


CLOUDY with a
CHOCOLATE chance of

walk  challenge

Team 2-15 players with a
presenter mode instructions



WalkMe Challenge Online Experience: When and how to play team challenge with a presenter.

Overview WalkMe Challenge

The WalkMe Challenge is an online interactive experience where players will complete a business process task, first without and then with the help of WalkMe. The ultimate goal is for people to understand what Digital Adoption is. The expected time it takes to run the WalkMe Challenge online experience is 15 minutes end-to-end.

When to use team option with a presenter

- In-person meetings
- Virtual meetings

Team with a presenter overview

As the 'presenter' you will be in charge of running the challenge and you will not be a player in the game

Important details

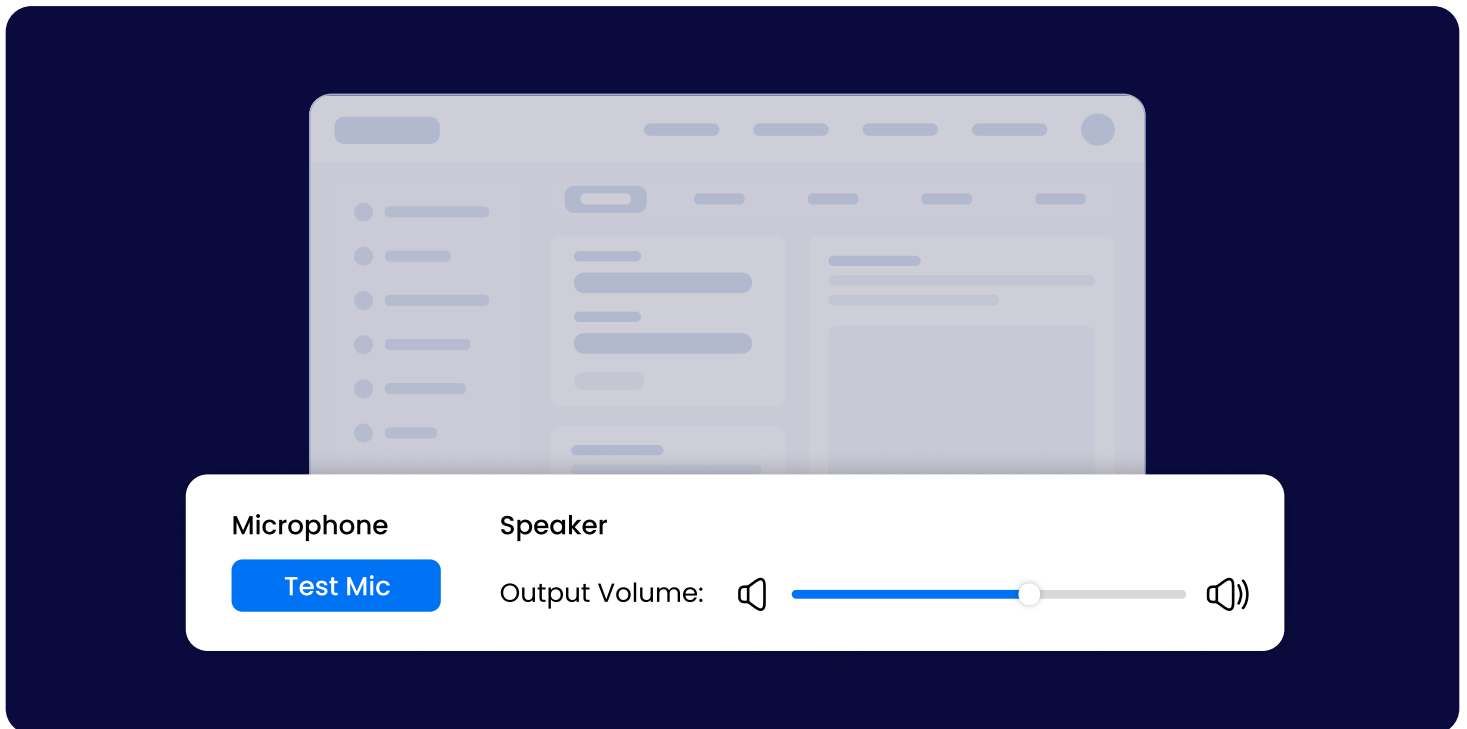
- A maximum of 15 players can join the one challenge
- The players will be doing the challenge from their own laptops
- As the presenter you will be required to share your screen (virtually or in-person)
- All players will undertake the experience of submitting a claim and booking an assessor, first without, and then with, the help of WalkMe.

Quick troubleshooting

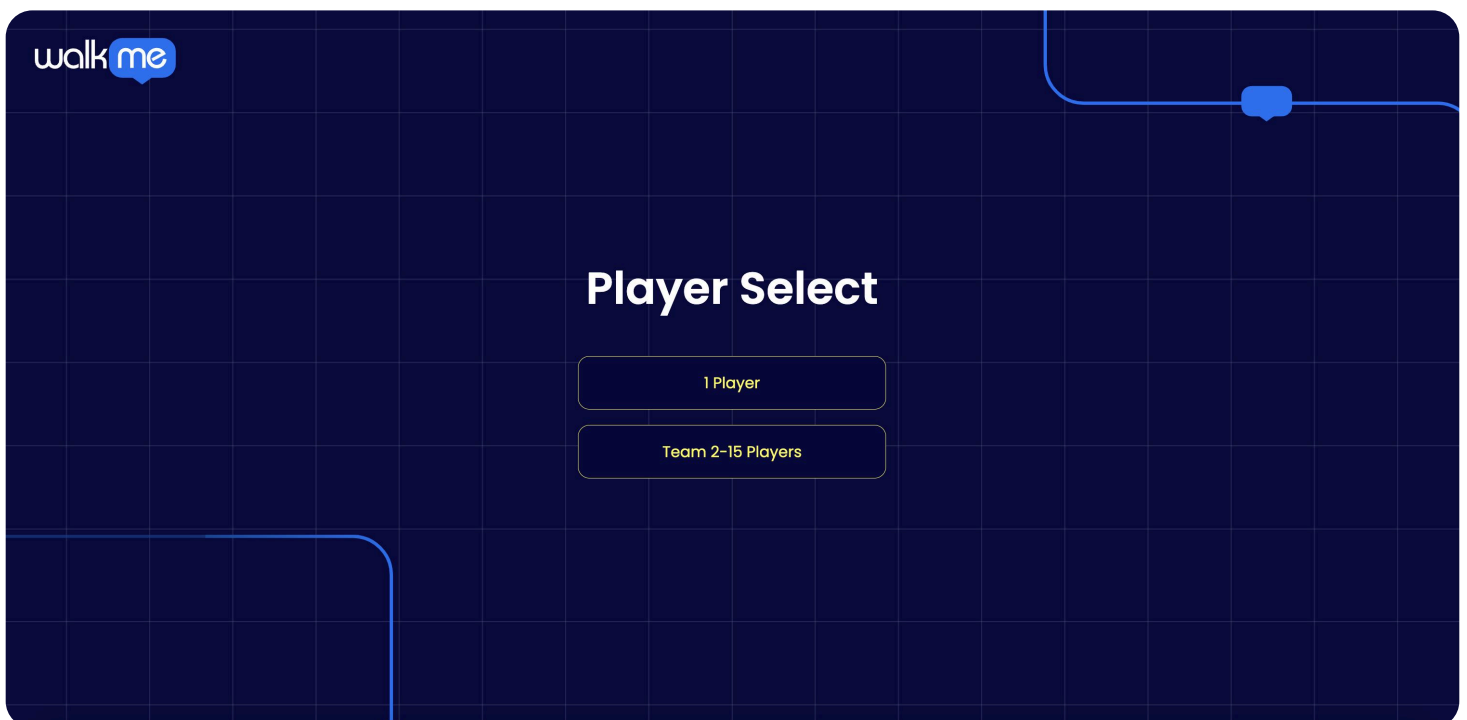
Players shouldn't have issues but if they do arise, here are a few quick tips to try get it sorted quickly:

