



# ECCO LA LUNA

More than 18 years of experience in the world of team building and events with more than 350 live teambuilding events in 2019-2020, more than 100,000 participants and more than 1,000 customers since our start in 2003.

Between november 2020 and november 2021 we delivered over 200 online events with over 13,000 participants.

Ecco La Luna is a member of a worldwide network of team building experts who use this **cross-platform free app**.





## About the app

**Mobile Adventures** is a **free app** available for both **Android** and **iOS devices**, developed in London. The app allows us to create globally accessible and interactive experiences that bring people together (virtually). There are exclusive licensees per region worldwide and **Ecco La Luna** is the official licensee for Belgium.

Before COVID-19, the app was mainly used for tailor-made team building in-person events and played with our own iPads. Since COVID-19 the app has been further developed as a tool to offer participants both **indoor** and **outdoor** experiences on their **own smartphone**.





As a Global Family, we hangout weekly on our virtual 'Goose Huddles', take part in best practice webinars, share ideas in our Community Chat and come up with amazing concepts to support each other and ensure we are all delivering world-class events.

Our Annual Conference gives us a fantastic opportunity to meet up as a family to inspire and motivate each other and, of course, enjoy a few drinks together too! We're a collection of leading events companies working together across the world to provide the best tech-team events.



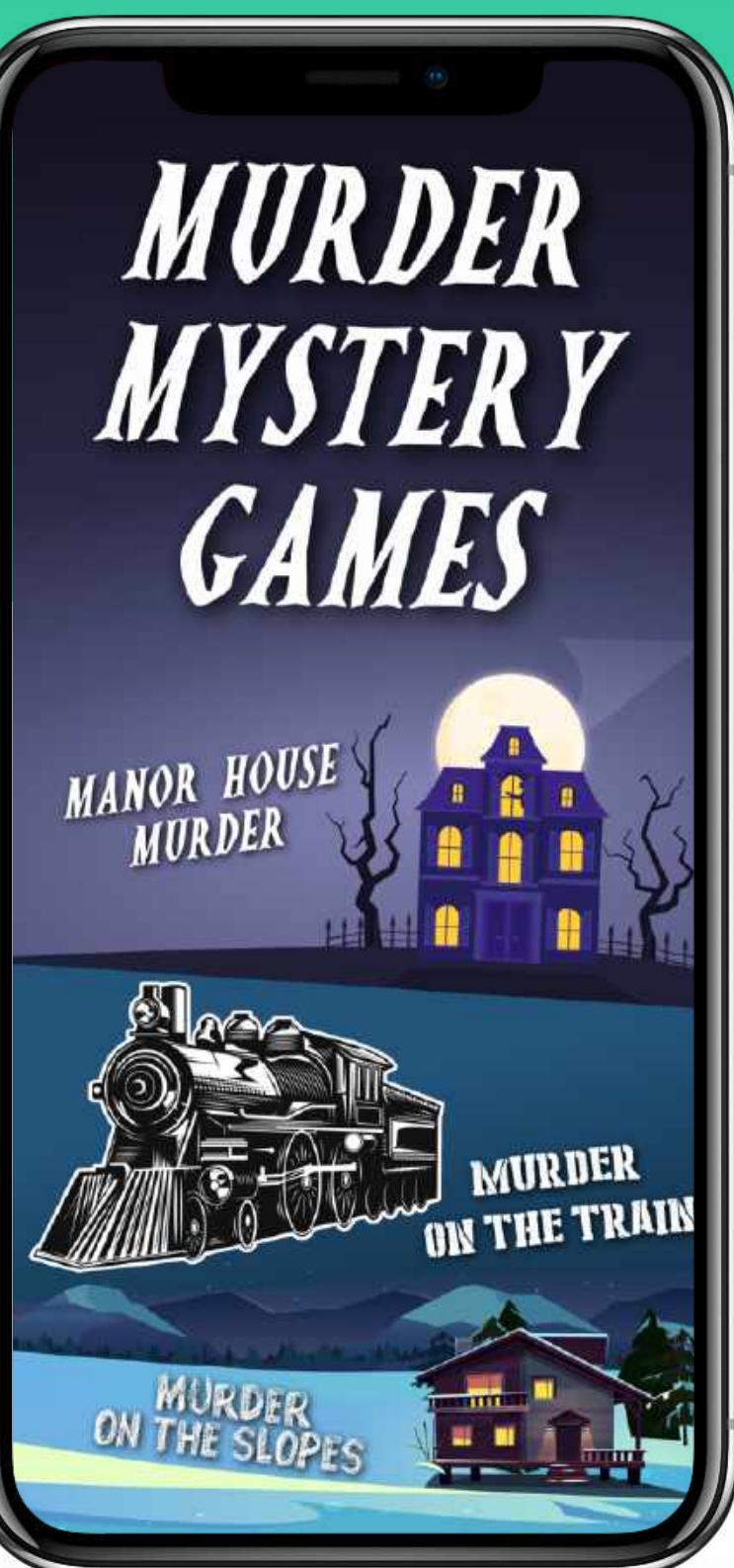
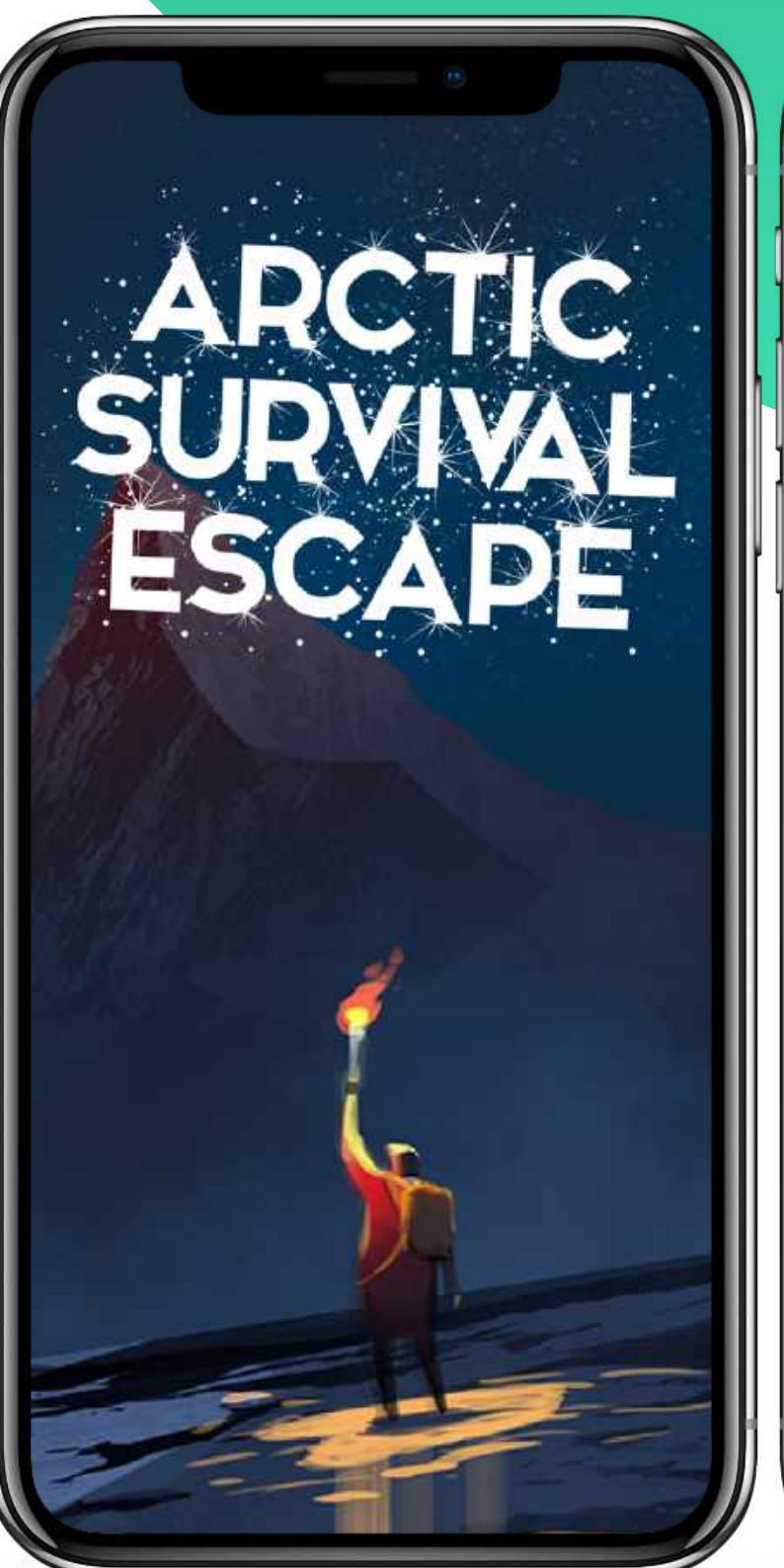
## Wildgoose Global Network

*We're pushing the boundaries and leading the way in the team engagement space and our Wildgoose Global Family stretches to every corner of the globe and gives us huge strength across the events industry.*

*With over 30 event partners (exclusive to each of their regions), in over 20 countries, we're collaborating globally and disrupting the events industry with our award-winning team engagement solutions. Between us, our team has quite literally thousands of years worth of experience and knowledge to tap into to ensure we remain at the top of our game and continue to provide our clients with amazing events.*

