14
- Data Engineers: 14 / 14
- Product Owners & Analysts: 16 / 16
- Contractors: 0 / 0

Funds
0

SENIOR LEADERSHIP ENGAGEMENT

The level of support and active engagement from senior leaders - keep this KPI high to secure opportunities for more funding ahead

88%

Good Job! As your Senior Leadership Engagement is high, the board grants you 10 credits of additional funding. These will be available in the next phase

AAA
Senior leadership engagement: 88%

Analytics employe engagement: 85%

Business adoption: 55%

EBIT (IMPACT)
0



CONSTRUIRE VOTRE PORTEFEUILLE INITIAL D'IA

ENTREPRENDRE LA MARCHE Après votre atelier avec les principales parties prenantes, vous avez créé une étoile polaire ambitieuse pour vos solutions d'IA et les catalyseurs nécessaires pour réaliser cette ambition. À ce stade, vous avez choisi de rejeter 4 des solutions car elles n'étaient pas viables aujourd'hui compte tenu de l'état de vos actifs technologiques et de données. Parmi les 5 autres solutions d'IA mises en évidence sur la matrice, lesquelles allez-vous sélectionner et lancer en premier?

<p>Détection des tendances en ligne</p> <p>Description: Collecte de métriques utilisées pour de futures actions de marketing, de vente et de développement</p> <p>L'engagement d'entreprise: ** Disponibilité de données de haute qualité: 100% Engagement personnel: 100%</p> <p>CHOISIR</p>	<p>Solution d'IA</p> <p>2 - Campagnes publicitaires ciblées</p> <p></p>	<p>Communications personnalisées avec les clients</p> <p>Description: Modification de tout le contenu des matrices de marque pour inclure des données de profil utilisateur personnalisées</p> <p>L'engagement d'entreprise: Disponibilité de données de haute qualité: 100% Engagement personnel: 100%</p> <p>CHOISIR</p>
<p>Solution d'IA</p> <p>4 - Optimisations automatisées des stocks</p> <p></p>	<p>Solution d'IA</p> <p>5 - Prix Markdown</p> <p></p>	<p>Plateforme de certification d'abonnement</p> <p>Description: Mise en œuvre d'un processus de pré-évaluation des données de haute qualité pour les données de profil utilisateur personnalisées pour améliorer les performances des matrices de marque</p> <p>L'engagement d'entreprise: Disponibilité de données de haute qualité: 100% Engagement personnel: 100%</p> <p>PRÉCISER</p>

FACILITATEURS

- Partenaires, valeur et mise en œuvre**
- Matrices d'indicateurs et indicateurs de performance**

9.01

TALENTS
available / total

- Data Scientists: 2 / 2
- Data Engineers: 2 / 2
- Product Owners & Analysts: 14 / 14
- Contractors: 0 / 0

Funds
42

DATA & DIGITAL PLATFORM

Set up the data governance and the digital and data platforms to support the development and long-term operations of your B2B-C2B2S

<p>First Cloud environment</p> <p>30 SEC 5^C</p>	<p>Technology stack for industrialized data pipelines</p> <p>30 SEC 5^C</p>	<p>Data-as-a-service strategy</p> <p>30 SEC 5^C</p>
<p>Tooling for Data governance and Master Data Management</p> <p>30 SEC 5^C</p>	<p>Set up a micro-services architecture in all new development to improve maintainability, reusability and scalability of the code (e.g. small modules that can be modified)</p> <p>INVEST</p>	<p>Cloud data platform and data lake</p> <p>45 SEC 10^C</p>
<p>Cyber & Information Security</p> <p>30 SEC 5^C</p>	<p>Data layers, APIs and data catalogue</p> <p>30 SEC 5^C</p>	<p>DevOps toolchain & practices</p> <p>30 SEC 5^C</p>

AAA
Senior leadership engagement: 95%

Analytics employe engagement: 95%

Business adoption: 95%

EBIT (IMPACT)
0

AFTERSTORM – FNTP (NATIONAL FEDERATION OF PUBLIC WORKS)