- Use incognito mode for their browser
- Clear caches
- Ensure they have a strong internet connection

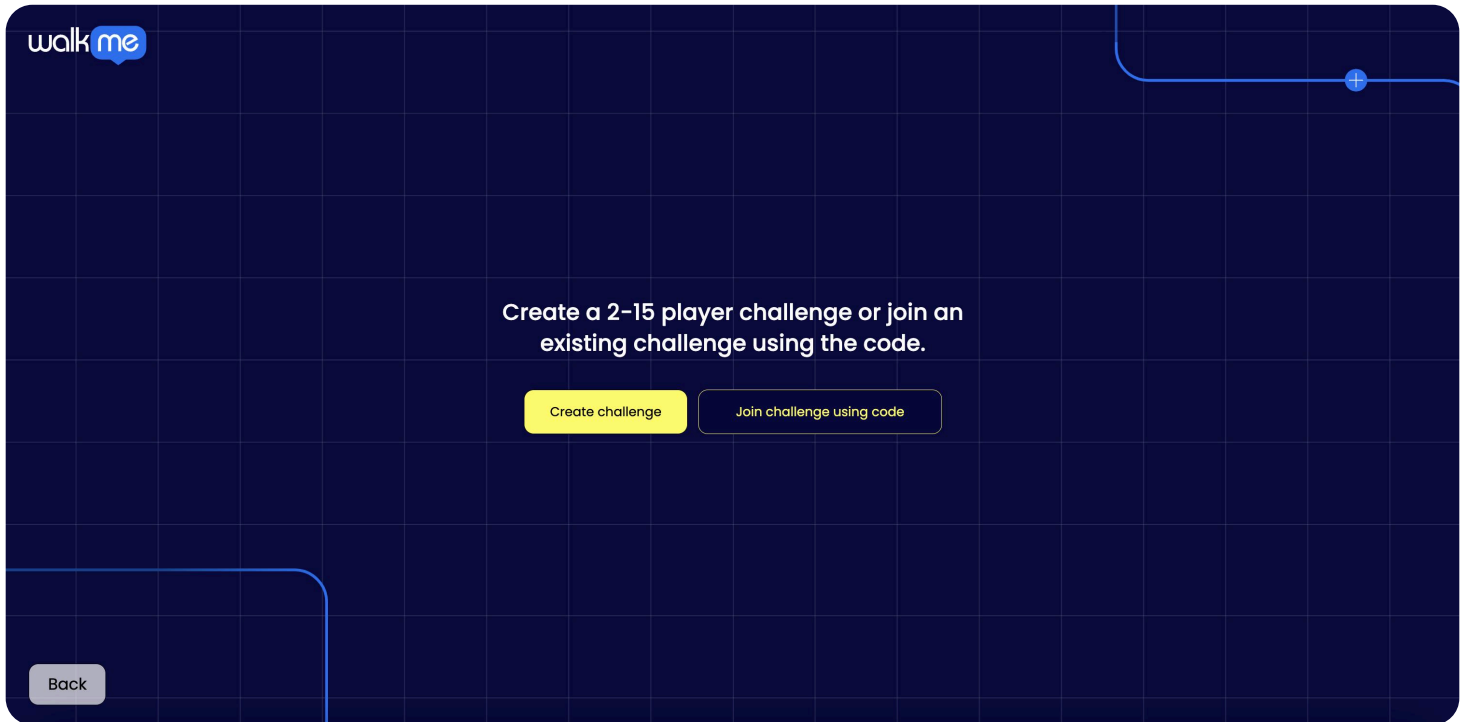
Step 1: Ensure you have audio playing from your laptop set up correctly via zoom or for the meeting room set up.



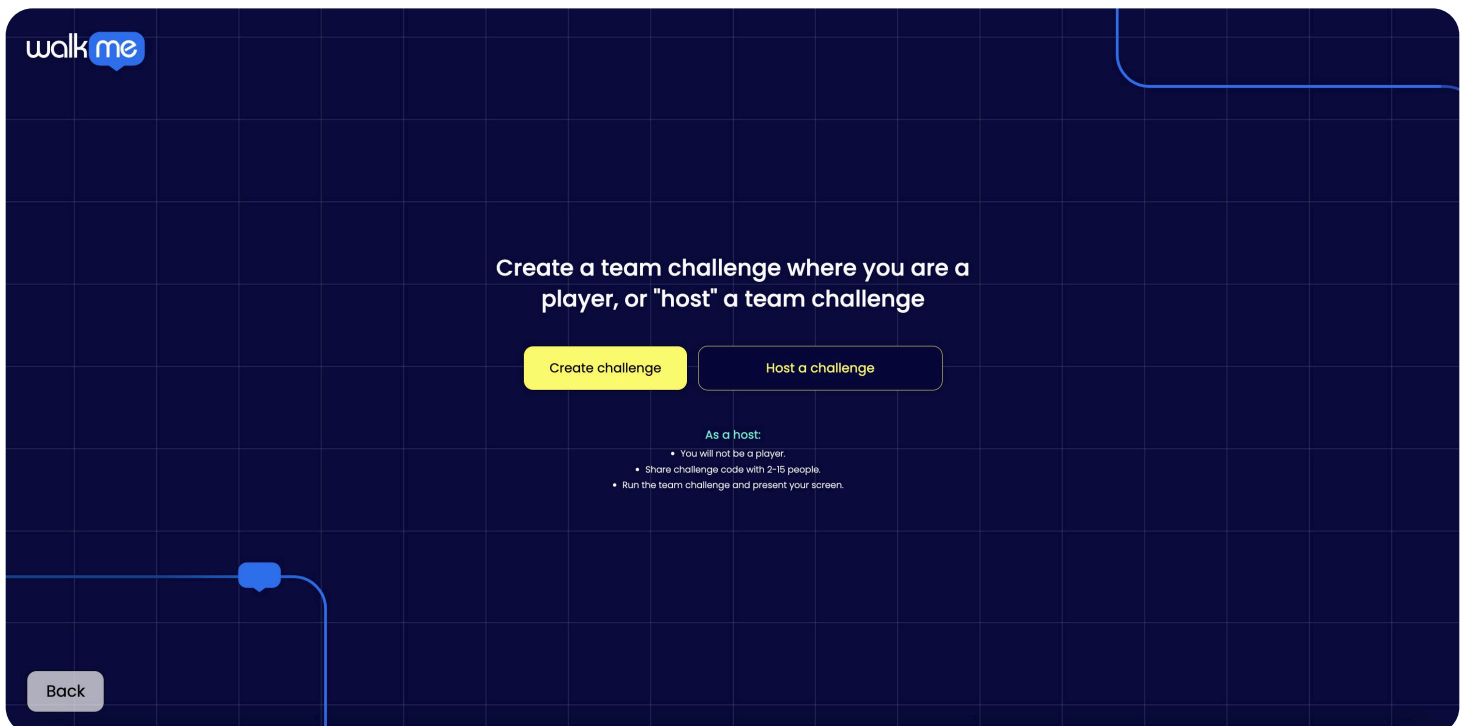
Step 2: After filling out the player setup select 'Team 2-15 Players'