# OUR LINE-UP

APP + ONLINE MEETING TOOL



Watch Trailer



Watch Trailer



Watch Trailer



Watch Trailer



Watch Trailer



Available in ENG/NL/FR

# Around The World

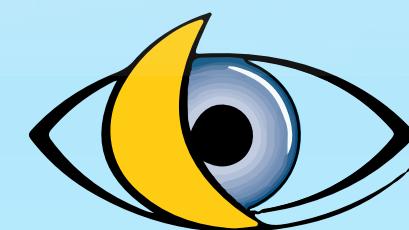
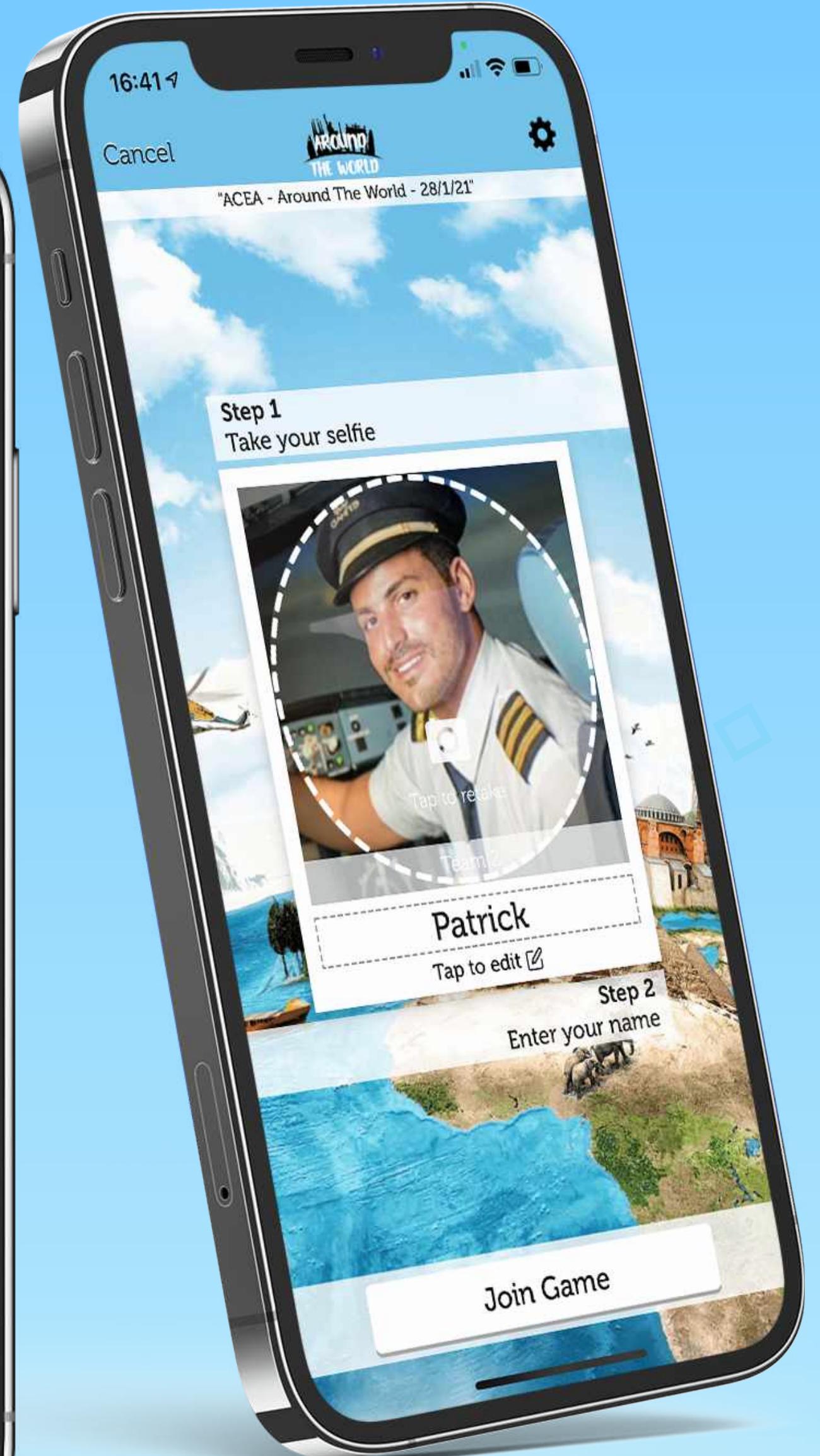
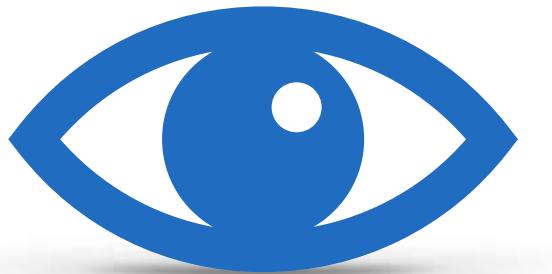
We are all limited when it comes to **traveling** ...

With Around the World we take your teams on a **virtual world trip**. In several countries we make a stopover to solve some quiz questions and sometimes also to carry out a **photo or video assignment** in the theme of the country visited. You buy your ticket to your next destination with the points you have scored.

Which team will get the furthest with the highest score in the allotted time?

- Played in teams in **virtual breakout rooms**
- Live scoreboard across the teams in the app
- Quiz questions and photo and video assignments about the different countries
- 10' briefing - 75' to 105' travel fun - 10' wrap-up
- During wrap-up, some photos and videos that were sent during the game will be shown and the winner will be announced
- **Photos and videos + scoreboard available online via link**

[Watch Trailer](#)



ecco la luna

TEAMBUILDING • EVENTS • LEARNING • LEISURE



OVER 60.000 KM OF  
VIRTUAL TRAVEL FUN

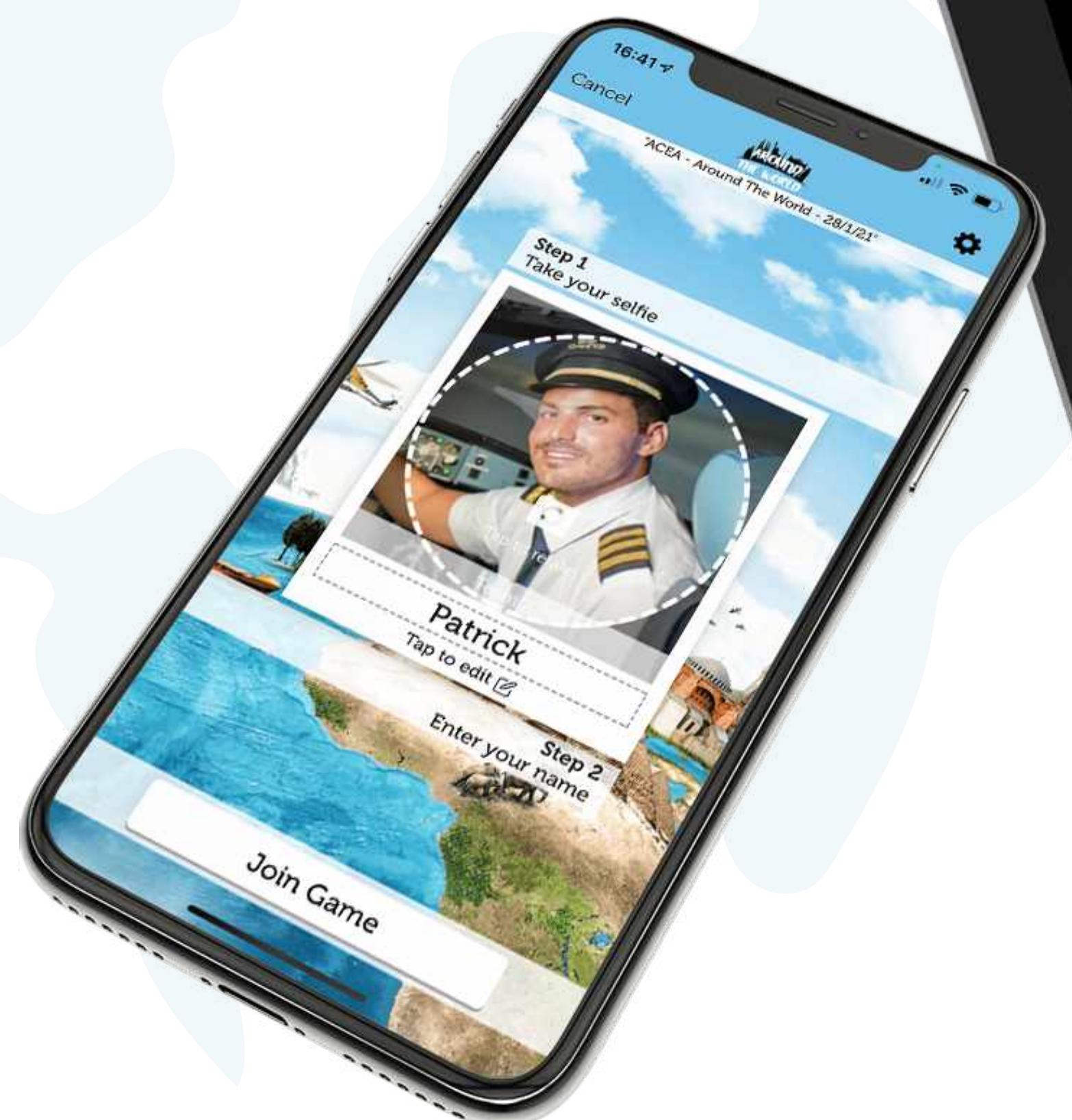
22 DESTINATIONS

116 QUESTIONS

6 VIDEO CHALLENGES

6 PHOTO CHALLENGES





# Themed Photo & video Challenges



- **HOST BEFORE, DURING AND AFTER THE GAME**
- **PLAYED IN BREAKOUT ROOMS**
- **LIVE SCOREBOARD**
- **WRAP-UP WITH BEST PHOTOS & VIDEOS**
- **GAME IN ENG/NL/FR**