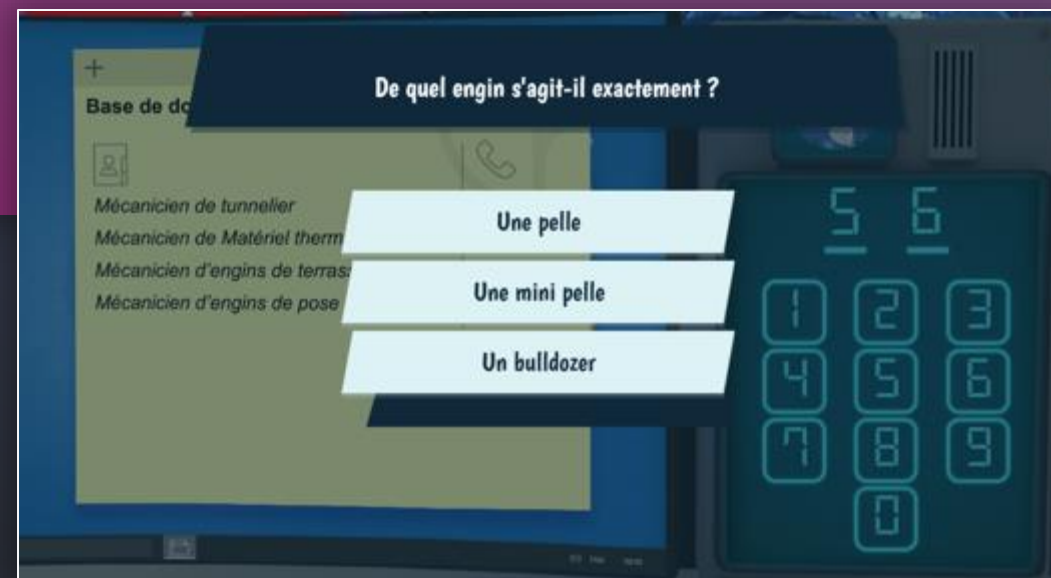


Aimed at **secondary school** pupils, this escape game puts players in the role of Alix, a teenager who finds herself stranded on a fictitious island after a terrible storm. She will try to help the various professionals in the public works sector to repair the infrastructure destroyed by this natural disaster and call for help so that she can return home.

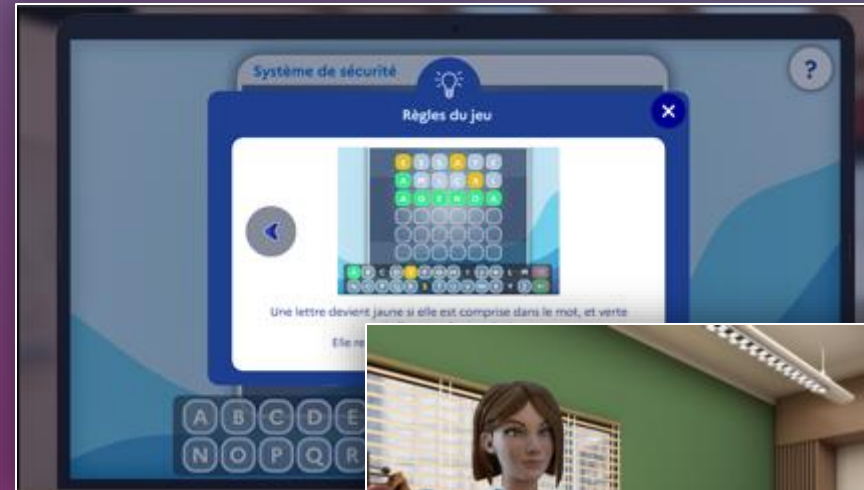
This fun experience gives young people aged 11 to 15 an original way of discovering the various careers involved in **public works**, by giving them a hands-on experience of what these professionals do on a daily basis. The aim is obviously to encourage young people to take up the profession, but also to showcase the innovations and ambitions of this little-known sector, particularly in terms of the environment.