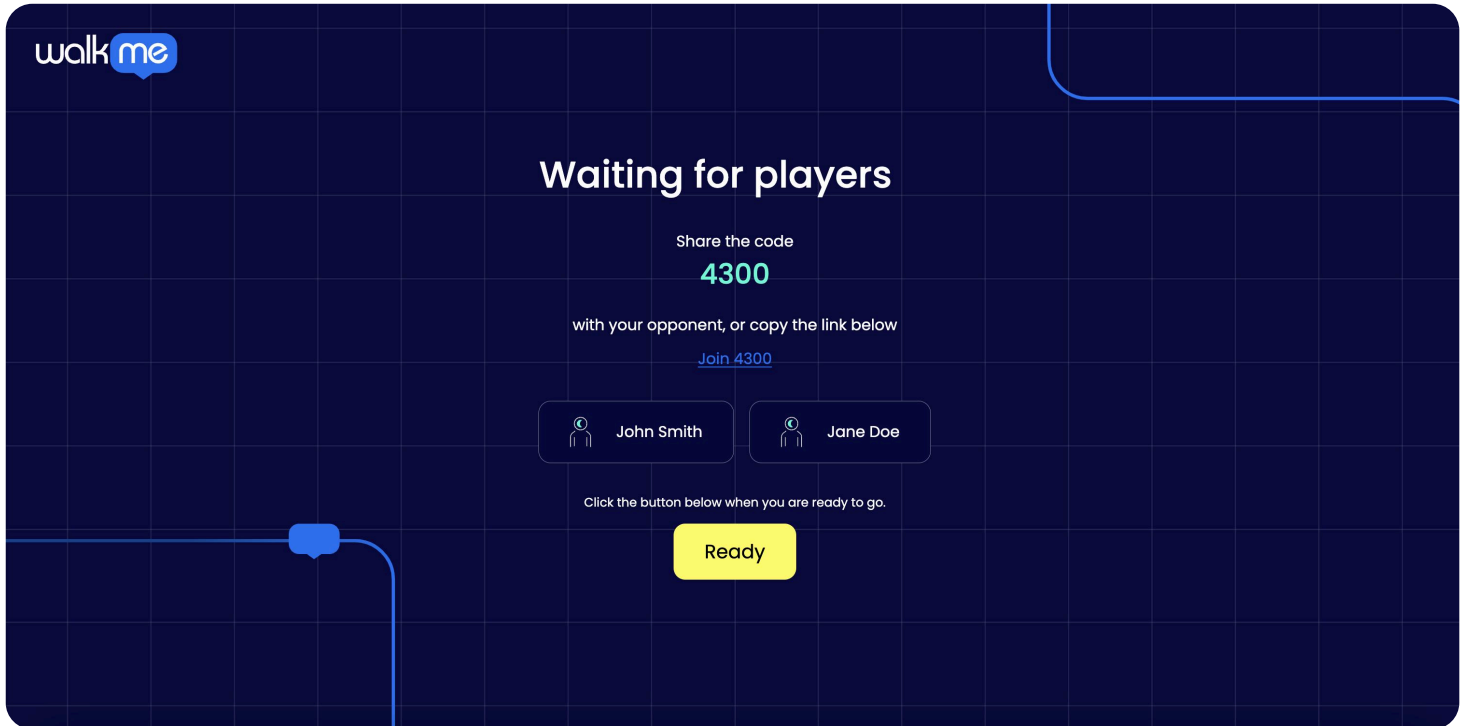
Step 3: Click 'Create challenge'



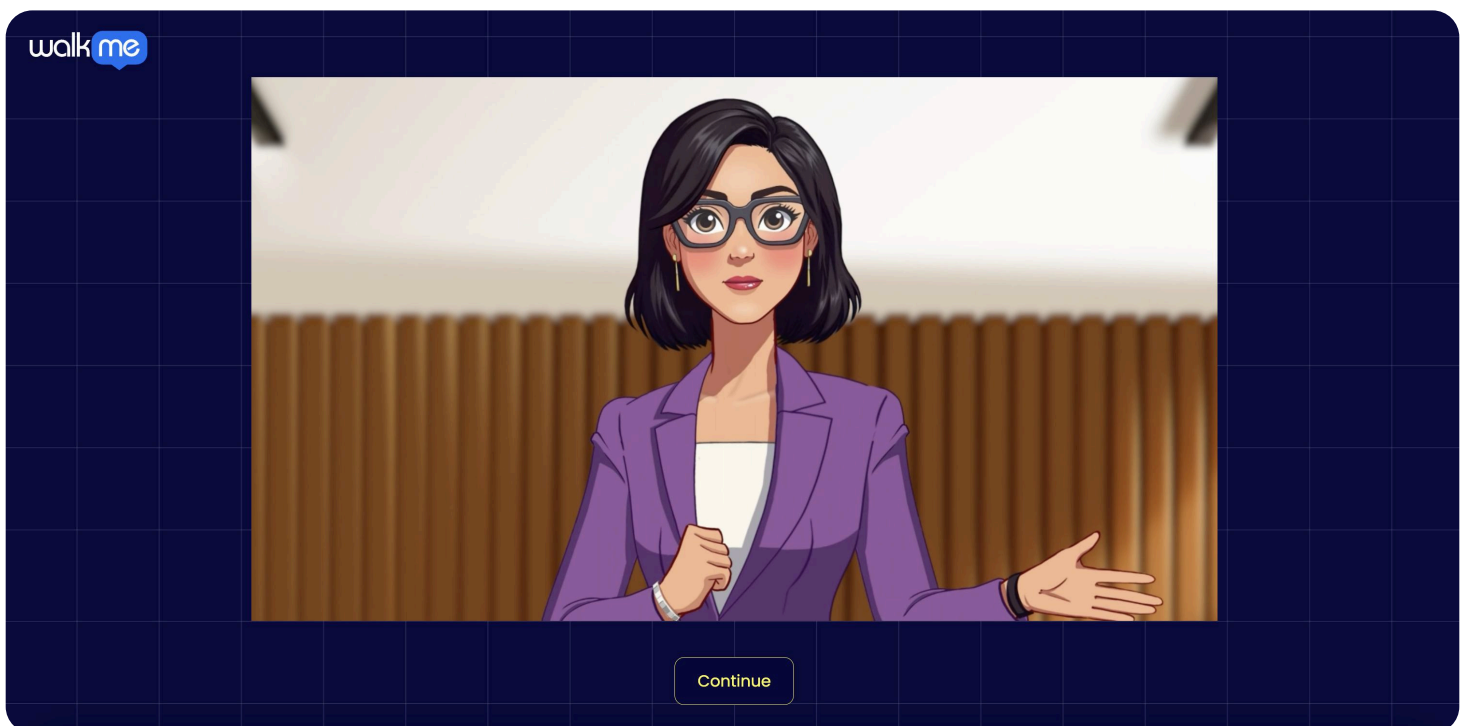
Step 4: Click 'Host a challenge' and share the code or link with players.