# SampleQuestions



Only available in ENGLISH

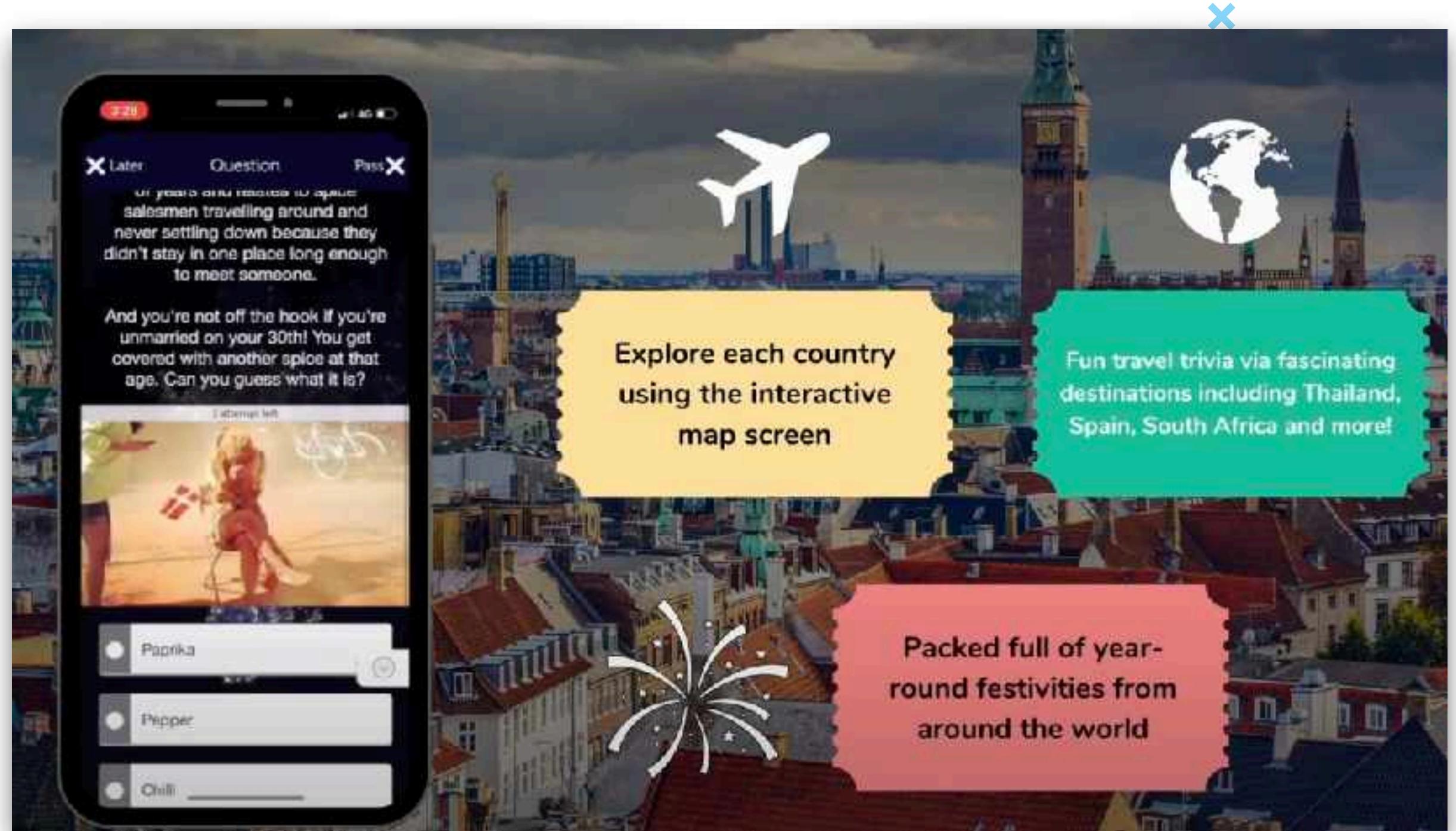
# Around The World - Festive Edition

Same concept as Around The World but other destinations and festive themed questions and challenges.

Festivals and holidays bring people together all over the world and we think that's worth celebrating! So get your team ready for an uplifting virtual adventure to learn the unique traditions of different nations across the globe! This fun, engaging challenge will see teams virtually travelling the world to experience the year-round celebrations of different countries, religions and cultures. It's the perfect inclusive adventure for worldwide teams! Using our immersive app, players will complete a variety of trivia tasks and creative challenges via fascinating destinations including Thailand, Spain, South Africa and many more.

Each correct answer will earn teams valuable points but don't forget to keep a look out for bonus challenges too!

You and your fellow adventurers will be up against the clock to score as many points as possible before you run out of time. It's up to you to work together to explore each country, unlocking clues and challenges as you go.



[Watch Trailer](#)



# Around The World - CUSTOM VERSION

Same concept as Around The World but you choose your destinations.  
We also adapt the game screen to your event look & feel.



Available in ENG/NL/FR

# Codebreaker

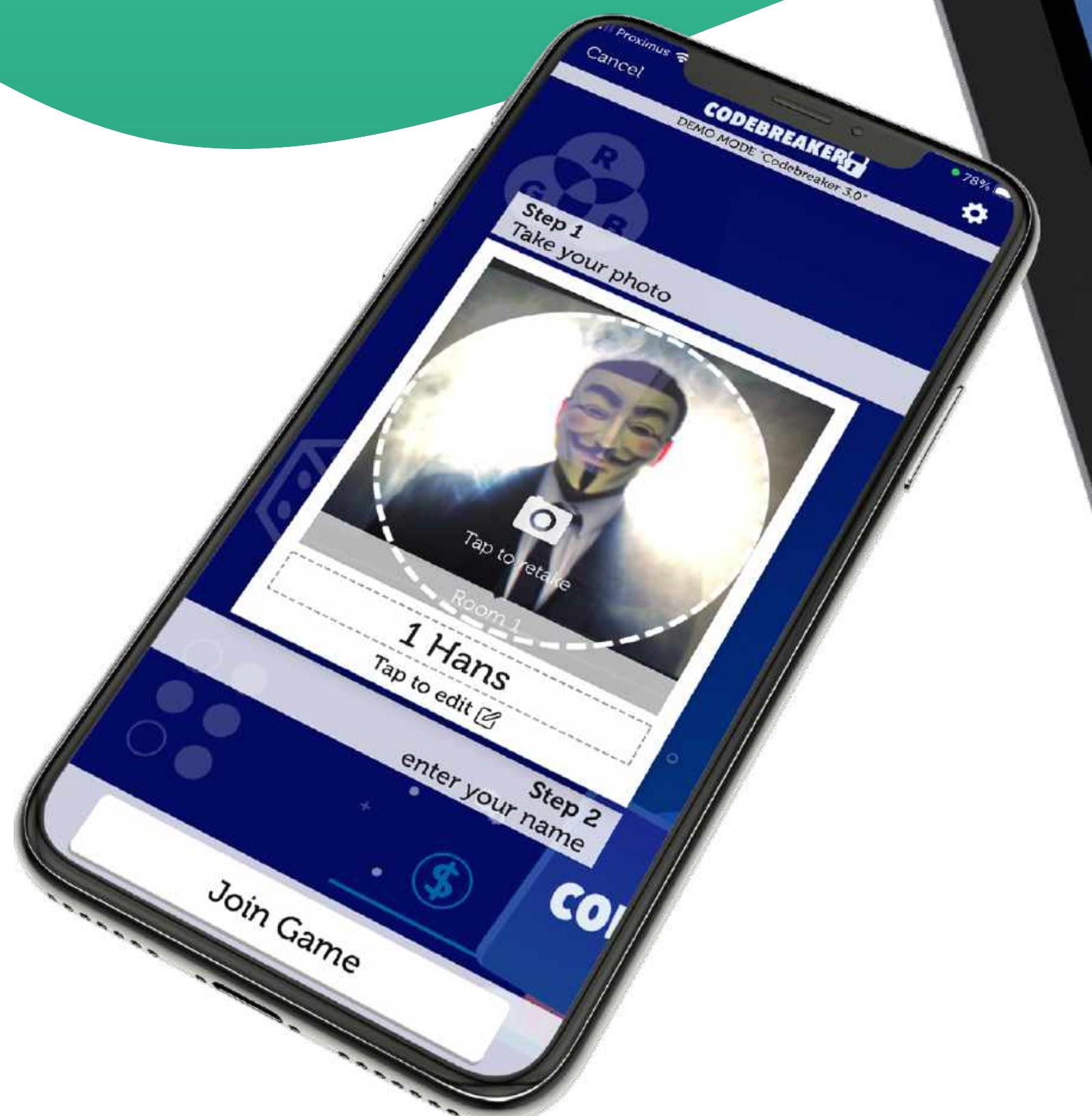
Escape game with the aim of cracking the code of the computer. You will receive a hint per solved riddle or completed task. Only by merging all the hints you will be able to **crack the computer's code**.

- Played **in teams** of 5-6 players in virtual breakout rooms
- Live scoreboard across the teams in the app
- Various riddles / puzzles / assignments
- 10' briefing - 60'-90' puzzle fun - 5' wrap-up
- During the wrap-up, photos and videos that were sent during the game will be shown and the winner will be announced
- Photos and videos + scoreboard available online via link
- Game lends itself to be **customized** to desired **timings, content and design**





# CODEBREAKER



# CUSTOM CODEBREAKER

It's possible to adapt this game to a version where we work with your content.

- Important year for client
- Corporate values as answers to riddles
- Certain targets or results from a previous presentation,...

We then integrate this content into a custom game.

We also make a custom game screen that fits your message.

**End goal proposal: unlock smartphone to release video message.**

SCAN QR-code with  
Mobile Adventures  
app for a demo game.



**CUSTOM  
ESCAPE  
GAME**



# In combination with physical locked box



Only available in ENGLISH

# Arctic Survival Escape

Test your virtual survival instincts in a race against time!

Halfway through a **polar expedition**, you lost your guide. The oncoming storm disorients you and forces you to hide and seek for help.

After a long walk you reach the **Arctic Hut**. In the cabin you will find a backpack with all kinds of stuff and a communication radio. Using the items in the bag and the objects in the cabin, your job is to **crack the code for the generator box** so you can use it to power the radio and find the correct frequency for the emergency channel.

Finally, you also need to find out your exact location so that the rescue team can send help.

You have about 60 minutes before the cabin is inaccessible due to heavy snow and strong winds. Does your team have what it takes to be rescued on time?