TRY THE GAME





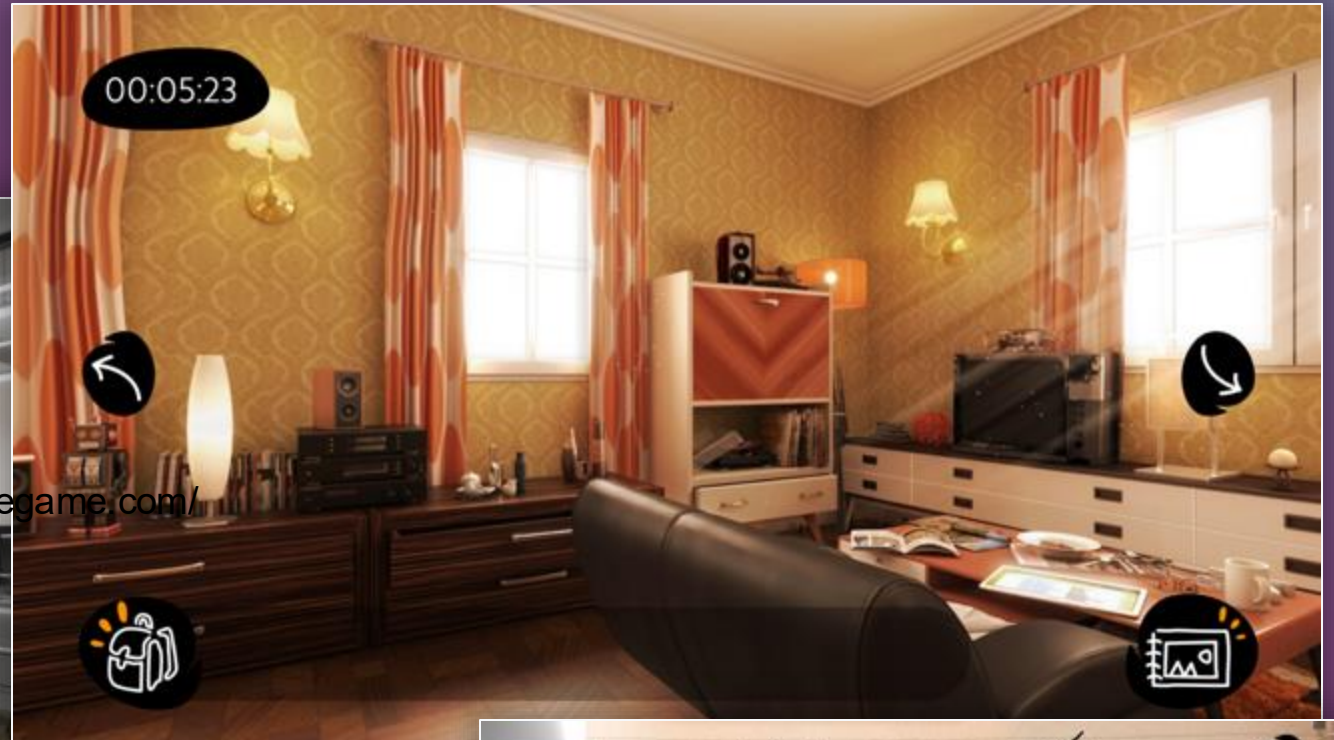
DGFIP- ENIGMAFIP



As part of its efforts to promote its professions, the DGFiP (the French General Directorate of Public Finances) wanted to offer an immersive, fun experience at the heart of one of its branches. Breaking with the codes of a little-known institution, the device presents the different functions and values of the Public Finance Department.

Punctuated by riddles, the adventure requires players to use their powers of observation and logic to continue the adventure. In the form of an escape game, the system plunges players into a world with realistic settings and guides them step by step through the friendly scenario. It's a real breath of fresh air that's accessible to everyone, modernising the image of the DGFiP and revealing its professions in a new light. **TRY THE GAME**