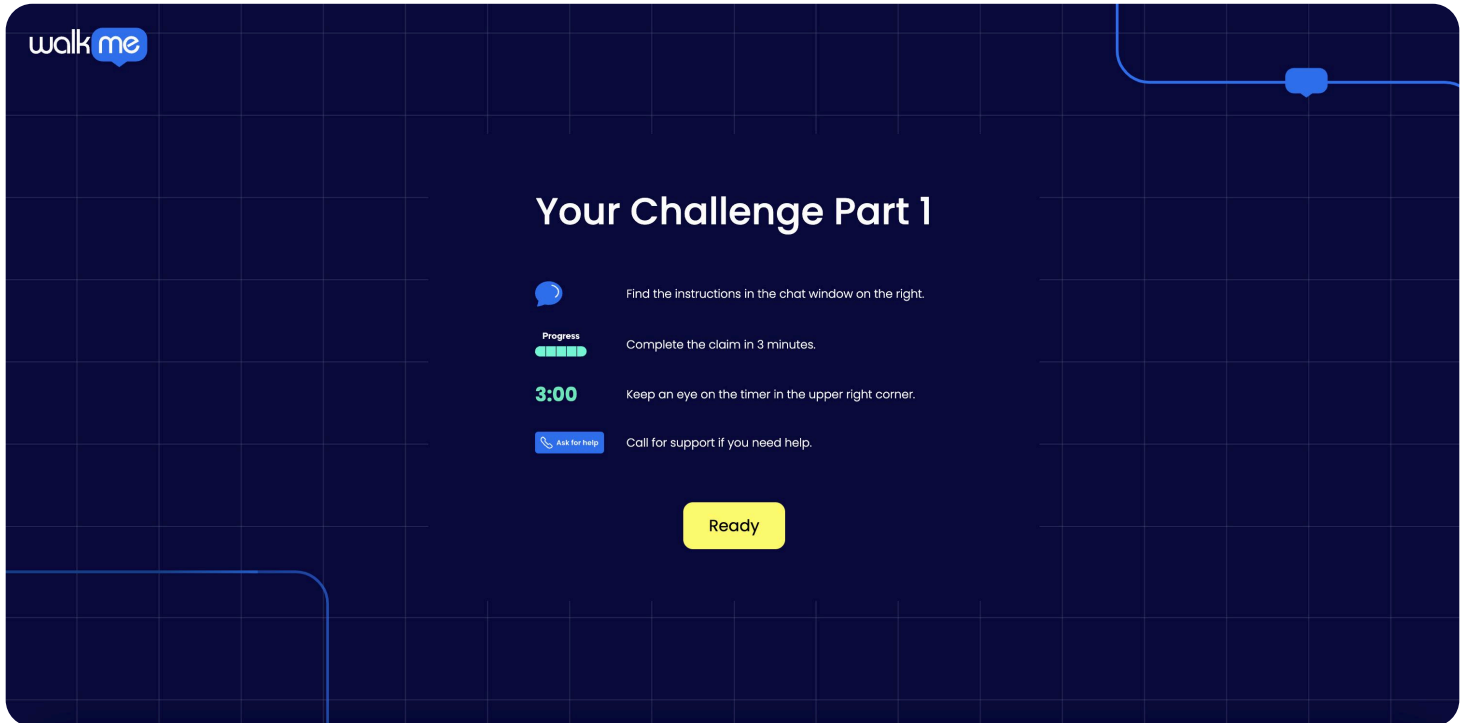
Step 5: The player names will appear on your screen. Once all the players have appeared click ready.



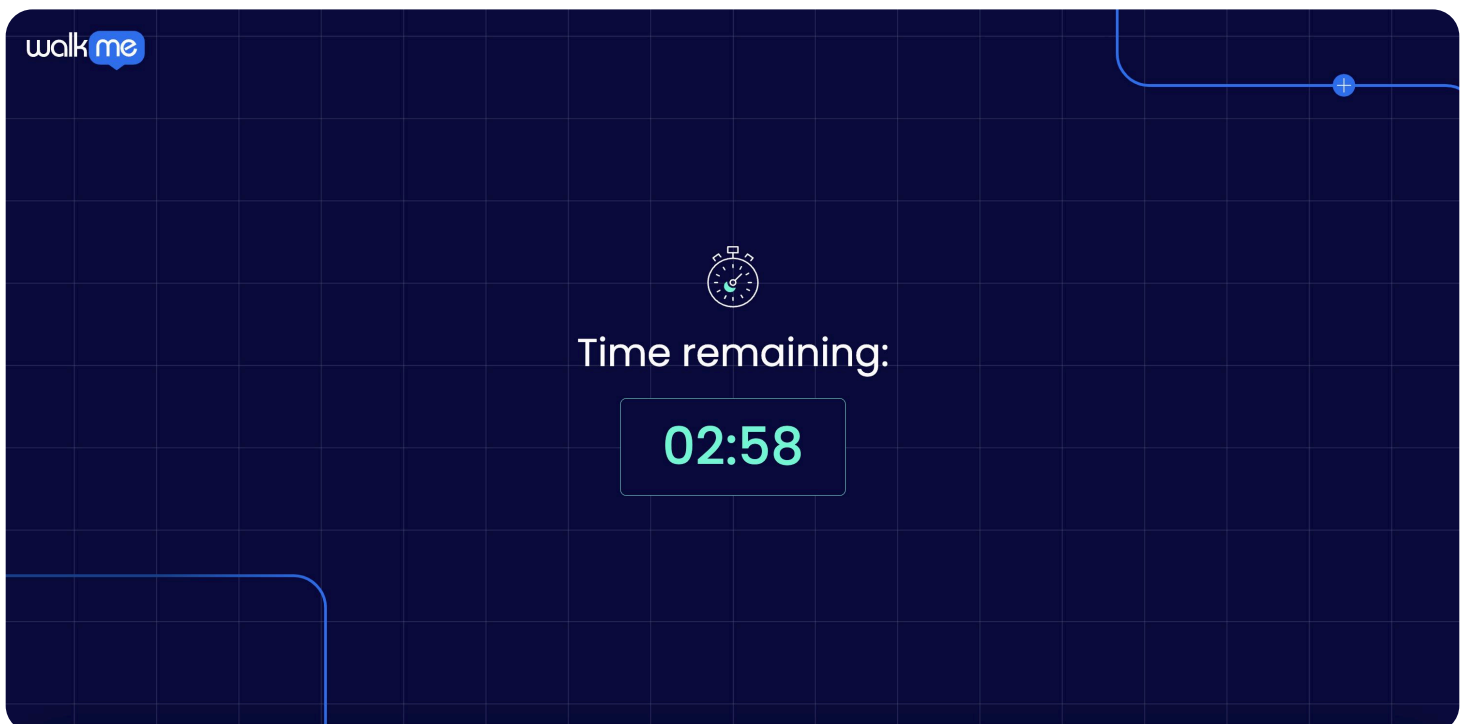
Step 6: The two videos will automatically play on your screen only. If you are presenting virtually, a reminder to ensure your audio is coming through the meeting platform.