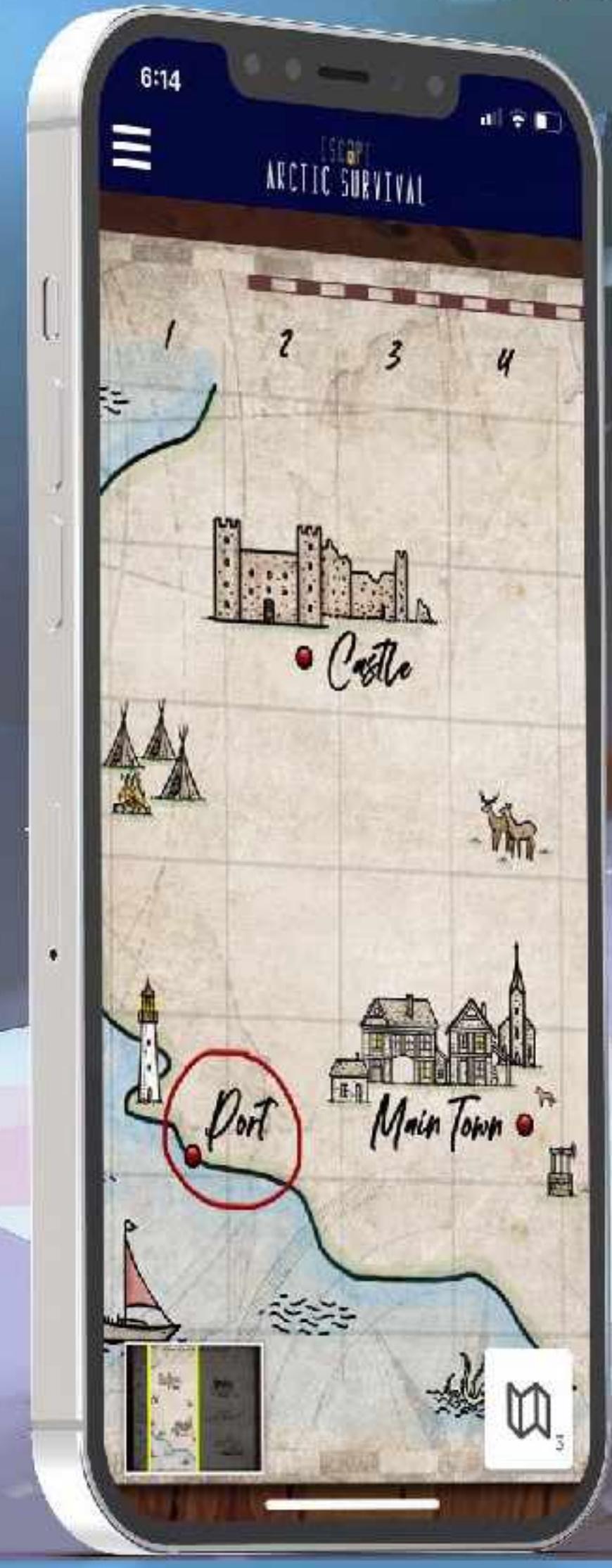
- Played in teams in virtual breakout rooms.
- Live scoreboard across the teams in the app.
- 10' briefing - 75' escape game - 5' wrap-up
- Augmented Reality Challenges
- Support before, during and after the game.

[Watch Trailer](#)



ecco la luna  
TEAMBUILDING • EVENTS • LEARNING • LEISURE

# ARCTIC SURVIVAL



# ARCTIC ESCAPE



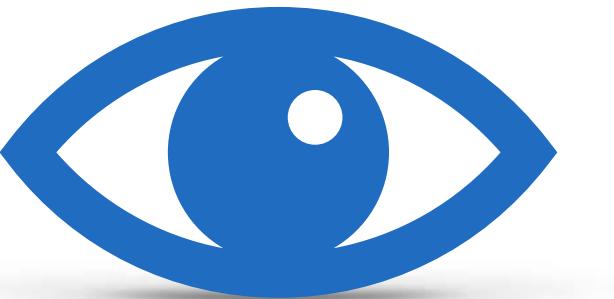
Only available in ENGLISH

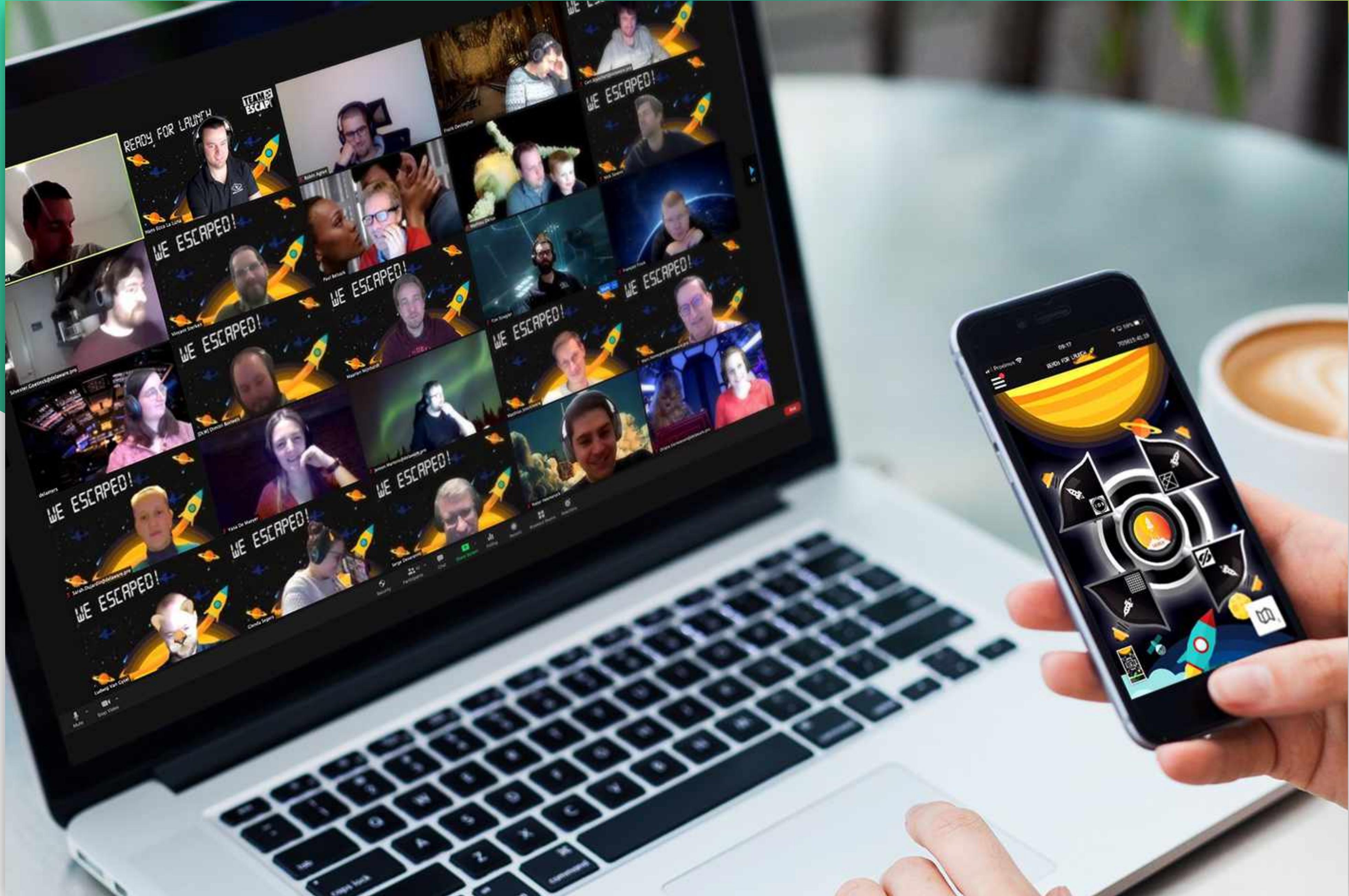
# Ready For Launch

**Escape game** where you have to try to unlock the rocket's launch button with your team. By solving all kinds of riddles and puzzles in the 4 other game screens, you can remove the safety screens from the launch button and thus launch your rocket.

- More complex **Digital Escape Game** where remote teamwork is necessary.
- Played in teams in **virtual breakout rooms**.
- Live scoreboard across the teams in the app.
- Various riddles / puzzles / assignments including use of **Augmented Reality**.
- 15' briefing - 75' to 90' puzzle fun - 10' wrap-up.
- During wrap-up, the puzzles are discussed and the winner is announced.

[Watch Trailer](#)







Only available in ENGLISH

# Murder Mystery Games

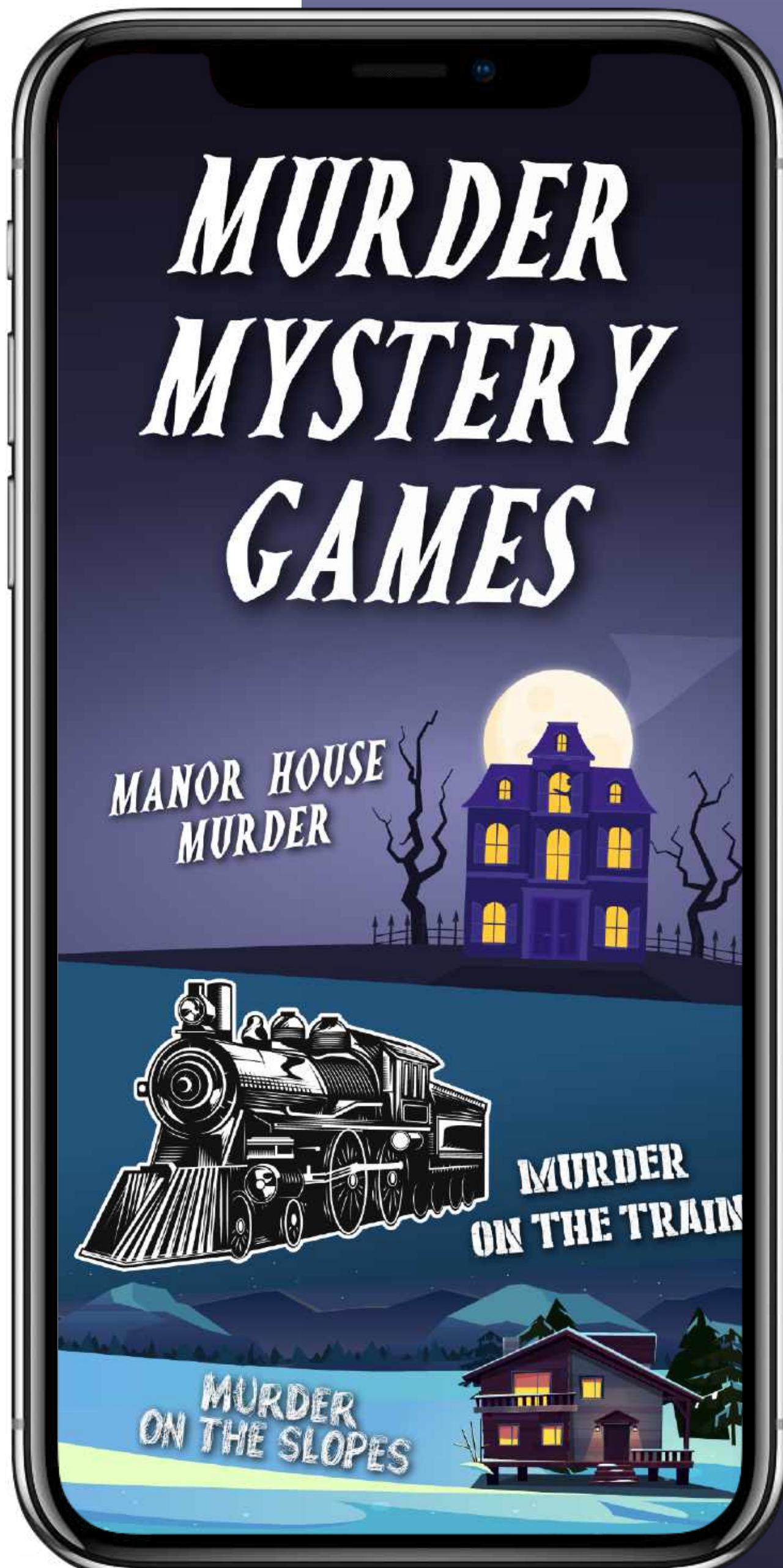
You and your team have been brought in to **investigate the murder**.

