



Overview

Job Quest is development by BIP Media for the Randstad use case. It is written in C# and uses the **Unity 3D** game engine.

Job Quest is a single player game simulation of a real job search experience.

For users, the aim is to improve the way in which they handle their job searches, in particular **job interviews**. So it will be mainly about improving the player’s “presentation” skills during interviews, the way she/he sells herself or himself. During the game, the player will receive different sort of advices, mainly from a Randstad Personal Advisor (RPA).

At the beginning of the game, the player will have to **register**, giving a nickname, real age, genre and its working experience. After this, she/he will have to fill a quick questionnaire (RIASEC) will then determine the player’s **psychological profile**. At last, the player will have the possibility to upload a **CV** to a server where it’ll be analyzed. At the end of this process, some advices will appear regarding the CV appearance and content.

Then the player will meet the virtual **Randstad Personal Advisor** who will present different jobs offers to choose from. During the interview, the potential employer will ask questions aloud (subtitles) and the player will respond by selecting an answer from multiple options.

After an interview, the player gets a result, an analysis of the answers given and some advice. But, even if the player succeeds, she/he will be able to do another interview to **continue training**. Affording different kind of recruiters who will use different interview approaches with different objectives, the player will be quickly prepared to many kinds of situations.

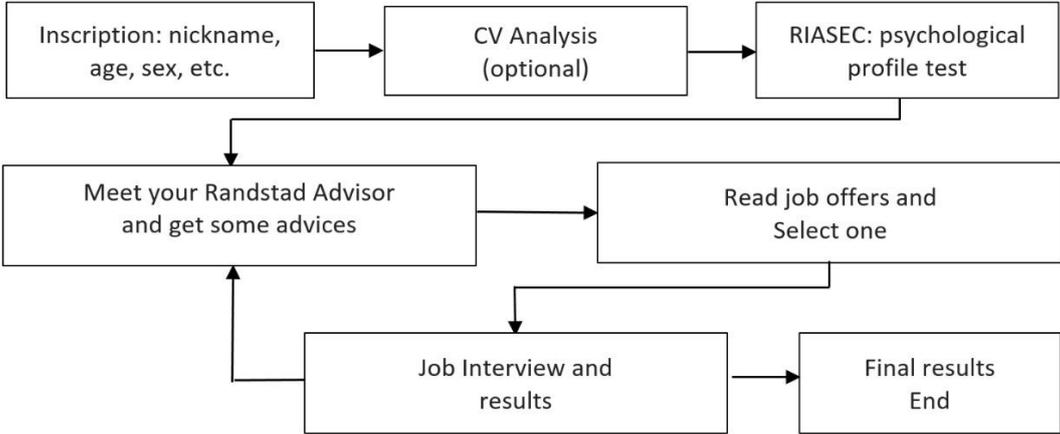


Figure 1: JobQuest workflow

Walkthrough



The start screen uses the new Randstad graphic chart to fit with the Randstad quality and graphic standards.

ACCORD DE CONFIDENTIALITE

Ce jeu est totalement anonyme, nous ne vous demanderons qu'un nom provisoire de joueur, votre sexe et votre âge. Toutefois, votre CV pourra être analysé pour vous donner des conseils sur sa mise en forme et son contenu.

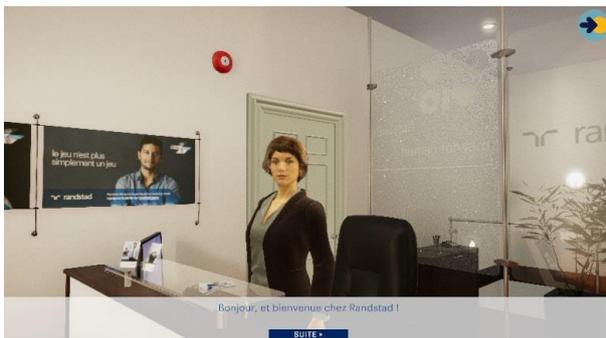
Le contenu de votre CV sera conservé 15 jours par Bip media (info@bip-media.com) avant d'être définitivement supprimé. En revanche, merci de ne pas divulguer les informations confidentielles contenues dans ce jeu.

ACCEPTER

Before to enter the game, a confidentiality agreement should be accepted by the user. It gives also information about the use of data collected in the game.



Then the user enter in a first 3D scene: a Randstad office...