SODEBO - THE MYSTERY OF THE PERFECT SALAD

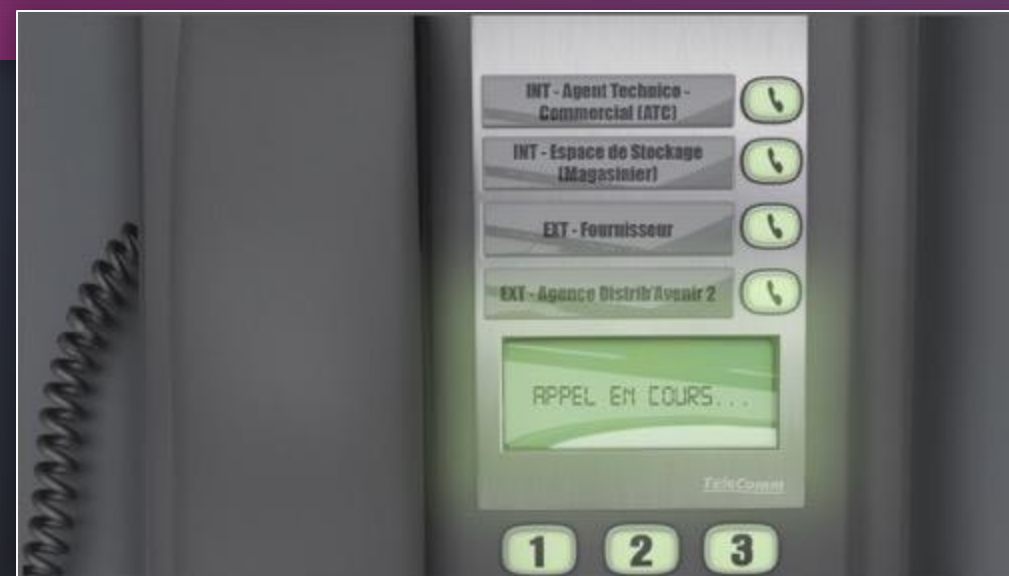
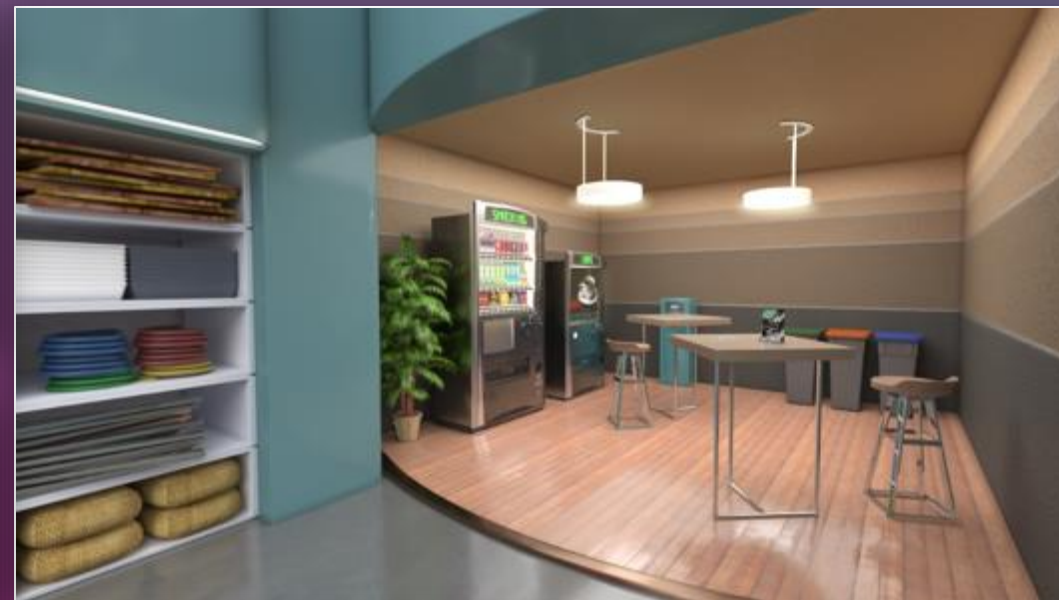


Our studio's latest escape game, "The Mystery of the Perfect Salad" takes players back to the 70s... with a few surprises. The player is invited to reproduce "Mum's" recipe, only to realise that he or she has been in the memories of one of the directors, all three daughters of the founders, all along. The experience offers a light-hearted promotional message under the guise of a fun interactive experience...



TRY THE GAME

CONSTRUCTYS / FDMC - DISTRI B D'AVENIR



The game, produced in partnership with the **FDMC and CONSTRUCTYS**, aims to familiarise young people aged 14 to 29 with the **CAREERS** of **BUILDING MATERIALS DISTRIBUTORS**, thereby encouraging them to enrol in work-linked training schemes. Available at trade fairs and online at avenir-distributeurs-construction.fr, the game offers three immersive scenarios lasting around ten minutes each, using engaging **NARRATION** and practical **SITUATIONS** to discover the jobs of delivery driver, warehouse assistant and sales consultant. Featuring advanced functions such as game replay, statistical monitoring and **EVOLUTIVENESS** with the addition of new courses at a later date, this serious game is positioned as a fun and educational tool for **DISCOVERING AND PROMOTING** the sector's professions, while promoting the positive image of the industry.