In this team building activity, participants work together to unlock and examine key evidence such as witness statements and suspect interviews, using **augmented reality and image recognition** technology. As you explore the crime scene via an interactive map, you'll complete tasks and challenges which will help you acquire evidence and assist with your investigation

Throughout this immersive, app-based murder mystery, points will be awarded for successfully completing observational and trivia questions, as well as fun photo and video tasks...

Are your detective skills sharp enough to **examine the evidence, find a motive and catch the killer?**

- Live scoreboard across the teams in the app
- Puzzles, riddles, tasks
- 10' briefing - 95' investigation time - 10' wrap-up
- During wrap-up, the best submitted photos and videos will be shown
- Scoreboard and videos are available afterwards via online presentation
- 3 game scenarios/themes



Watch Video

Watch Video

# COURSE OF A HOSTED EVENT

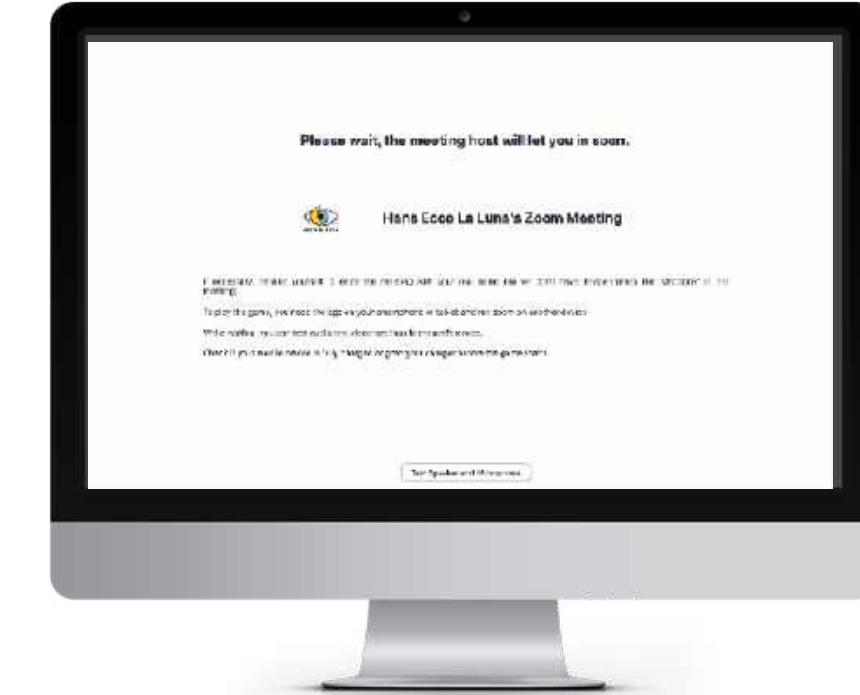


1

## INSTRUCTIONS

1 week before the event we send the instructions to the clients event manager who shares this information with the participants.

You need 2 devices  
Install our Free App  
Date, Time and Meeting Link



2

## JOINING THE MEETING

We invite participants to join the online meeting 5 minutes prior to the event.  
Participants are kept in the waiting room until the meeting officially starts.



3

## BRIEFING

Our hosts admit all participants from the waiting room and welcomes them to the game.  
Our host will explain the game with a briefing of 10 minutes and shares the game code at the end of the briefing.



4

## GAME

Participants enter the game code in the app and the host opens the breakout rooms.  
Teams play the game in their breakout room and follow the score of the other teams in the app.

*We advice to work with random teams for a good flow.*



5

## WRAP-UP

When the game is over, the host closes all breakout rooms and all teams come back to the main meeting.

The host shows a selection of the best photos and videos and reveals the scoreboard.

*A link with all photos and videos and the scoreboard will also be sent to the event manager after the game.*

Our standard meeting platform is Zoom (can be used from browser) or WebEx.  
Microsoft Teams, Google Meet, Hopin also possible with slightly different approach.

# ONLINE MEETING TOOL



Hosted on our meeting license with up to 1000 participants.

We advise to use the desktop client but you can also use the web-client if Zoom can't be installed.

Game played in **breakout rooms**.

Teams can "Ask for help" from their breakout room.



Hosted on our meeting license with up to 1000 participants.

We advise to use the desktop client but you can also use the web-client if Zoom can't be installed.

Game played in **breakout rooms**.

Teams can "Ask for help" from their breakout room.



Client makes main meeting for the briefing and gives presentation rights to our host.

**No breakout rooms** function so client will have to make a separate meeting for every team.

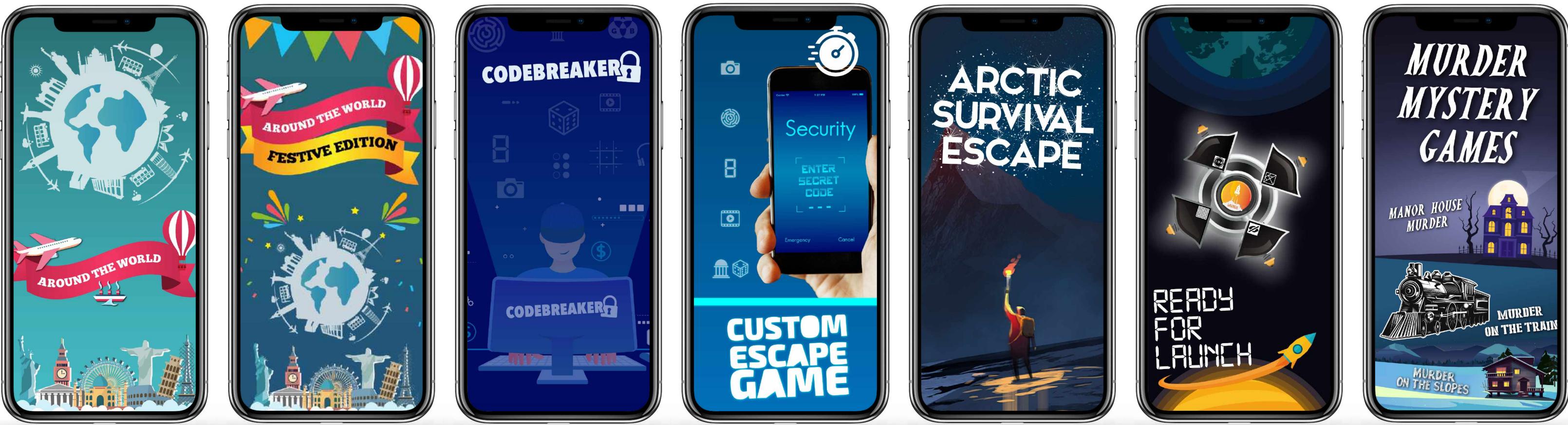
**Pre-defined teams** are necessary.

Assistance by using the **in-app messaging** function.



Talk to us if you want to use another platform or integrate this game in another program with plenary sessions, lunch boxes, other fun sessions,...

