

ÜConsole

Scan | Play | Enjoy



ÜConsole

Are you
ready
to play?



What is ÜConsole

Redefine your video calls and events into thrilling games! **No downloads**, just **scan the QR code**, and **transform any monitor into a interactive one**, using your **smartphone as the controller**.

ÜConsole is our proprietary digital platform that transforms any group call or event into an interactive experience through gamification.

- Improve your lead generation
- Enhance the engagement from your workers and users
- Upgrade your team-training and reduce costs
- Collect data from your users to reach your objectives

[Watch the trailer!](#)

How it works

1

Find a screen

That can be seen by all participants, such as a large TV or a shared screen. That's the Master Screen.

2

Scan the QR Code

Participants use their phones as a controller screen.

3

Start playing and enjoy!

Once connected, participants can use their smartphone as a controller to participate in the shared experience.



Types of ÜConsole



Near the screen

Engage people in museum screens or a office transit area. Best for quick, snappy experiences for groups of 1-8.
Best for DOOH and fun group activities.



Streaming

Add a new dimension to ANY virtual meetings, the interactivity. “Board game” like experience for groups of 4-12.
Best for team building or incentive activities.



Conferences

Create incentive activity for a large number of participants (20-250+) we can design high density yet effective competitive or cooperative gameplays.
Best for assessment tools. Remote or in person.

About Rising Pixel

Ready to help with our high-quality Gamification and IT solutions. Rising Pixel have been bringing innovation through joy since 2012. We build experiences for everyone!

Our objective? Create games accesibles for everyone and help our clients to reach their goals, whether it's **promote their brands** or **upgrade their team-formation** to the next level.

Sustainability, accessibility and quality are the core values that lead our team and projects. From the Canary Islands, Rising Pixel worked for many companies of global resonance, resulting in hundreds of highly effective interactive experiences.

We solve problems with the power of Gamification. They aren't "just games". Gamification enables the creation of effective methods to enhance engagement, optimize your work teams, and promote your product.

You have an idea? We have a team to make it real. [Contact us!](#)





Ideas selection ♦♦♦

Smelled the opportunity?

Now let's taste the solutions!