...where he(he) will be welcomed by a Randstad Advisor.

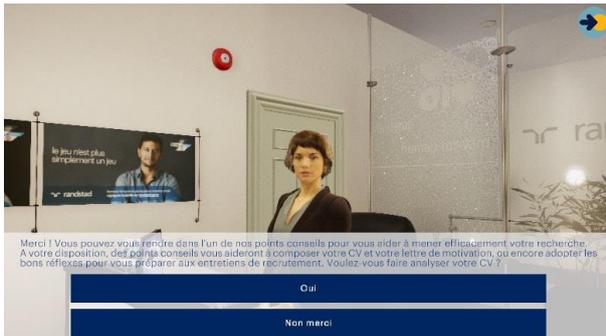
Note on the upper right corner of the screen, a menu button can give access to few functionalities:

- CV analysis,
- RIASEC Test,
- access a list of tips,
- quit the game.

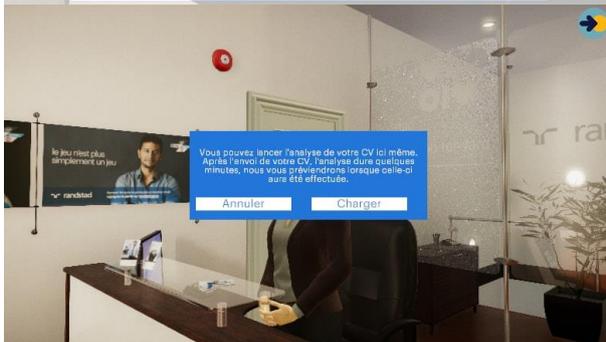


After a short presentation, the Randstad Advisor asks the payer to register:

- Nickname
- Age
- Genre
- Experience
- Duration of the job search
- And a first evaluation survey (5 questions)



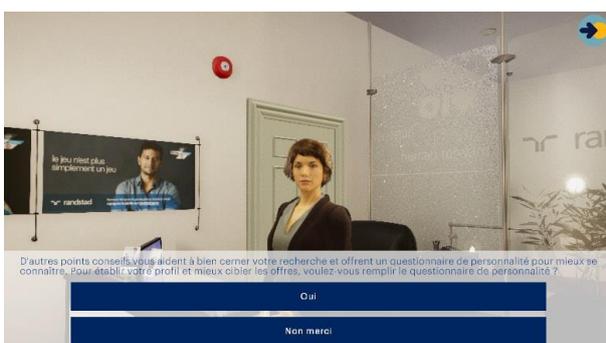
Then the Randstad advisor offers the player to analyze her/his CV.



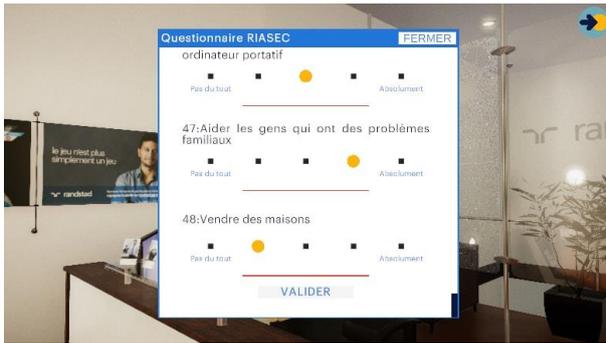
If the player selects “Yes”, he/she will be invited to load this document (PDF or DOC format only). Then it'll be sent to the server Jobquest.com for analysis. Not that if the player selects “No”, it'll be possible to revert to this analysis from the game menu.



Few seconds after (the operation could be longer depending on the Internet connection), the result appears: few advices regarding the visual presentation, some missing keywords regarding the user's profession, some missing information (Internet links for example), etc.

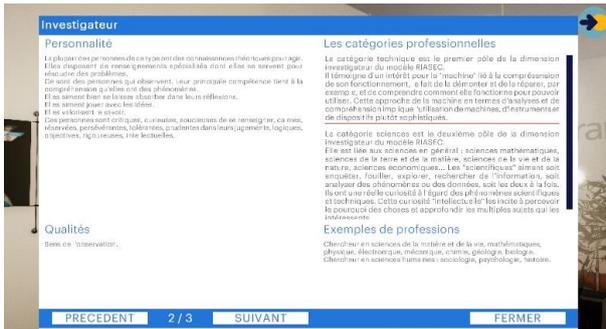


Back to the Randstad Advisor, she will propose to the player to pass a personality test, based on the RIASEC.

