

Mavericks Murder Mystery

Welcome to the first-ever virtual and augmented reality enabled team challenge, *The Mavericks Murder Mystery!*

In this activity, participants are formed into teams and tasked to solve a complex murder case. Keen observation, problem-solving skills, time management, and great teamwork are the essential elements for this engaging experience.

Your team is immersed in the crime plot... an in-depth storyline is provided, with details about the eight prime suspects. Each player is assigned a character, and a location to examine the crime scene through a mobile device. The unique aspect of this challenge is that the physical game meets virtual and augmented reality!

The players, as detectives, examine the crime scene through the VR headset. Through them, the players can look around their assigned room, interact with objects, and search for evidence. Once a piece of evidence is found, the detectives need to take a picture of it, using AR. The pictures are uploaded into the game as the evidence is gathered. Then the player poses as though holding the evidence, and the evidence appears in their hands.

While some team members are finding evidence, others are acting as forensic experts to analyze it all. The evidence reports are displayed on the main dashboard for the team members to investigate.

Teams then get a time out to share observations, connect the dots, unravel the enigma, and solve the case. Keen observation, problem-solving, continuous communication, and effective collaboration are the skills you will need to solve this tantalizing mystery.

If you like this program, you may also want to consider our [Virtual](#) version as a remote option.

Program Details

Group Size:

30 to 1000+

Team Size:

5 - 6

Program Length:

1 - 2 hours

Space Requirement

Table or equivalent area for each team

Setting:

Indoor

Physicality:

Low

Program Elements

- ✓ Collaboration & Accomplishing Common Goal
- ✓ Communication
- ✓ Innovation & Problem Solving

What's Included?

Pricing varies depending upon the number of participants and includes the team building program, production coordination, VR headset, professional lead facilitator, and additional staffing if needed.