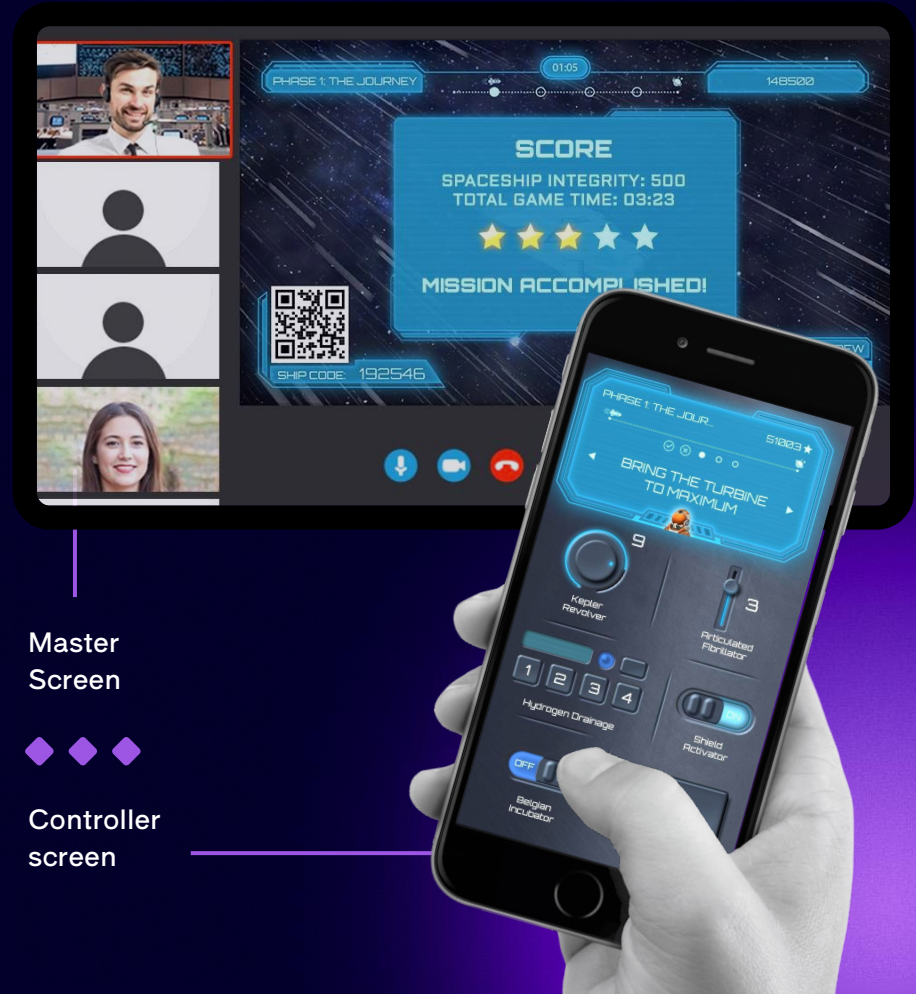
Space Crew

Team building

An effective and successful implementation of ÜConsole that has allowed **several team building** groups to experiment with innovative ways of doing group even remotely.

Usable for both **one-shot sessions** and **customizable** in all its phases creating a unique experience each time as for example was done with SNAM.

By creating a fun environment where a team can be safely put under pressure, people can **challenge and surpass their own limitations.**