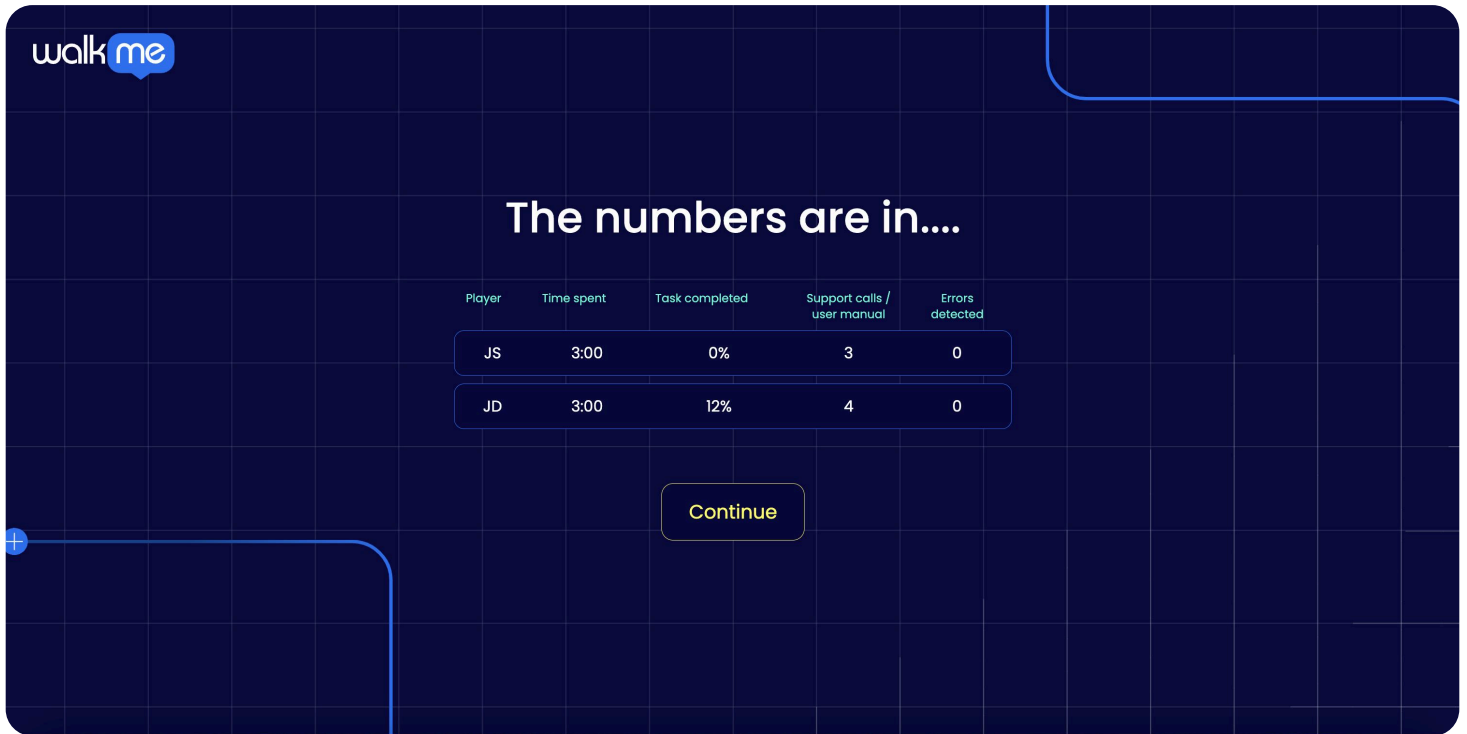
Step 7: Remind the players of the instructions and once they are ready click 'Ready' and this will start part 1 of the challenge.



Step 8: The players will do the task on their laptops (first without WalkMe). Recommend to call out to the group when there is only 30 seconds remaining.