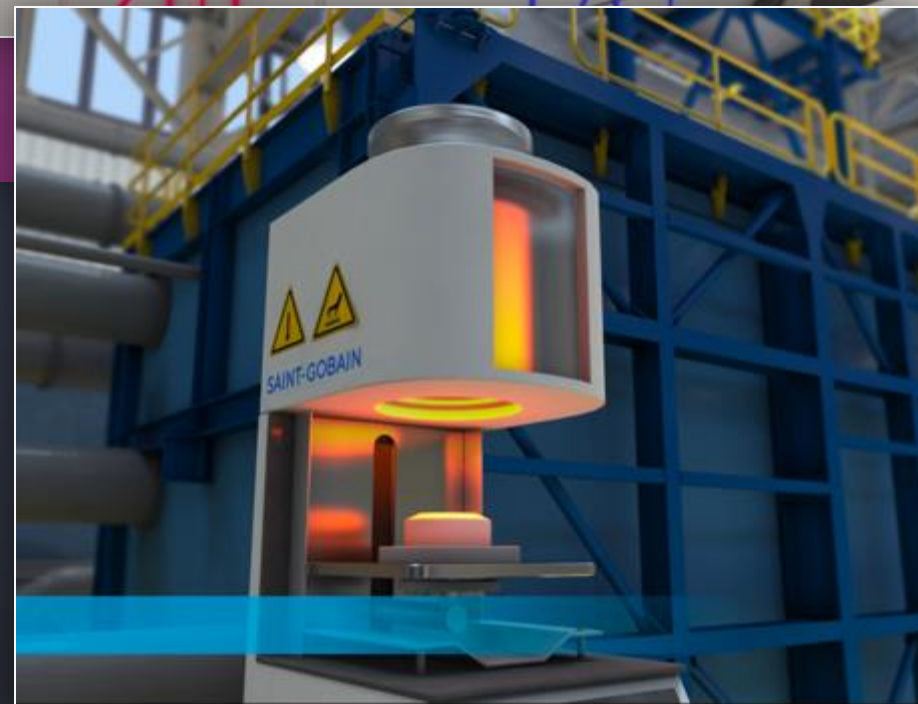
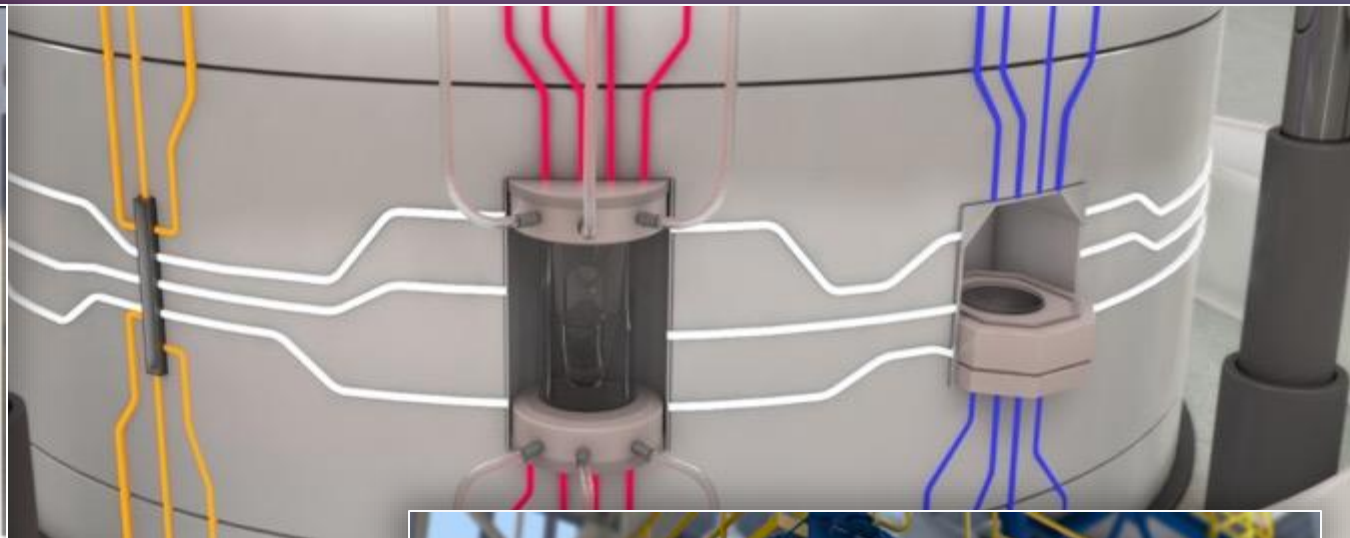
Constructyts
Votre partenaire compétences



FDMC
Fédération des Distributeurs
de Matériaux de Construction



SAINT GOBAIN - BRAIN



To promote its **EMPLOYER BRAND**, Saint-Gobain called on Succubus Interactive to create a virtual reality escape game.