# Choosing the right format

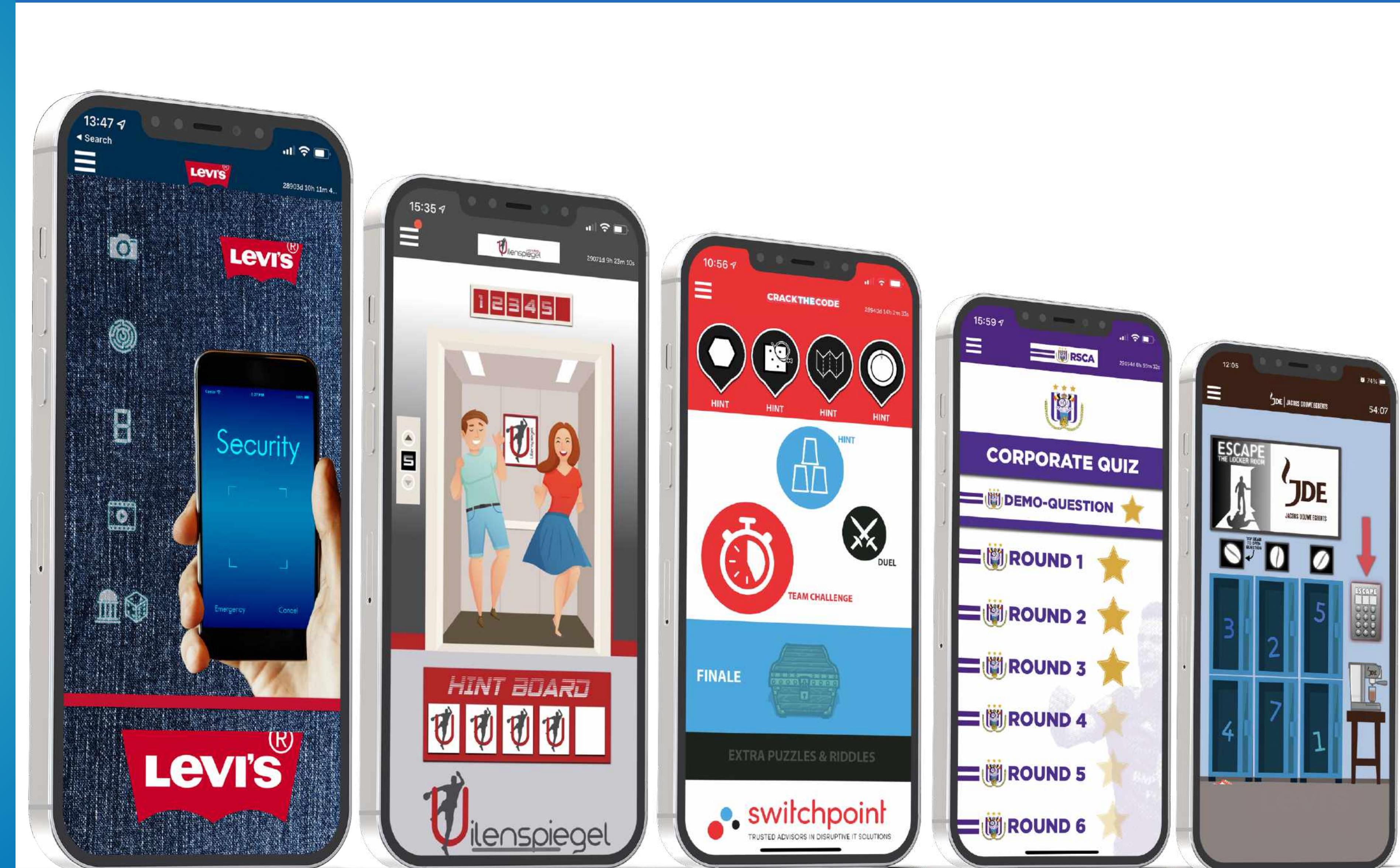


<b>Duration</b> Briefing/Wrap-up included	90' - 120'	90' - 120'	75' - 105'	<b>45' - 75'</b>	75'-105'	90'-120'	105'-120'
<b>Fun</b>	<b>5/5</b>	<b>5/5</b>	3/5	4/5	3/5	2/5	2/5
<b>Challenge</b>	1/5	1/5	3/5	2/5	3/5	<b>5/5</b>	<b>5/5</b>
<b>Photo/Video Challenges</b>	yes	yes	yes	yes	<b>no</b>	yes	yes
<b>Augmented Reality</b>	no	no	no	no	yes	yes	yes
<b>Language</b>	<b>ENG/NL/FR</b>	ENG	<b>ENG/NL/FR</b>	ENG	ENG	ENG	ENG
<b>Customization Possible?</b>	yes	yes	yes	yes	no	no	no

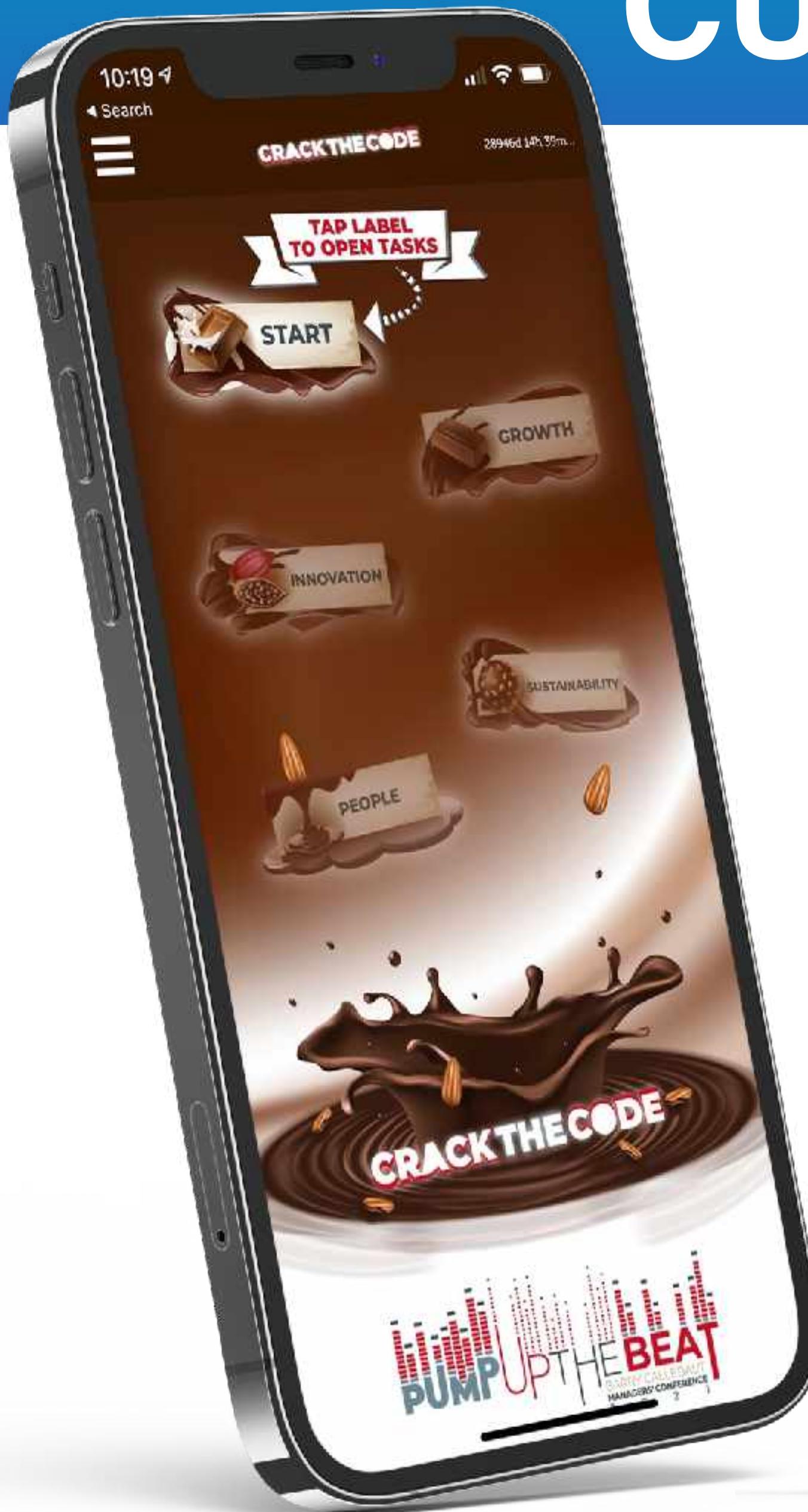
Let's make the  
**PERFECT MATCH**  
between  
**YOUR IDEA**  
and  
**OUR APP**



# CUSTOM MADE SOLUTIONS

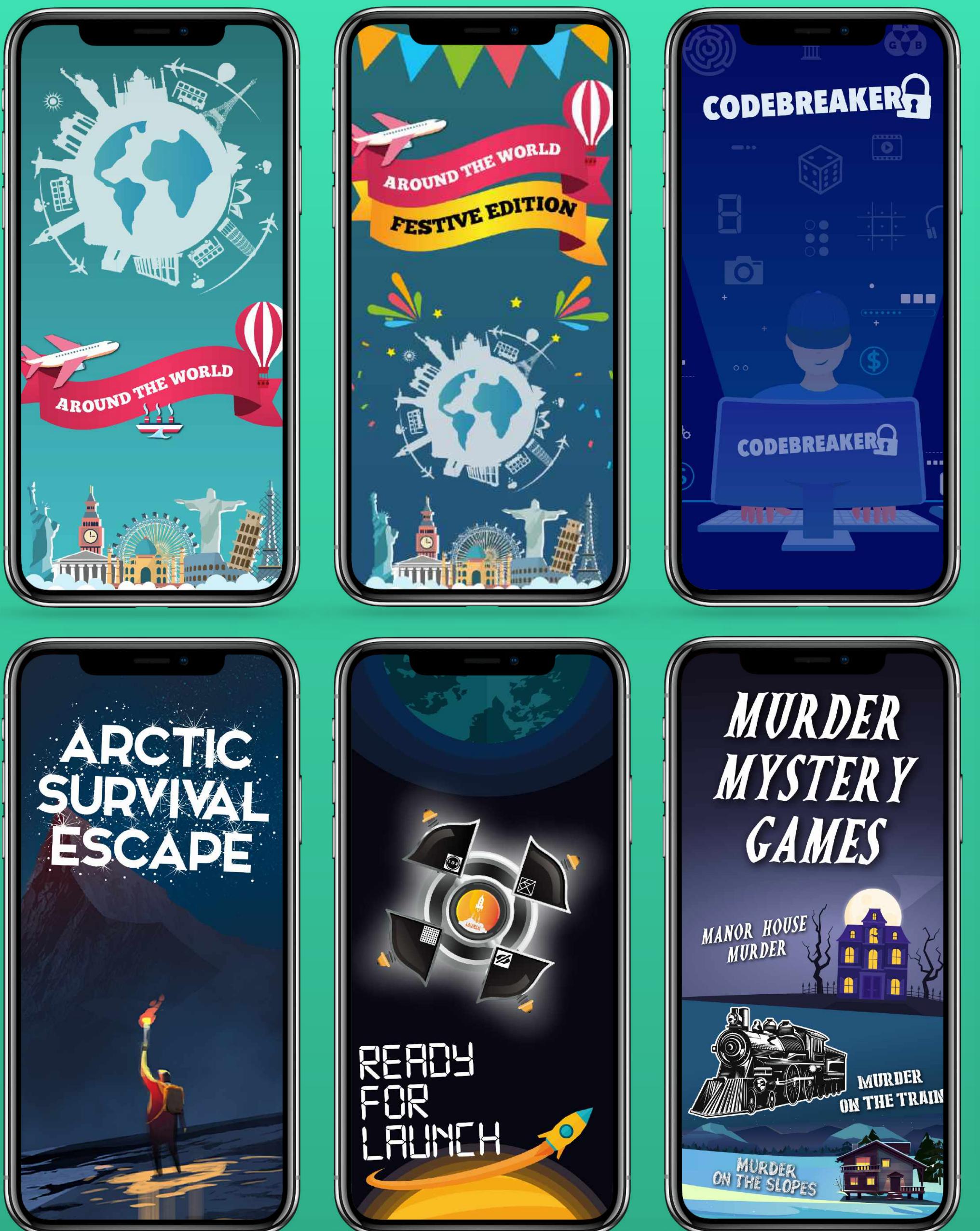


# CUSTOM MADE SOLUTIONS



As part of continuing to improve our app, we bring frequent updates to the store. This latest update includes bug fixes to improve the app for you!