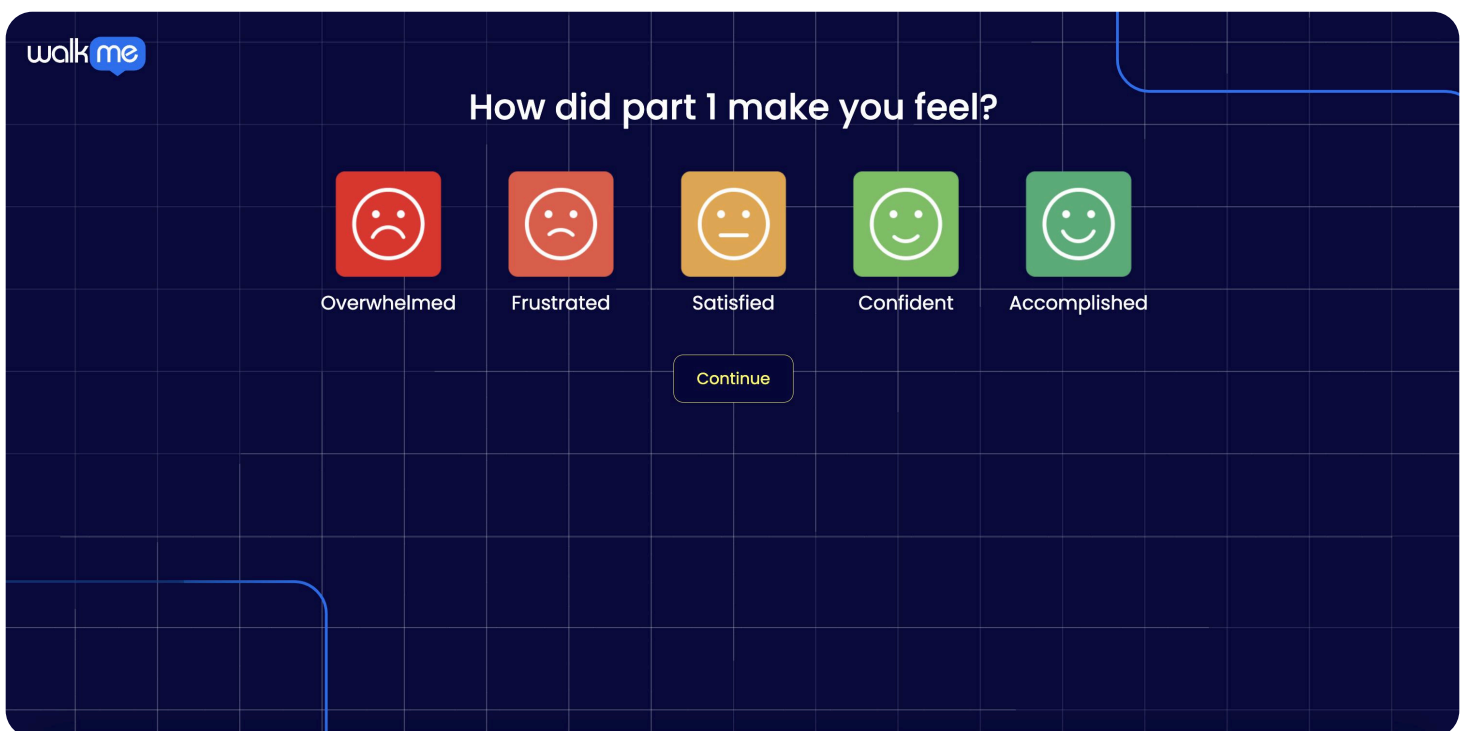


Step 9: A leaderboard will appear with all of the players' results. The players will also see their individual results with more details around any errors detected on their laptops.



Player	Time spent	Task completed	Support calls / user manual	Errors detected
JS	3:00	0%	3	0
JD	3:00	12%	4	0

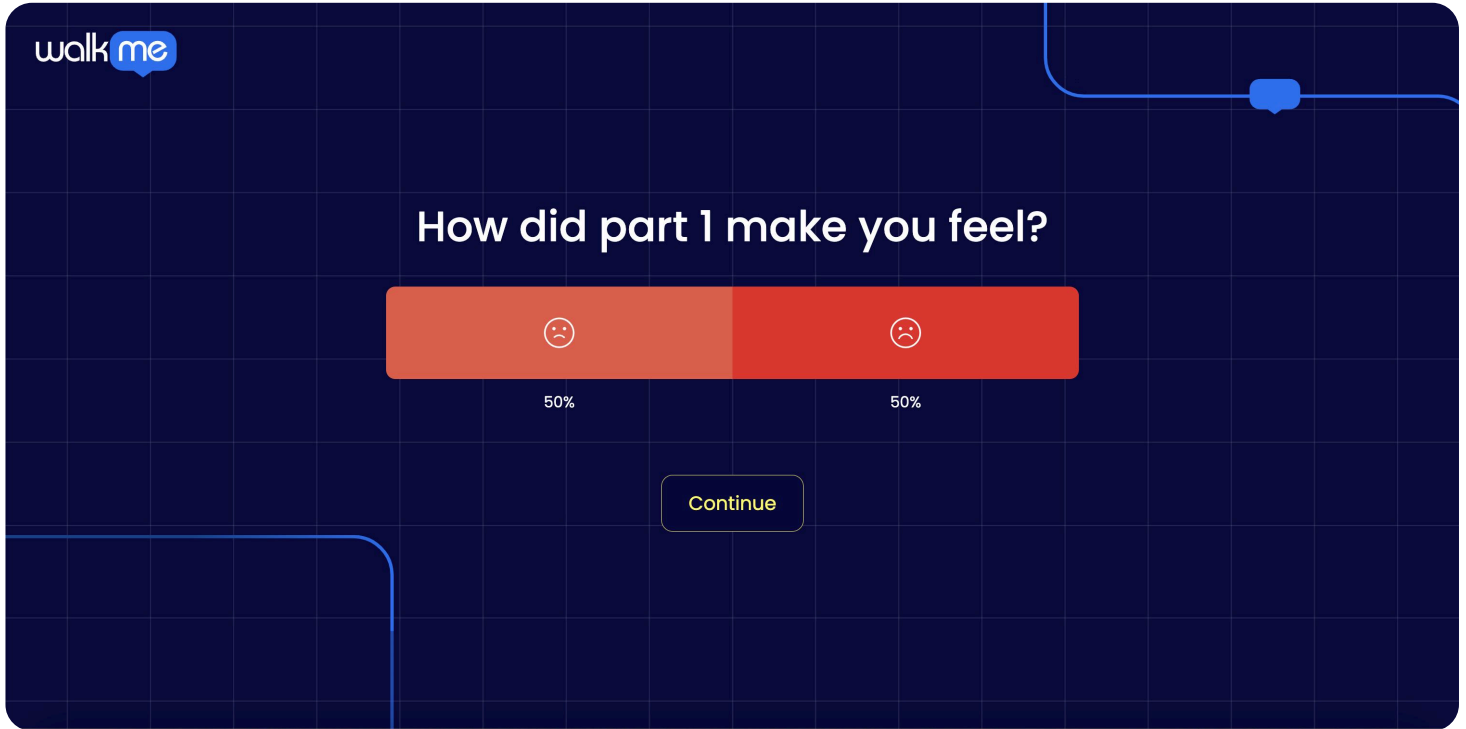
Step 10: Ask the players to select how part 1 of the task made them feel on their own machines.



How did part 1 make you feel?