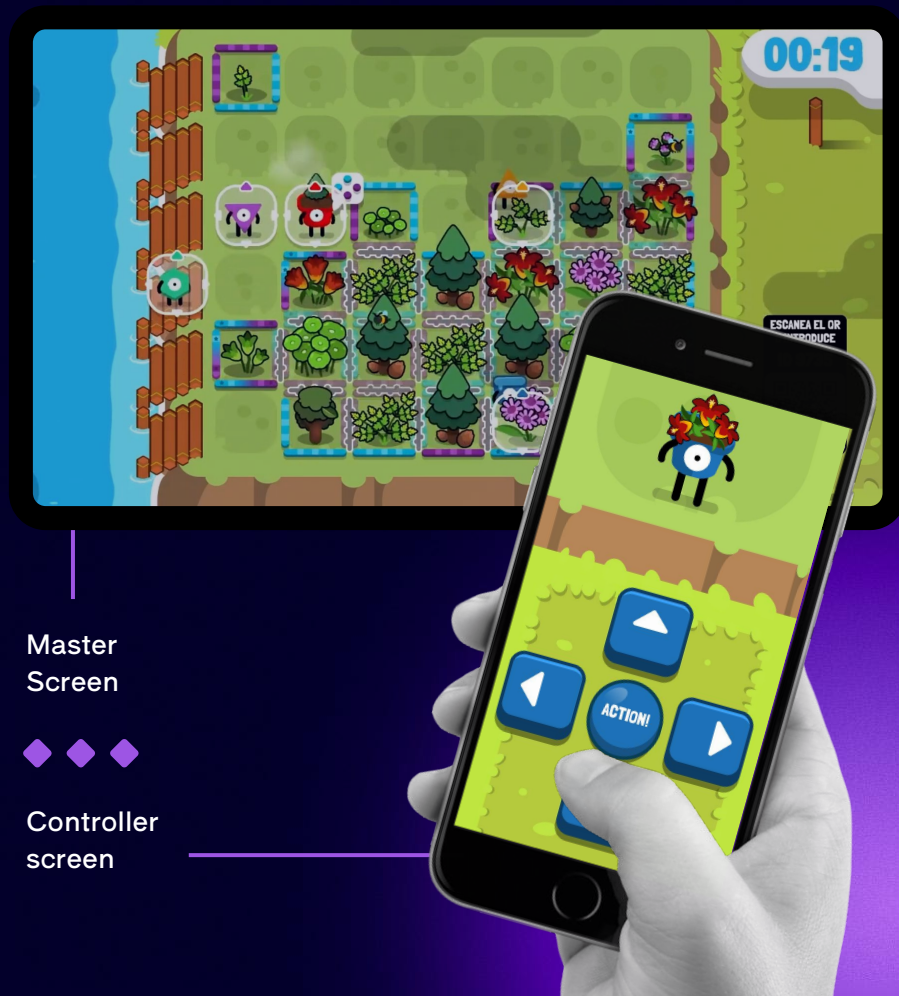
Forest Keepers

In person installation

The **Elder Museum** is the most important science museum of the Canary Islands and during the **temporary exposition about climate change** we made a ÜConsole game.

Which was able to be played by **several people** respecting social distancing. Forest Keepers is a **cooperative experience**, where you use your smartphone to rearrange the plants in your garden.

Your mission? To plant the most beautiful garden possible through teamwork. One last detail, you will always move to the rhythm of the music!



Master
Screen

Controller
screen

Sam Quest

Massive, communication soft skill

Sam is a wandering hero with a mysterious identity **trapped in the dungeons of a castle.**

In your hands resides the only tool that can save him, **your smartphone** has the power to connect toward this world and can communicate with our hero.

All using a most powerful weapon: **communication.** What Sam does will be up to you, based on the most voted action at the end of each turn.

Sam Quest is an adventure designed to foster **soft-skills**, as communication and team organization, of a big amount of players.



Climate Choices

Assessment tool

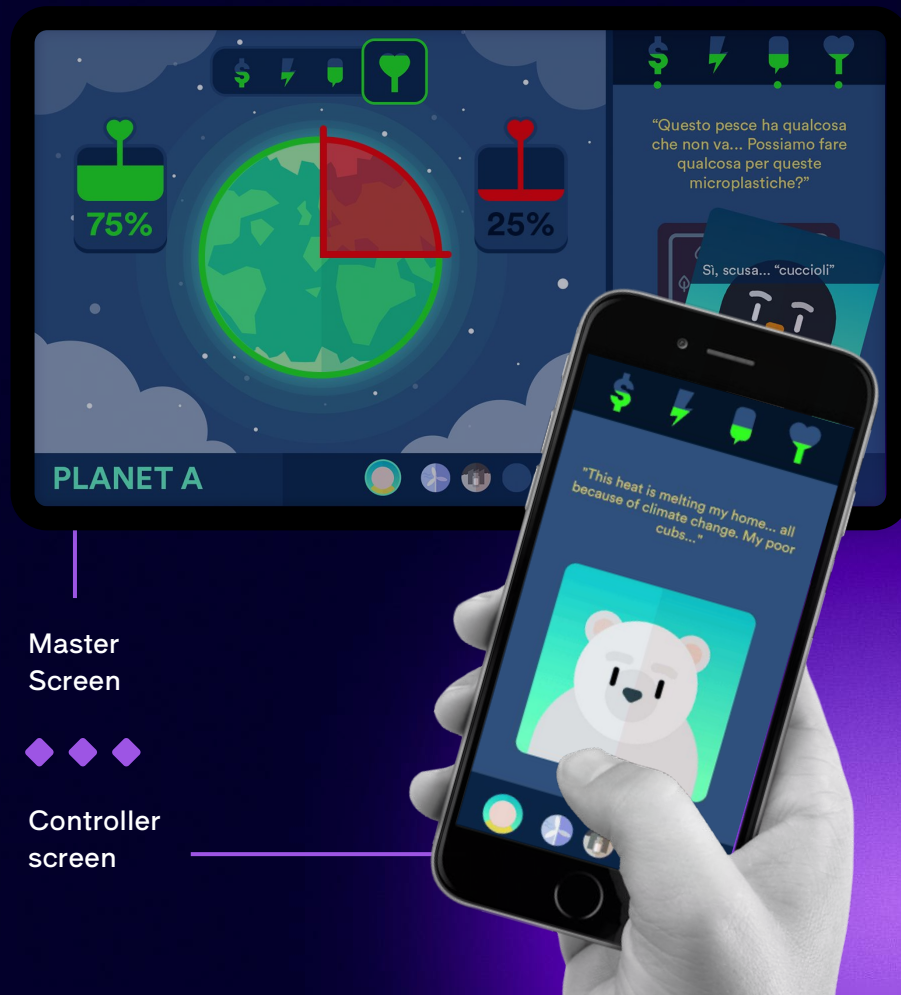
Swipe cards left or right to make decisions.

