

Heijmans Multiplayer VR - Concept Brief

1. Game Overview

The core idea of this co-op game is to naturally provoke conversation between participants (2 max.) using gamification to provide Heijmans construction workers with a safe environment to practice speaking up to prevent hazards and accidents.

The experience combines co-op and observation elements to create a natural environment that sparks conversation. The flow consists of these key elements:

- Two participants - Player 1 and Player 2 (P1 and P2) - both assigned to perform a separate task (e.g. moving metal planks, loading a cherry picker)
- A hidden danger embedded in each player's individual task (e.g. P1 is lifting planks but hasn't noticed a crane operating behind them)
- Visual cues that subtly direct each player toward the danger their co-worker is about to face
- The ability to physically speak up once a danger is noticed, preventing the accident from occurring
- Once the situation is resolved, both players complete their tasks
- A closing in-game debrief for each player individually, followed by an optional shared trainer debrief focused on reflecting on communication as a whole

2. Game Flow Explained

Throughout the game level, both players execute separate tasks within the same scenario. A key design point is that each player always has both their own workspace and their co-worker in view - meaning P1 can see the tools and machinery relevant to their task, as well as P2 performing theirs, and vice versa.

Player 1 (P1) and Player 2 (P2) -- Shared Flow

Both players go through the same setup and game flow. Before the headsets go on, the Heijmans trainer sets the scene - providing scenario-specific context and introducing the main interaction mechanic: voice. Once the headset is on, each player receives a short onboarding covering which controls to use and the context of the specific scenario they are about to enter.

From there, each player works on their assigned task. As the task progresses, subtle visual cues begin pointing toward a potential danger that their co-worker is currently unaware of. If left unaddressed, this danger will result in an accident and potential injury.

At any point, the player can intervene using speech. If a player is struggling to detect the danger, the interface surfaces time-based hints ("Is there something wrong happening?", "Seems like your colleague might be in danger") to prompt action. Once the danger is flagged and addressed, both players get a moment to talk through what happened and advise each other on next steps.

Asynchronous Danger Timing

The danger in P1's scenario and the danger in P2's scenario do not occur at the same time - there is a time delay between the two. This prevents both players from needing to speak up simultaneously,

which would create speech overlap and undermine the co-op dynamic. The exact delay timing is to be defined.

Closing

Once both players have resolved their respective situations, each receives an individual in-game debrief explaining the importance of speaking up and outlining the consequences that could have followed had the hazard gone unaddressed. Separately, the optional trainer-led debrief brings both players together to reflect on the communication between them throughout the experience.