# Pricing Online Teambuilding Solutions 2021/2022



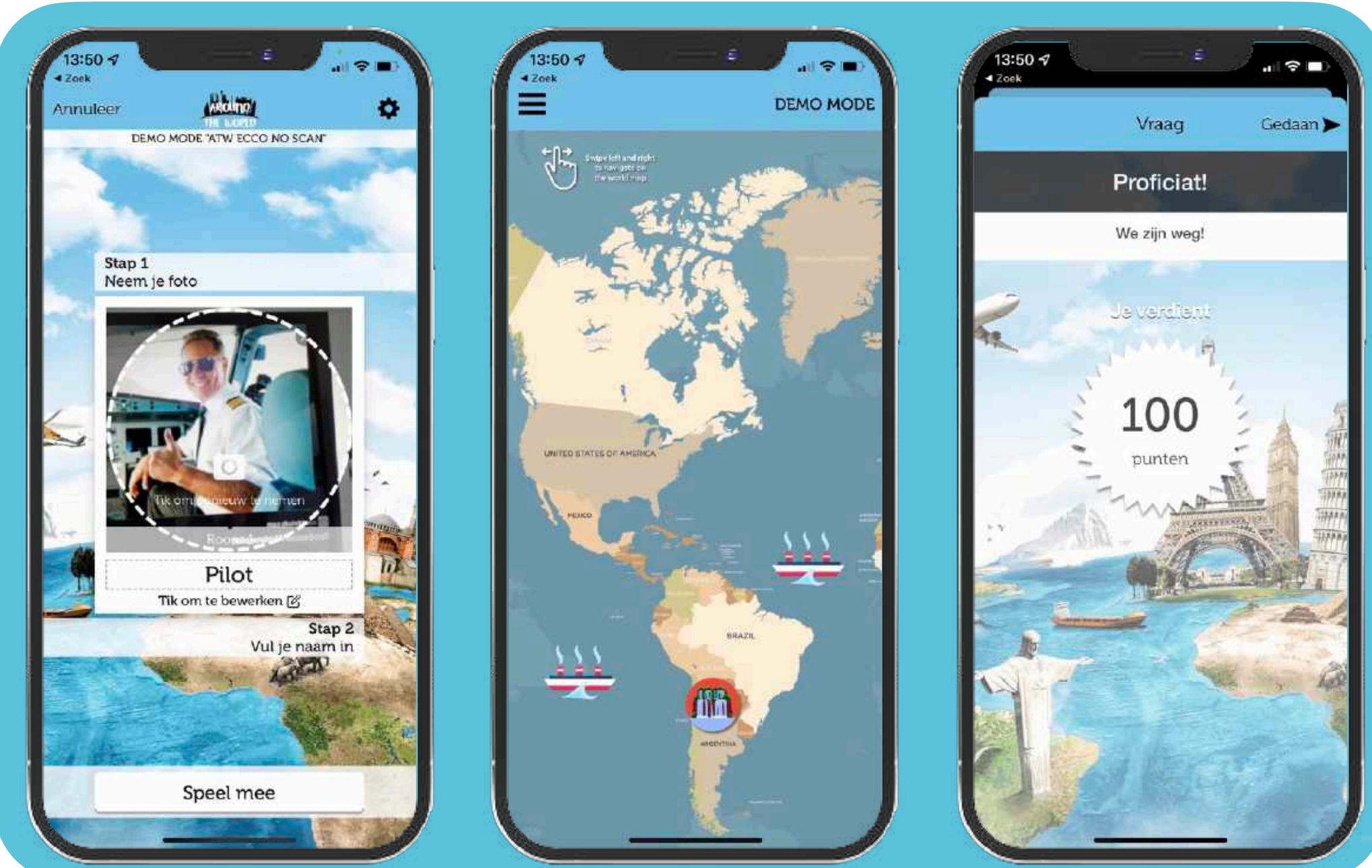
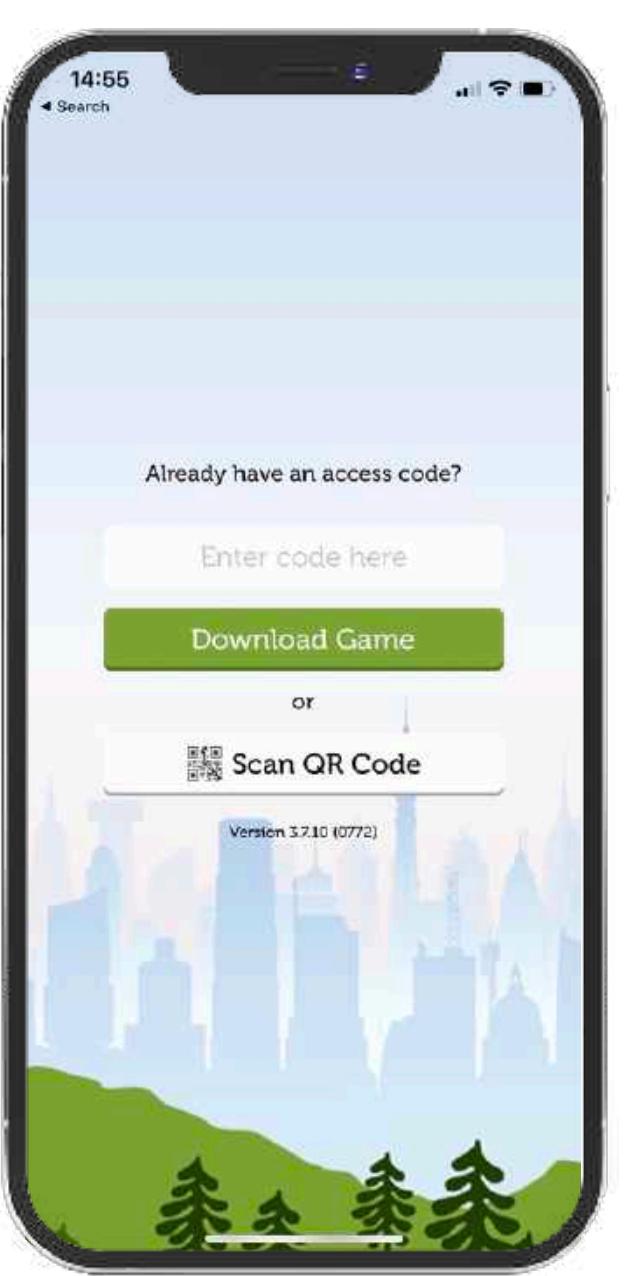
Participants	Package Price	Game Host	Game Support Included	Large meeting License	App Branding*	Custom Game Screen*
1-10	600	✓	-	-	€ 300	€300/day
11-20	700	✓	-	-	€ 300	€300/day
21-30	800	✓	-	-	€ 300	€300/day
31-40	900	✓	-	-	€ 300	€300/day
41-50	1000	✓	-	-	€ 300	€300/day
51-60	1300	✓	1	-	€ 300	€300/day
61-70	1450	✓	1	-	€ 300	€300/day
71-80	1600	✓	1	-	€ 300	€300/day
81-90	1750	✓	1	-	€ 300	€300/day
91-100	1900	✓	1	-	€ 300	€300/day
101-150	2500	✓	2	✓	included	€300/day
151-200	3250	✓	3	✓	included	€300/day
201-300	4500	✓	4	✓	included	included
>300	From 5000€	✓	>4	✓	included	included

\*See next slide for examples of App-branding and Custom Game Screen.  
Own content can always be included for an extra fee but is never included in standard pricing.  
Talk to us for custom games, XXL groups, outdoor game ideas,...