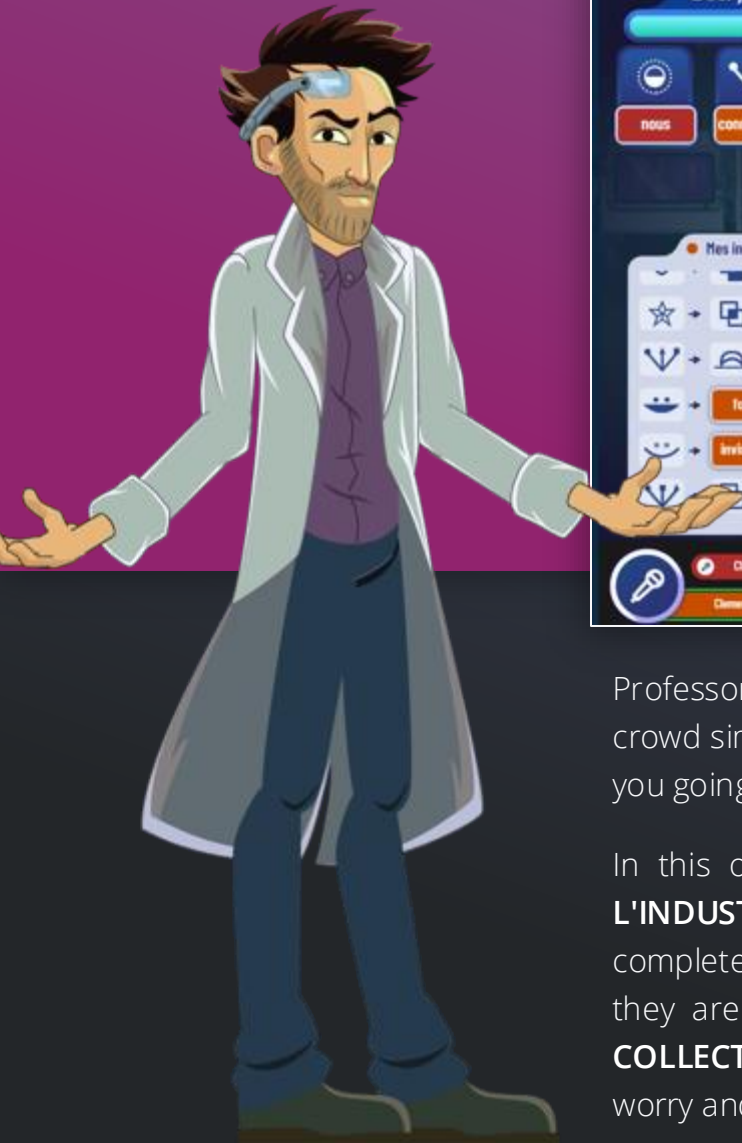
This serious game puts the player in the shoes of a visitor who gets lost during a visit to the R&D centre, and has to 'debug' a capricious AI by solving multiple puzzles. Please note that a multiplayer approach can also be added to this type of individual game.

This project won the **TOPCOM D'OR 2021** and the **TROPHÉE DU DIGITAL MARKETING 2022**.



TRY THE GAME

TRAPPED IN THE CROWD - CITÉ DES SCIENCES ET DE L'INDUSTRIE



Professor Solo has locked you in his laboratory. And even worse, he has trapped your avatars in his crowd simulator! To free yourselves, you and your team-mates will have to pass several tests. How are you going to get organised?

In this online **COLLABORATIVE ESCAPE GAME**, produced with the **CITÉ DES SCIENCES ET DE L'INDUSTRIE** as part of the **FOULES** exhibition, a group of players will have to work together to complete the missions proposed by the professor Solo and thus escape from the laboratory in which they are locked up. The players will discover and experiment with some of the mechanisms of **COLLECTIVE INTELLIGENCE** as a group, and have fun learning how crowds can be both a source of worry and a formidable source of innovation...