But be careful, every action has consequences.

Game will collect the **data** that can be used for **reports and further analytics** about ESG topics.

The stage screen will show a dynamic infographic of all session. **How's our virtual planet doing?**

You are a **decision maker** who rules over a state. Work together and achieve a brighter future!



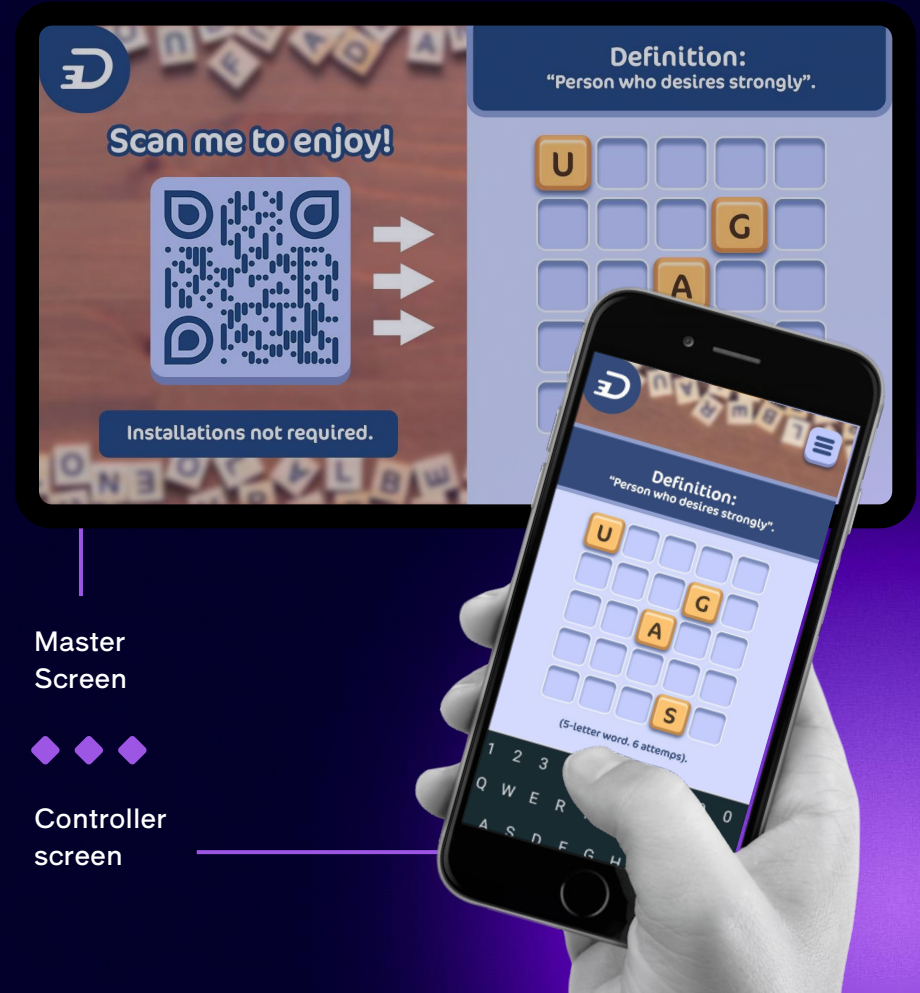
Wait'n'Win

Sales tool

A game of words and logic to entertain people waiting in transit areas or offices, taking advantage of our ÜConsole technology.