Overwhelmed Frustrated Satisfied Confident Accomplished

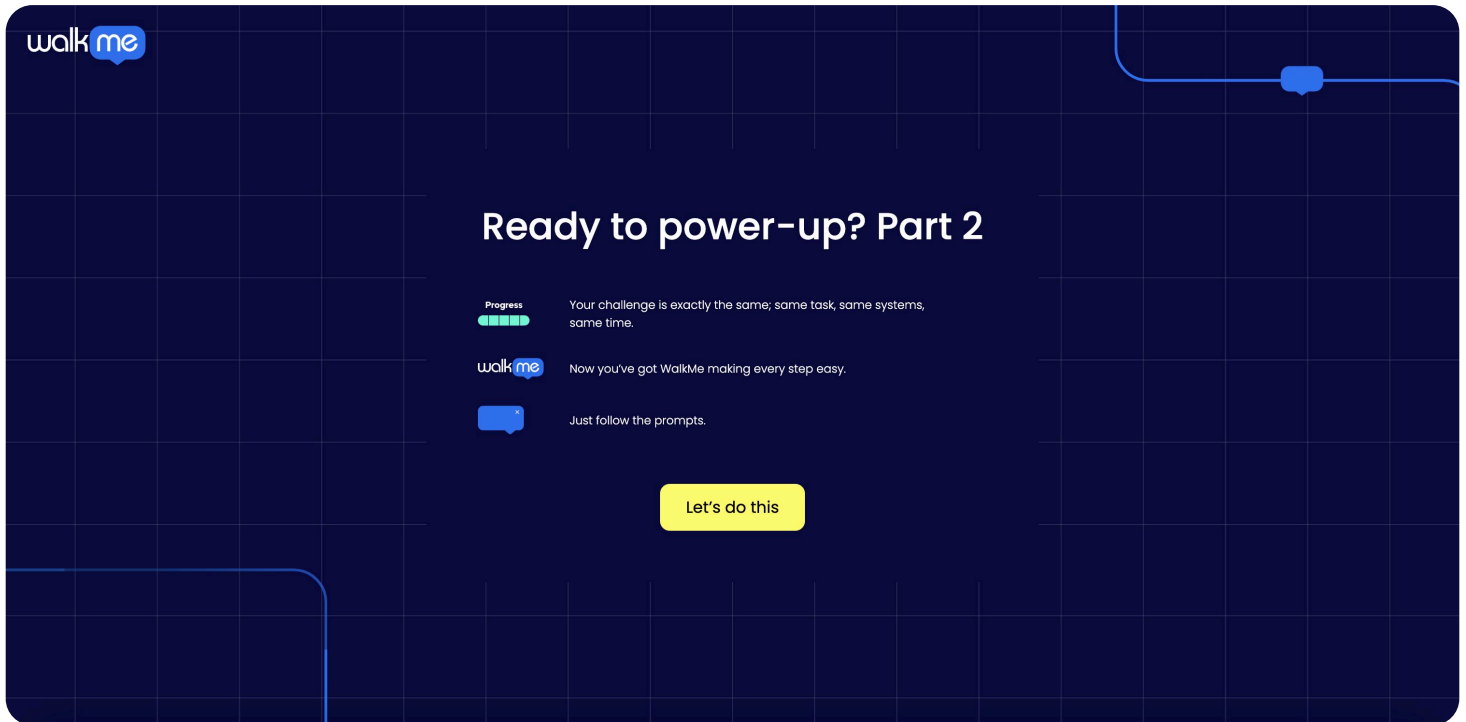
Step 11: Combined results will appear on the presenters screen. The number of submissions will show up on your screen, when it matches the number of people playing you can click continue.



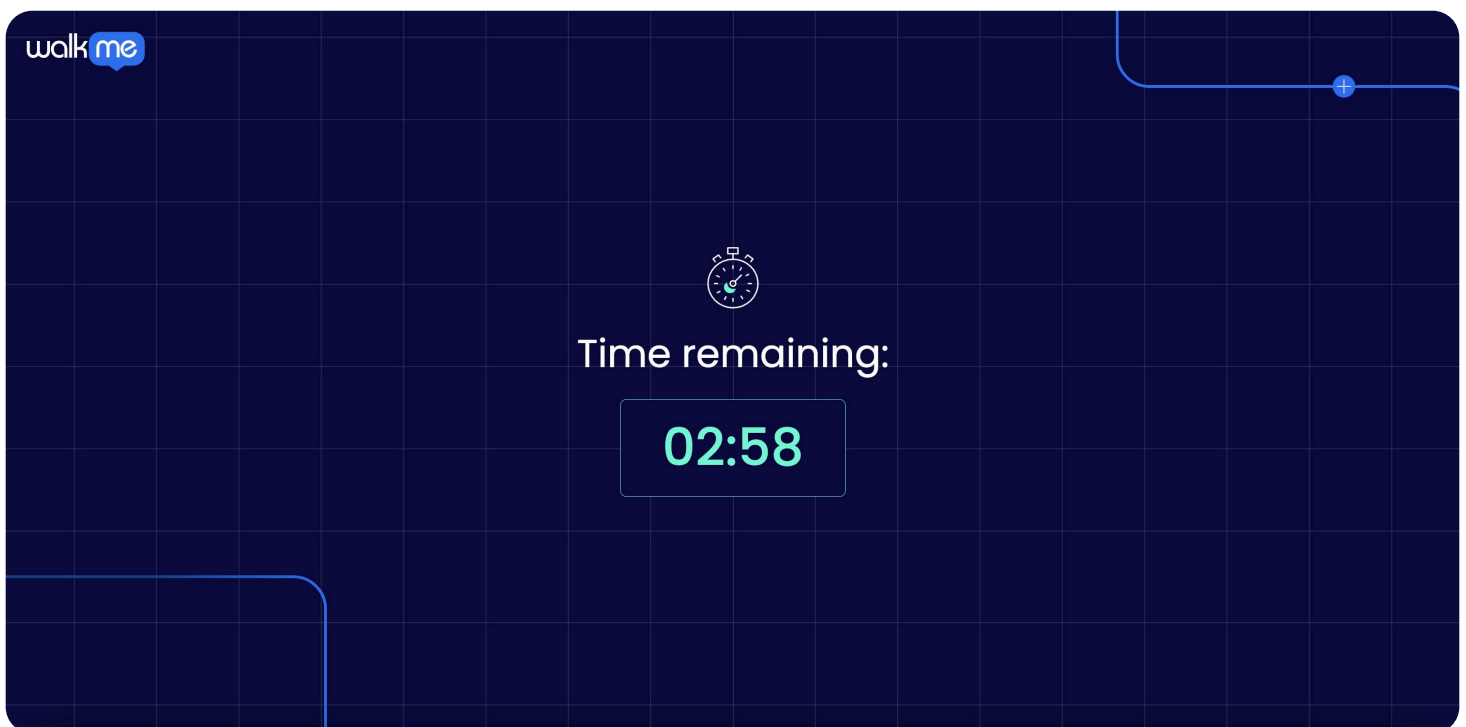
Step 12: The next two videos will automatically play on your screen only.