BRITTANY REGION - LEGENDS OF EUROPE



A fantastic adventure in which the player takes on the role of a young student called Maël, who inadvertently releases creatures from European legends from an ancient Spellbook. With the help of Loé, the Spellbook's guardian, Maël must track down these creatures and send them back to the magical world known as Grimgard.

This **VIRTUAL TRACK GAME** lets players discover Europe and its many folklores. What's more, the storyline offers players a number of alternatives to the game and multiple endings that they can initiate throughout the story.

TRY THE GAME



The Brittany region wanted a game that **could be PARAMETRABLE** by secondary school teachers, so that they could use a Serious Game in their lessons. Succubus has therefore developed a specific interface, enabling them to create groups of students, and select the level of difficulty and the themes they wish to tackle in class.

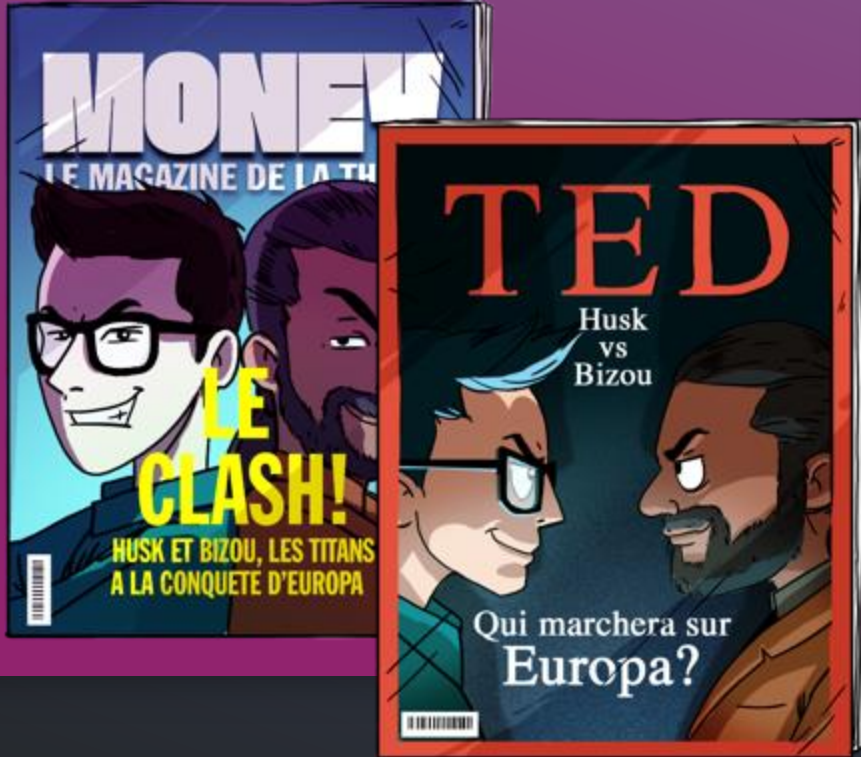
Replayability has also been taken care of, as the creatures are randomly drawn for the first 3 games. And there's no limit to the number of new themes you can create! Finally, students can play outside the classroom (Free Run), and hunt fantastic creatures while they learn.



FUNCTIONALITIES

- > Augmented reality
- > VR 360° Google Streetview
- > Stylized Open Street Maps
- > Explorations & dialogues
- > Save game
- > Player profile page
- > Creating groups
- > Analytics
- > Teacher Admin
- > Quiz back office
- > Leaderboard

UIMM - INDUSTRY RACE



We play Melon Husk, a renowned entrepreneur who is always looking to be at the top of **INNOVATION** and wants to **SAVE HUMANITY!** Faced with his rival, Jean-François Bizou, he's going to do everything he can to beat him.

At the head of his company, the player will have to use his time and resources to achieve a series of key innovations. They'll need to spend their money wisely, between recruitment, employee training, equipment purchases and various works in their factories.

Punctuated by humorous cinematic sequences, this Serious Game aims to help people discover the **industry's CAREERS** and **TRAINING**.