The game offers the opportunity to have waiting people interact with each other and insert promotional content from your company, not only brand placement, but also to exploit words from Brand's services in the game.

This creates a unique opportunity to advertise in a fun and engaging way.



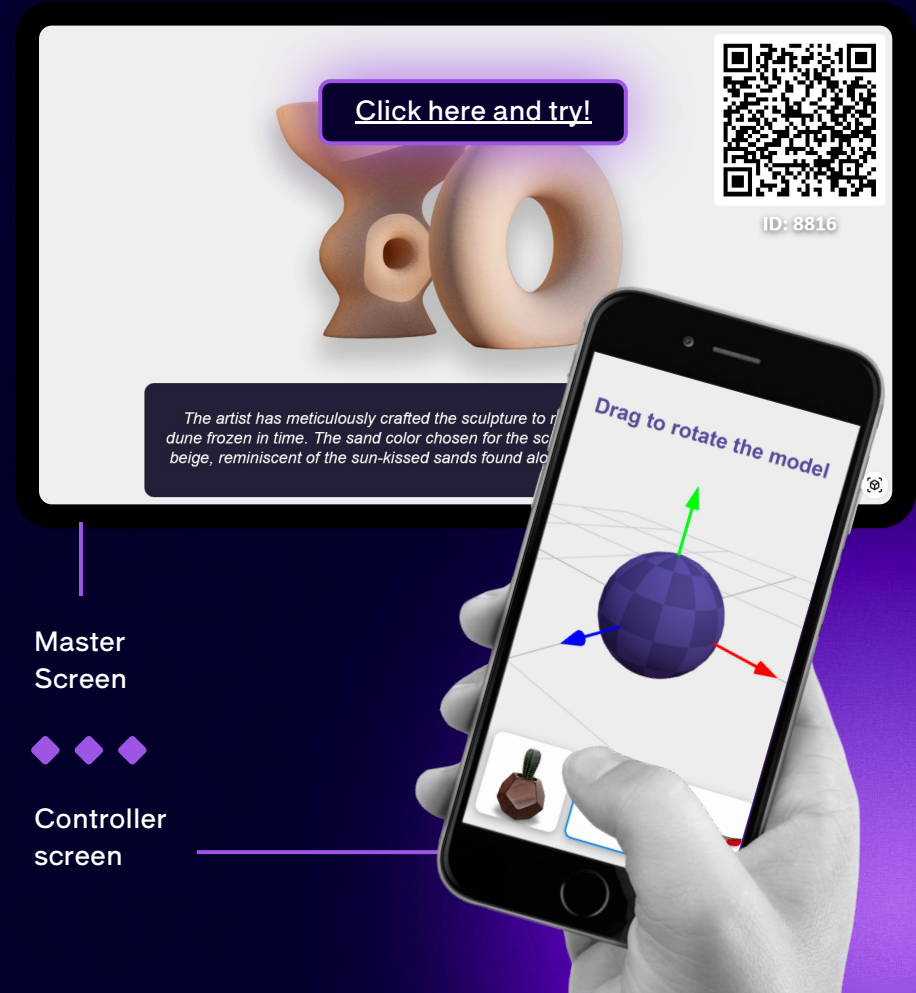
ÜExplore 3D

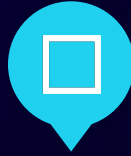
DOOH tool

Enable visitors to interactively explore 3D content of statues, models, or artifacts without requiring any additional hardware.

Upon scanning, the visitor's smartphone turns into a remote controller. They can now rotate, zoom in, and explore the 3D model in detail.

- **No Touch Screens Required:** Eliminates the need for interactive touch screens in the museum, which can be costly and require regular maintenance.
- **Personal Interaction:** Visitors use their own smartphones, making the experience more personal and engaging.
- **Cost-Effective:** The only requirements are an internet connection and a screen (or projector) connected to any PC, making it a cost-effective solution.





Do you want to know more?

Visit us on
www.risingpixel.com
or
<https://uconsole.space>



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