A whole new game
# Getting the cultural fit

Today, *technical* (or « hard ») *skills do not suffice anymore*: you need to know your culture and find the people that will *match your values*.

# Develop your Employer Brand

The *competition for talents is harsh*. With the emergence of Millennials, *attracting candidates* has become a mandatory step before recruiting.

# Innovate, change the game

These are the key words to find the talents you need. Find and attract *the right combination of soft skills* with *original methods* to win the game.
Pinpointing the best talents
About the recent methods... and their bias

Psychological tests, assessments... Over the last few years, several methods have emerged to help you find the talent that will fit in your firm’s culture.

However, candidates are smart: they prepare for these tests and try to manipulate the results.

To top it all, these tests use declarative approaches, that can induce bias and may not reflect the reality.

About the traditional methods... and their limits

The one-on-one meeting is « meeting » its limits: it is useful to get to know the candidate, but the first impression isn’t enough.

However, it remains important to go through the hard skills!

Why challenge the « state of the art »?
# Innovating through games

A wide range of benefits:

- Limits the bias of existing methods;
- Helps find complex profiles;
- Develops an innovative and distinctive Employer/Recruiter Brand;
- A much better candidate experience;
- A flexible method that suits all kind of needs;
- Makes the process less pain-inducing for everyone.

# Objective data

Optimal decision

Today, getting objective data becomes harder and harder, so it’s become critical to find the actual best talents.

Objective data about mind, culture and values are hard to measure.

Like a third-party, gamification acts as a mediation between candidate and recruiter: it reveals the inner nature of the candidate.

« You can discover more about a person in an hour of play than in a year of conversation » PLATO
Time to play!