TRY THE GAME

UIMM

LA FABRIQUE DE L'AVENIR



Production

Pièces détachées

29%

13

111

Partis

Chaudronnier Benjamin Bouton

Chaudronnier

Le chaudronnier façonne des pièces métalliques pour leur donner forme. Qu'il s'agisse de travailler l'acier, le cuivre, l'aluminium ou encore le laiton, le chaudronnier est un métier qui requiert une grande dextérité manuelle, une précision d'artisan et des connaissances informatiques pour les simulations en 3D.

Métier: Chaudronnier

Activité: Production, Pièces détachées

Chaudronnier

BAC PRO EDPI	1
BTS CRCI	10
-	0

Renvoyer aux RH 150

- Benjamin Bouton**
BAC PRO EDPI, BTS CRCI
- Christian Souris**
BAC PRO TCL, BTS CRCI
- Edward Colonne**
BAC PRO TCL, BTS CRCI
- Claude Monnaie**
BAC PRO TCL, BTS CRCI

AWARDS





EC PROJECTS

BEACONING
(H2020-EU.2.1.1.687676)



<https://beaconing.eu>

Beaconing project aims to support “anytime, anywhere” learning by exploiting pervasive, context-aware and gamified techniques and technologies, framed under the Problem-Based Learning approach

mEducator
(ECP 2008 EDU 418006)



<http://www.meducator.net/>

The mEducator best practice network exploits various types of medical educational content, representing different pedagogical approaches, audiences, languages and cultures, on a large scale in order to obtain a critical mass for delivering best practices for the reuse and sharing of medical educational content.

CDTMOOC



(Erasmus+ 2019-1-FI01-KA203-060718)



<https://cdtmooc.eu>

CDTMOOC aims at providing an innovative way of designing and delivering entrepreneurship courses through a gamified MOOC.

QUEST



(Erasmus+ 2020-1-RO01-KA226-2D54AE89)



<https://www.elearning.raa.ro/projects/quality-essential-skills-for-teachers-in-online-learning-quest/>

Quality Essential Skills for Teachers in Online Learning (QUEST) aims to develop quality e-learning modules to enhance teachers' digital skills and support them in their teaching.

LITTLE PHILOSOPHERS



(Erasmus+ 2021-1-FR01-KA220-SCH-000031537)



<https://littlephilosophers.eu/>

Little Philosophers aims at promoting philosophical inquiry-based learning among 10-14 years old students as means to create new leaders and decision-makers. Students will develop creative, critical and caring thinking skills as well.

MINDSET



(Erasmus+ 2022-1-FR02-KA220-YOU-F582B9C6)



<https://mindseterasmusproject.eu/>

MINDSET intends to help youth workers support gaming disorder patients, allowing them to be included and integrated into a variety of social activities. The project wants to give youth workers tools and methodologies so they can properly address the issue and its derivatives among young people.

ArchTech



(Erasmus+ 2023-2-FR02-KA220-YOU-000174646)



<https://archtech-project.eu/>

ArchTech addresses the need to Empower the youth to rediscover Europe's Architectural Legacy. It proposes to upgrade the digital proficiency level of youth worker participants to include the development of digital tools for social purposes and heritage protection.

InclusiVRity



(Erasmus+ 2024-1-ES01-KA220-SCH-508A1459)



<https://inclusivrity.eu/>

InclusiVRity aims to build the capacity of teaching professionals and carers on using digitally accessible tools like VR, for developing skills, such as reading, communication, teamwork, memory stimulation, problem-solving, and focusing for neurodiverse students (12-18y/o).

MathArtStories



(Erasmus+ 2023-1-SE01-KA220-SCH-3B7895E9)



<https://mathartstories.eu/>

MAS seeks to integrate Digital Storytelling (DST) as a pedagogical method in lower secondary Math curricula through Art ramifications, whilst strengthening teachers' ICT knowledge and skills in doing so. In turn, it aims to enhance 13-15 y/o Math students' interest and excellence in STEAM through an interdisciplinary approach that uses interactive simulations to strengthen their soft & hard skills for Math learning in the 21st century.

ClassPRO



(Erasmus+ 2024-1-CY01-KA220-SCH-000244556)



[ClassPRO website]

The ClassPRO project aims to modernise classroom management strategies in secondary schools to enhance teachers' competencies, skills and professional development, strengthen teacher-student communication, promote inclusive education practices, and combat low student achievement by creating positive emotional responses in subject-specific contexts.



ludicius
INTERACTIVE