

Gum Gum Speak English

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Gum Gum on a quest for recognition is a ludic tool created five years ago and used in France to present open recognition to the public. The purpose of this game is to explore the different forms that recognition can take: references, testimonials, or credentials. After garnering interest and being presented many times at international events like ePIC in its original version (French), the team made an important decision: This year, Gum Gum will speak English! The tool has been translated into English and has been presented for the first time at ePIC 2025.

In this ludic tool, players represent the wildebeests of a reserve in the middle of the jungle. They must determine whether Gum Gum can join their culinary program. To apply, Gum Gum had to collect many testimonials, and the wildebeests must vote for the most convincing one after debating with each other on their votes. This tool is a perfect opportunity to think about how to identify and highlight one's achievements beyond the formal framework. The main goal is to discover informal and non-formal recognition and to value experience.

To learn more about this game : <https://www.laboite-a.fr/produit/gum-gum-on-a-quest-for-recognition-english-version>

For more information about recognition games created by Temptalab: <https://www.laboite-a.fr/boutique>

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