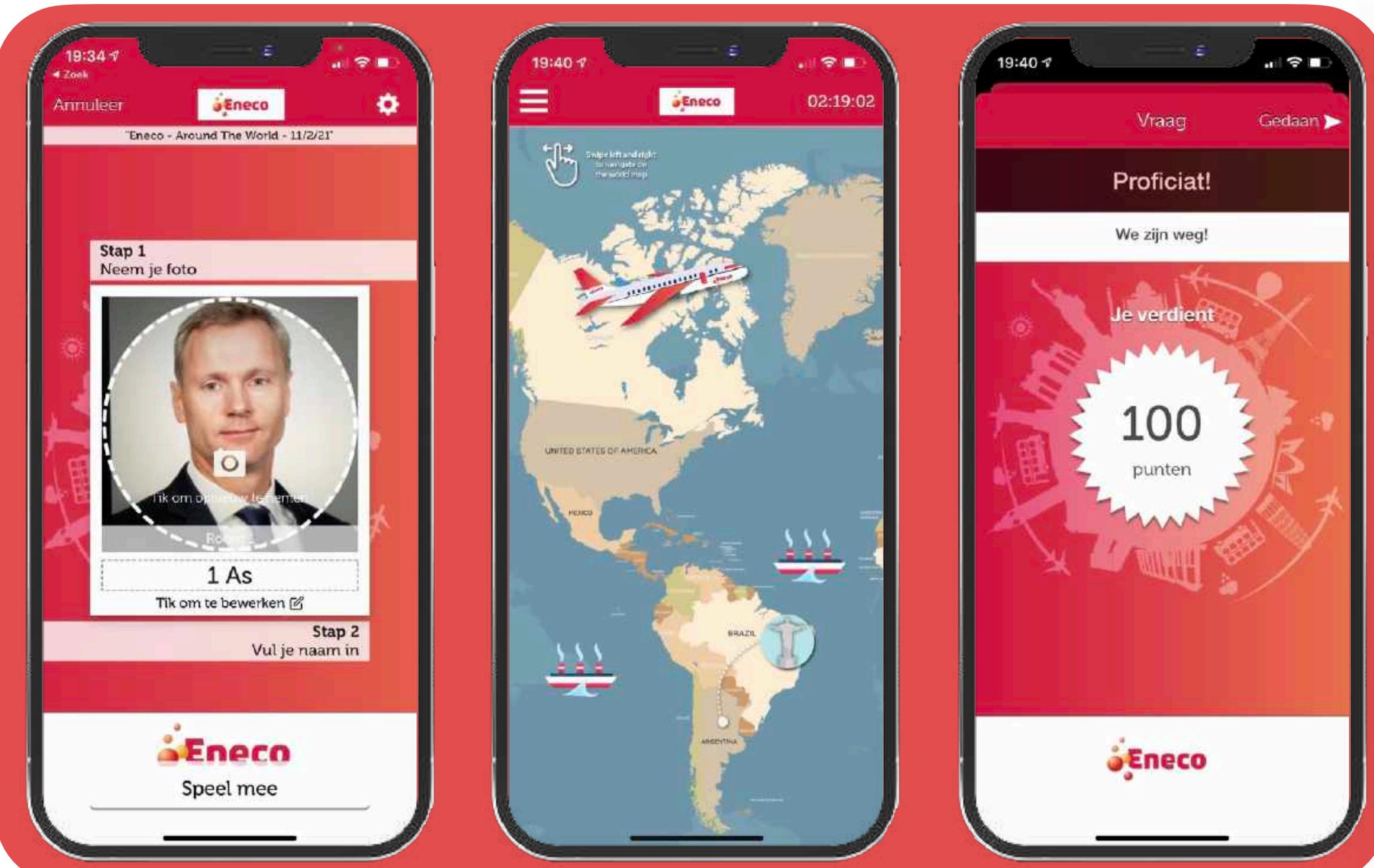


# APP BRANDING

NOT  
BRANDED

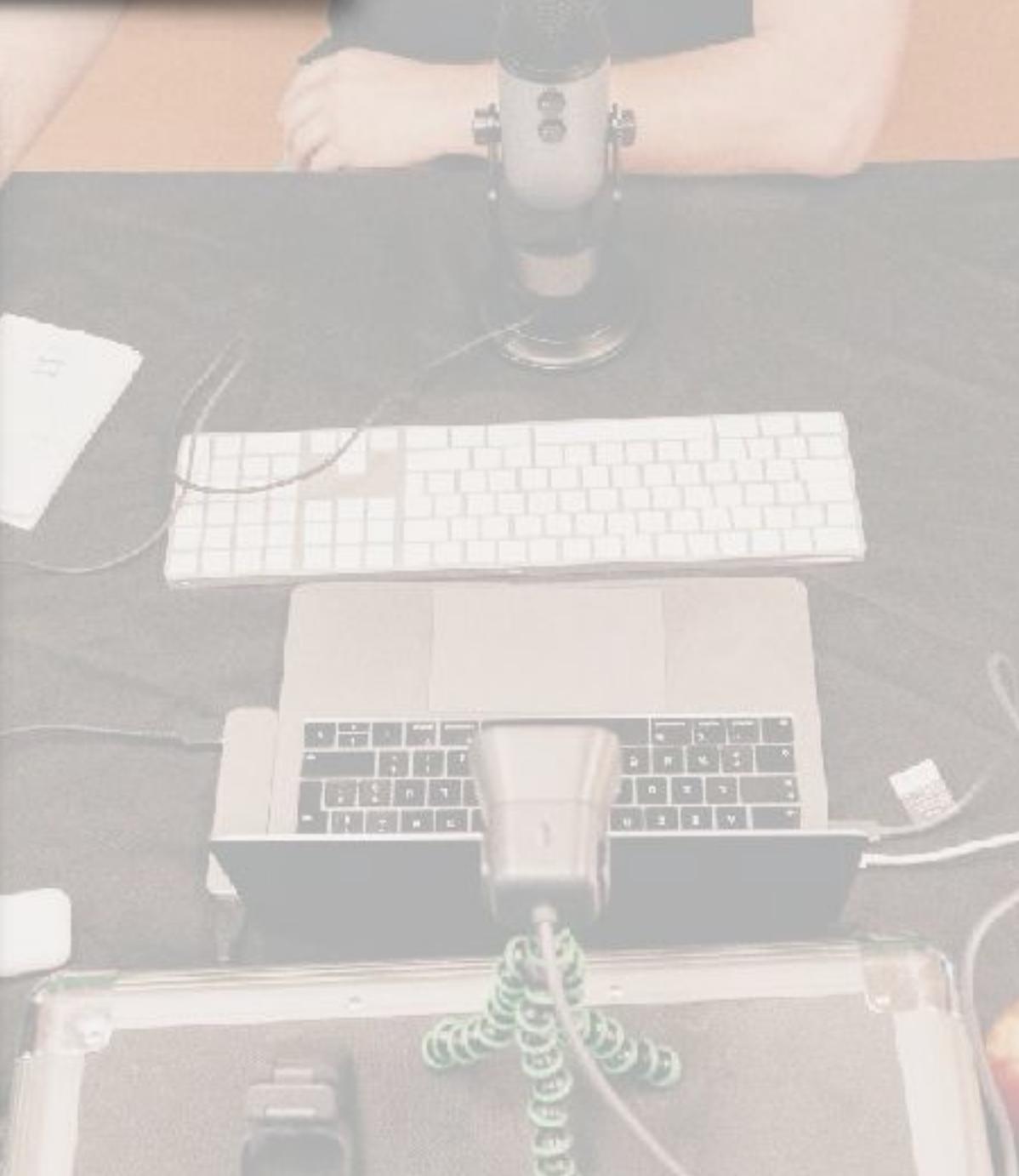


BRANDED  
LOGO  
COLOR  
Background  
Image



# CUSTOM GAMESCREEN





# NOVEMBER 2020 - NOVEMBER 2021



>200  
online events



>13000  
participants

## EVENT AGENCIES WE'VE WORKED WITH



# RETURNING CLIENTS



*fluvius.*

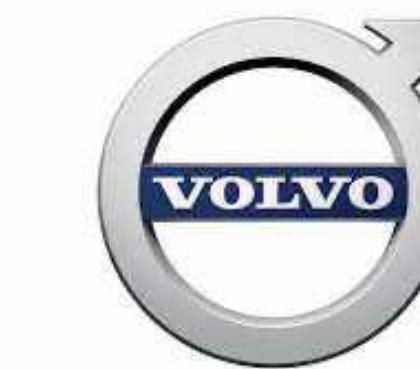
TriFinance



delaware

TechData®

BARRY CALLEBAUT



Universiteit  
Antwerpen



Johnson & Johnson



# REVIEWS

**DRIES KOEKELKOREN:**  
BEDANKT HANS & TEAM! TOP ACTIVITEIT!

**NICOLAS DE KERPEL:**  
THANKS VOOR ORGANISATIE!!

**NIELS VAN ZANDWEGHE:**  
MERCI! HET WAS BERE ZOALS WE IN BRUGGE ZEGGEN!

**ANN-SOPHIE DUYCK:**  
THANKS EVERYONE, WAS GREAT FUN!!! HAVE A GOOD EVENING!

**SANDER GILLÉ:**  
BEDANKT ORGANISATIE EN TEAM 9!! TOP

**EMMA MEESEMAN:**  
SUPER LEUK! LOOKING FORWARD TO THE NEXT ONE!

**JAOUAD ACHAB:**  
WE REALLY HAD A LOT OF FUN!  
THANK YOU!

**KOEN NAERT:**  
THAT WAS FUN! THANKS!

**NINA DERWAEL:**  
WAS LEUK, DANKJEWEL AAN MIJN TEAMMAATJES VAN TEAM 7

## GREAT CLIENT FEEDBACK

Excellent execution!

Thank you all for the fun!

Thank you to all!

Really good activity, a lot of fun!!! 😊

I had a lot of fun, thank you for the nice original game.

Fantastic!

Thank you. I had a wonderful time with a lot of fun and laughter

Thank you all for the fun!

It was great fun!

I did not expect that virtual games would work so smooth.

Well done to all!



# P&G



# REVIEWS



Voor onze klant zochten we een online teambuildingspel. Ze kozen voor Around the World. Ze waren zeer tevreden en kwamen lachend uit de spelsessie. Mission accomplished dus, mede dankzij de professionele voorbereiding en ondersteuning van Ecco la Luna. Ja Da was meer dan geslaagd. JADA events

**Jan de Wieuw (Jada Events)**



We hebben een heel leuke avond gehad met een virtuele teambuilding (Around the World). Veel fun en goed gelachen! Het is de tweede maal dat ik met Ecco La Luna samenwerk en het is opnieuw heel vlot verlopen. Een echte aanrader en zeker voor herhaling vatbaar!!

**Kelly Lataire (Mach Media)**



Great contact and service! We played the Tour around the world and the colleagues loved it, we had great fun and learned quite some interesting facts. The support during the game was good too and we didn't experience any glitches. Good value for money I would say.

**Irina Ilie (ECEA)**



Om welgekende reden kon onze fysieke nieuwjaarsreceptie dit jaar niet doorgaan. Jammer, want het is een moment waar al onze medewerkers toch elk jaar naar uitkijken. We gingen op zoek naar een volwaardig, coronaproof alternatief & kwamen uit op een virtuele escapegame bij Ecco La Luna. Wat een succes! We konden doorheen het hele proces rekenen op de expertise van Hans & co. Zoals bv. bij het personaliseren van het spel, het overlopen & testen van het scenario, tijdens het spel zelf, ... Onze medewerkers waren achteraf heel enthousiast! Dankjulliewel om dit alles op te zetten en in goede banen te leiden! - Team Vandelanotte

**Robin Raes (Vandelanotte Accountancy)**



Hele leuke virtuele teambuilding gehad (around the world), met deelnemers uit verschillende landen. De samenwerking en voorbereiding verliep ontzettend vlot. Het spel zelf was soms wat zoeken in het begin, maar uiteindelijk waren er alleen maar positieve reacties. De focus lag op fun en teamgeest (iets minder op het competitieve), en dat was exact waar we naar op zoek gingen.

**Naomi Claeys (Sofico NV)**



Gisteren voor de eerste keer deelgenomen aan een virtual team event : Around the world. Heel leuk, gevarieerd, ontspannend en professioneel. Atlas Copco Support Services werkt al jaren met Ecco la Luna, en we zijn nog nooit teleurgesteld geweest. Doe zo voort!

**Kitta Van de Velde (Atlas Copco Services)**



We hebben met ons team een leuke ervaring gehad met de teambuilding "Around the World". De vragen waren gevarieerd en werden afgewisseld met toffe 'doe-vragen'. De organisatie en de ondersteuning verliepen vlekkeloos ! Dit is zeker voor herhaling vatbaar

**Ilse Patteet (FOD Financiën)**



We hebben een leuk virtuele teambuilding achter de rug: de wereldreis stak goed in elkaar.

**Lut Slabbinck**

# WEB-BASED SOLUTION - JOIN FROM BROWSER

## The Team Social

The Team Social is an **online web-based solution** for groups that cannot / may not install an app on the smartphone.

Participants will be sent a link and simply participate in the online game via the web browser.

This game is purely focused on **interaction and fun**. We welcome the participants in the lobby where the teams are composed and then play different types of **mini-games for 60 minutes such as trivia, buzzer game, fun-fact-match and team-pictionary** where you work together as a team on 1 drawing.

After an hour of fun, it's time for a group photo and the scoreboard.

- Played in a **MAXIMUM OF 6 TEAMS OF 5 PEOPLE** per link.
- Game host who keeps the game running smoothly.
- 60' game time (can also be shorter if necessary).
- **No app installation required**.
- Participants can constantly see each other through the avatars.
- Communication within your own team during the games and with everyone between the games.
- **Rotating captain role** after each question.
- **Fun-Fact-Match** so that you learn something about each other.
- *Pricing same as other standard app-based games.*



[CLICK HERE FOR  
NETWORK TEST](#)



Available in ENG/NL



# CONTACT US



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[https://calendly.com/eccolaluna\\_hans](https://calendly.com/eccolaluna_hans)



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