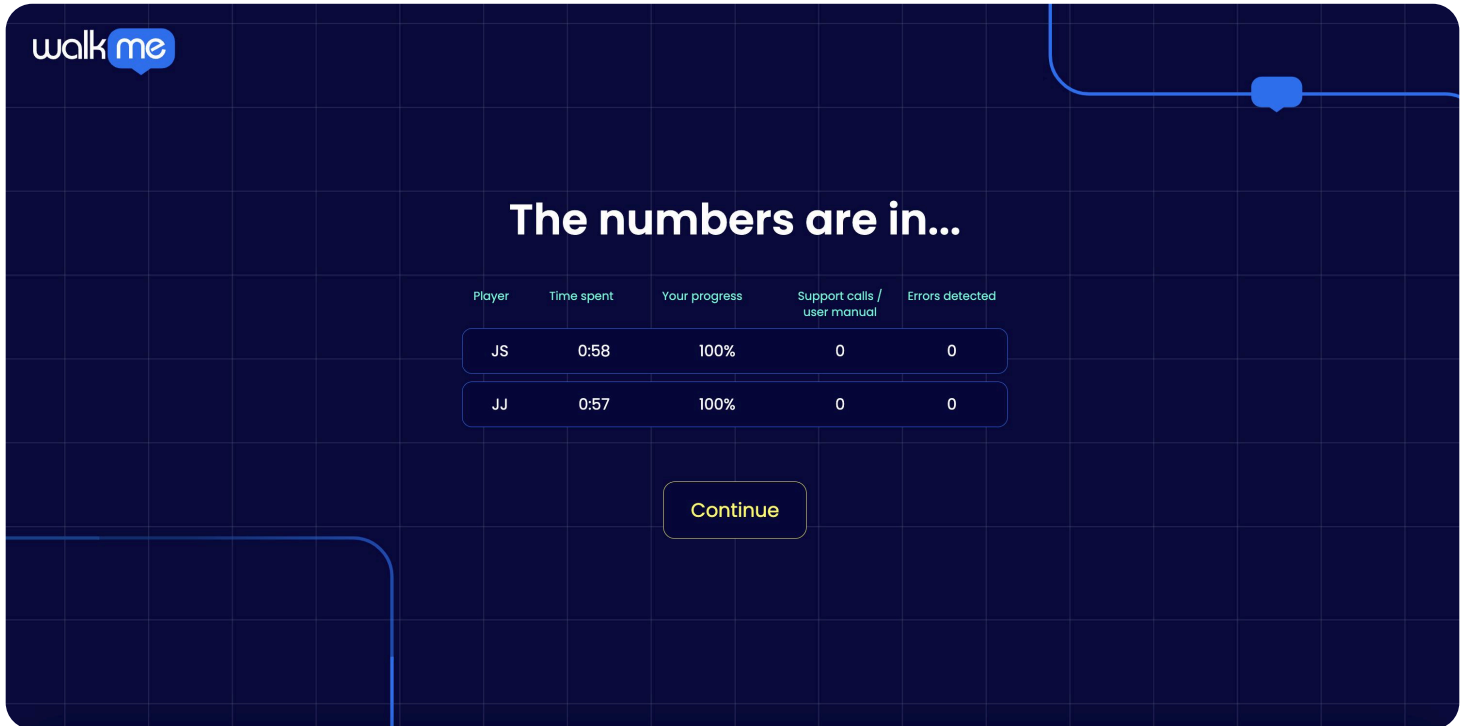
Step 13: Remind the players of the instructions for part 2 and once they are ready click 'Let's do this' and this will start part 2 of the challenge.



Step 14: The players will do the task on their laptops, this time with the help of WalkMe.



Step 15: A leaderboard will appear with all of the players' results. The players will also see their results on their laptops.



The numbers are in...

Player	Time spent	Your progress	Support calls / user manual	Errors detected
JS	0:58	100%	0	0
JJ	0:57	100%	0	0

Continue

Step 16: Ask the players to select how part 2 made them feel on their own machines. Click continue.

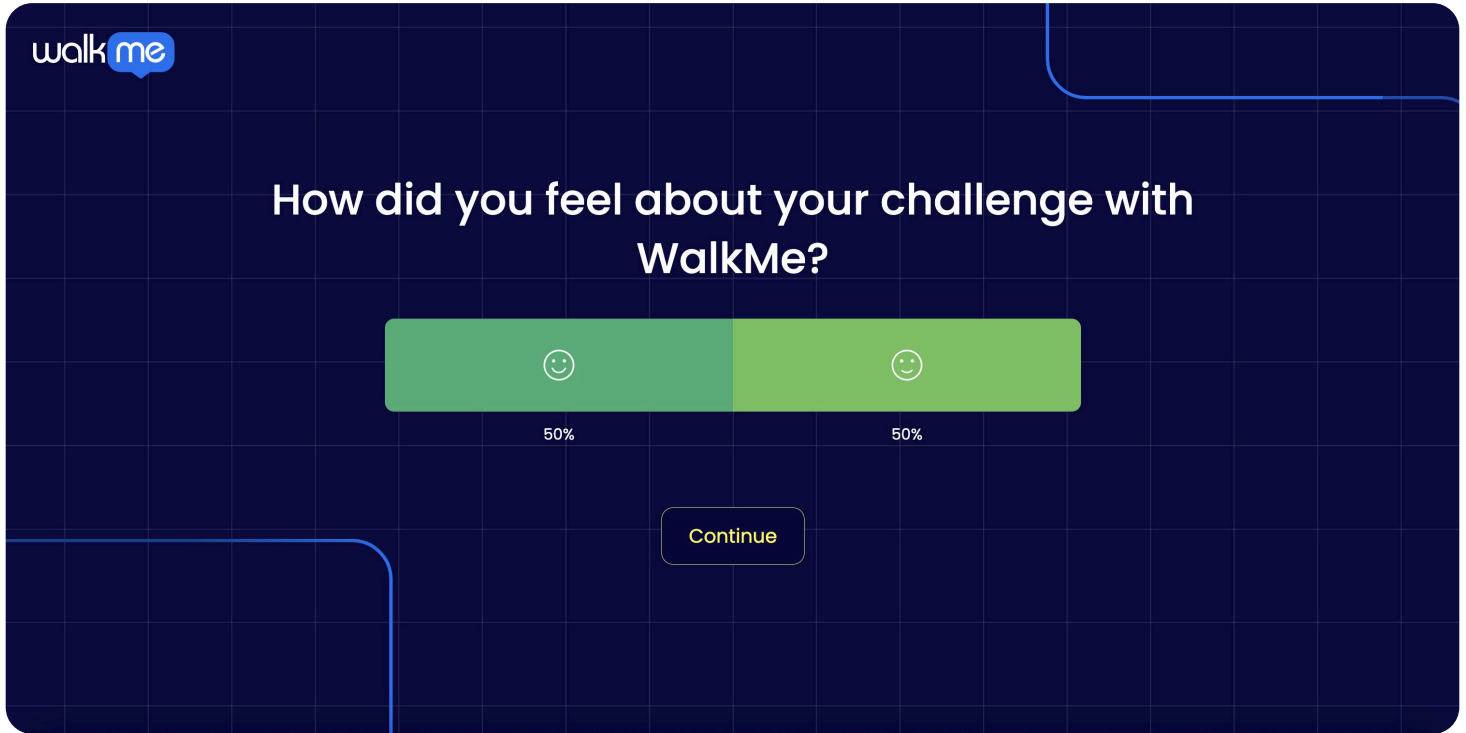


How did you feel about your challenge with WalkMe?

Overwhelmed Frustrated Satisfied Confident Accomplished

Continue

Step 17: Combined results will appear on the presenters screen. The number of submissions will show up on your screen, when it matches the number of people playing you can click continue.



Step 18: Final video will play on your screen only.



Step 19: Wrap up. As part of this let the players know they can share their results on LinkedIn or send the game link to someone else if they would like.