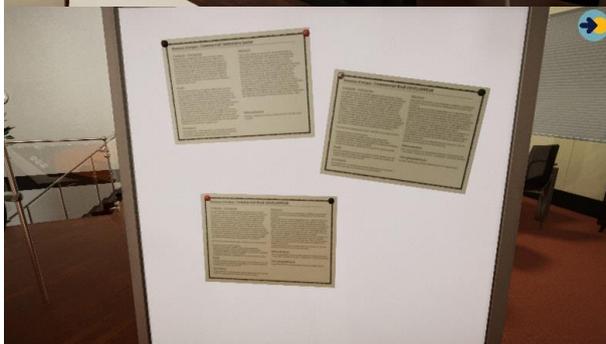


If the player selects “Yes”, he/she will have to answer up to 48 questions (with 5 choices from 0 to 4).

Note that if the player selects “No”, it’ll be possible to access later to this test from the game menu.



Immediately after the validation of the RIASEC form, the result appears: three pages describing the three principal personality traits of the player.



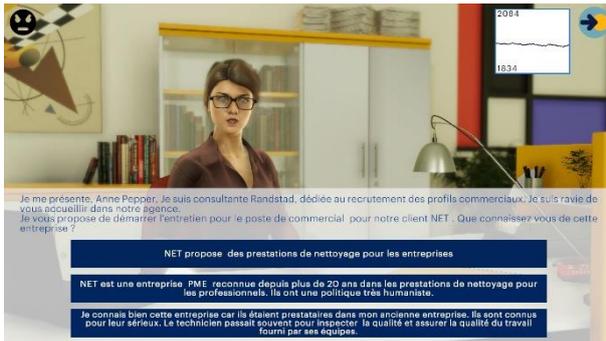
Back to the Randstad Advisor again, she will now invite the player to look at different job offers...



If the user selects an offer, she/he will zoom in to display some details: profile and information needed, missions, remuneration, etc. Clicking outside the offer will return the player back to the board with all offers. Clicking on the offer will “teleport” the player to a new office...



The recruiter welcomes the player. He/she asks a question aloud and the player must respond by clicking on one of the answer proposed in the bottom window. Each answer is evaluated and influences the next question. On the upper right corner, the Arousal Detection (2.3D) graph...

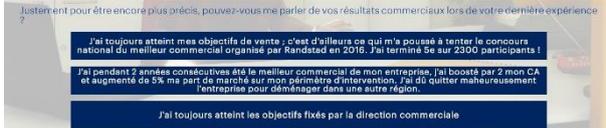


On the upper left corner, the Emotion Detection (2.3A) window and feedback smiley. Here, the smiley seems unhappy because the player frowns.

Conversely, the recruiter can react emotionally to the response of the player (animation).



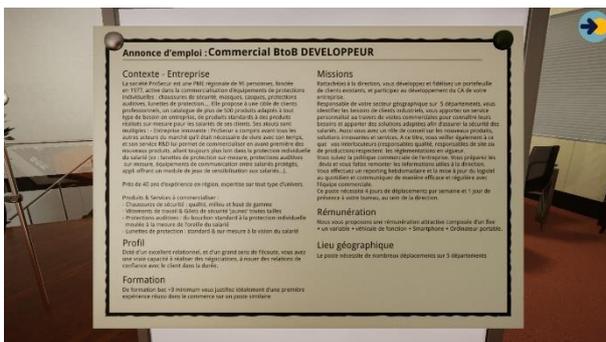
The discussion usually includes 8-10 questions. On this screenshot, we can see that the player is surprised by the question (smiley and arousal changes). And the game will react to this situation...



At the end of the interview, the recruiter thanks the player and a resume window give a score on a 0-100 scale.

With a 90/100, the user is recruited and the game ends.

If his(her) score is less than 90, he(she) will be "teleported" back to the Randstad office.



Back to the Randstad office, the player can choose another job offer to try to improve the score...



Each job offer and each interview correspond to different profiles and some can be more "difficult" than the other ones...



In this way, the player can play up to six interviews. Each of his(her) responses, along with his(her) emotions and arousal, will be recorded and sent back to the server for analysis.



At the end of the game, a complete summary will be display, taking into account the CV analysis, the RIASEC test and every answers and reactions recorded during the interviews.