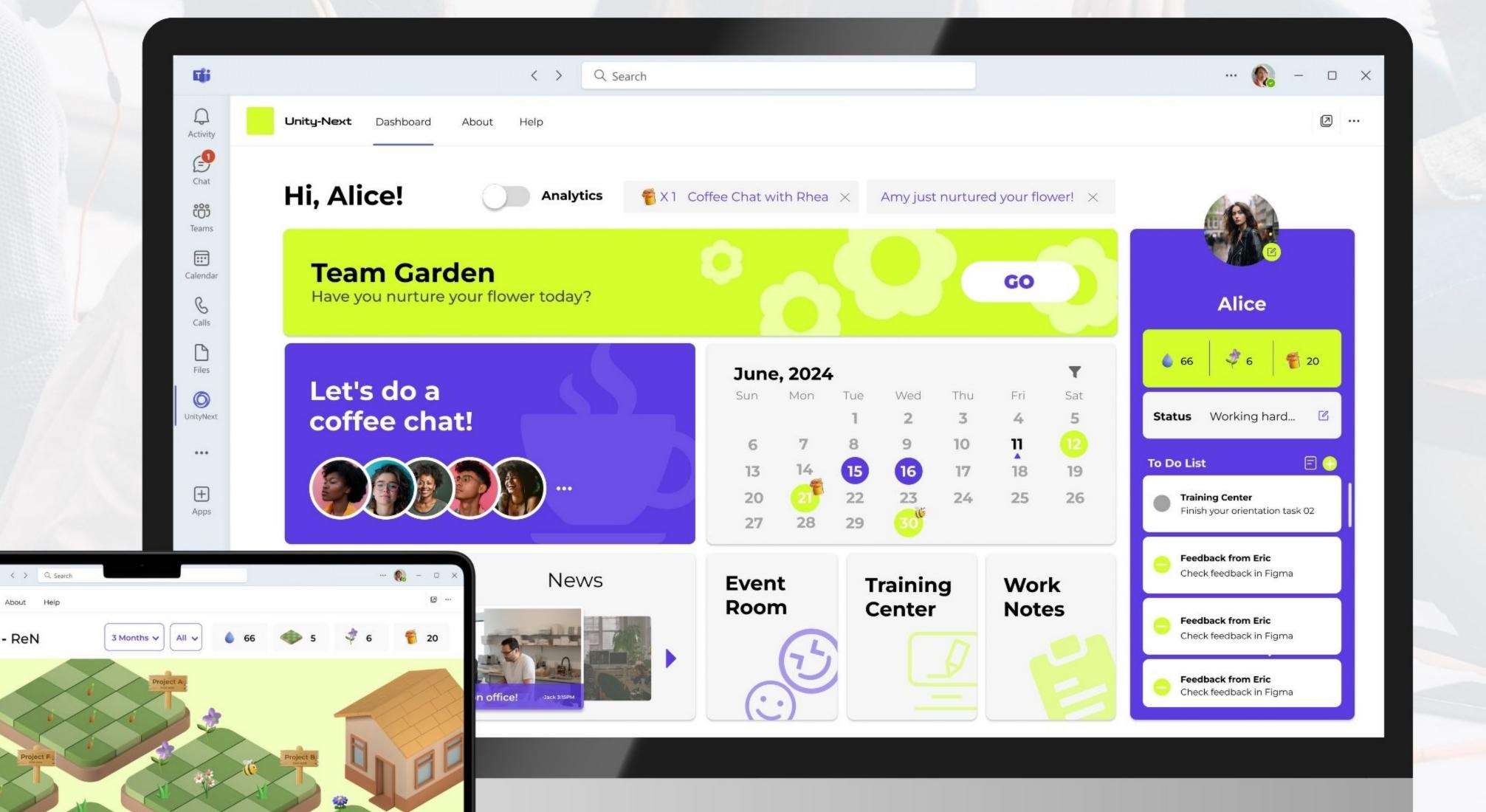
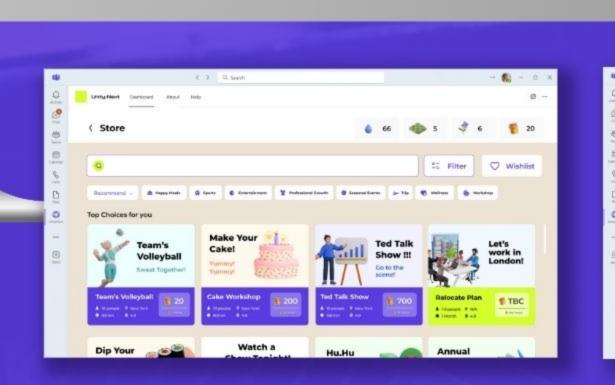
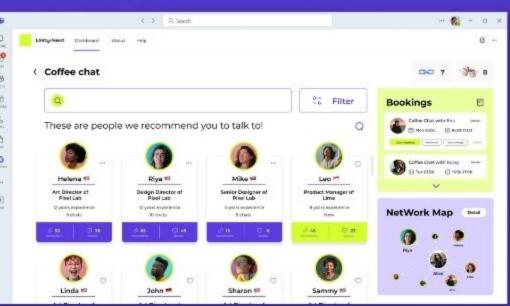


Teams' Garden - ReN









Shared Company Virtual Scenario

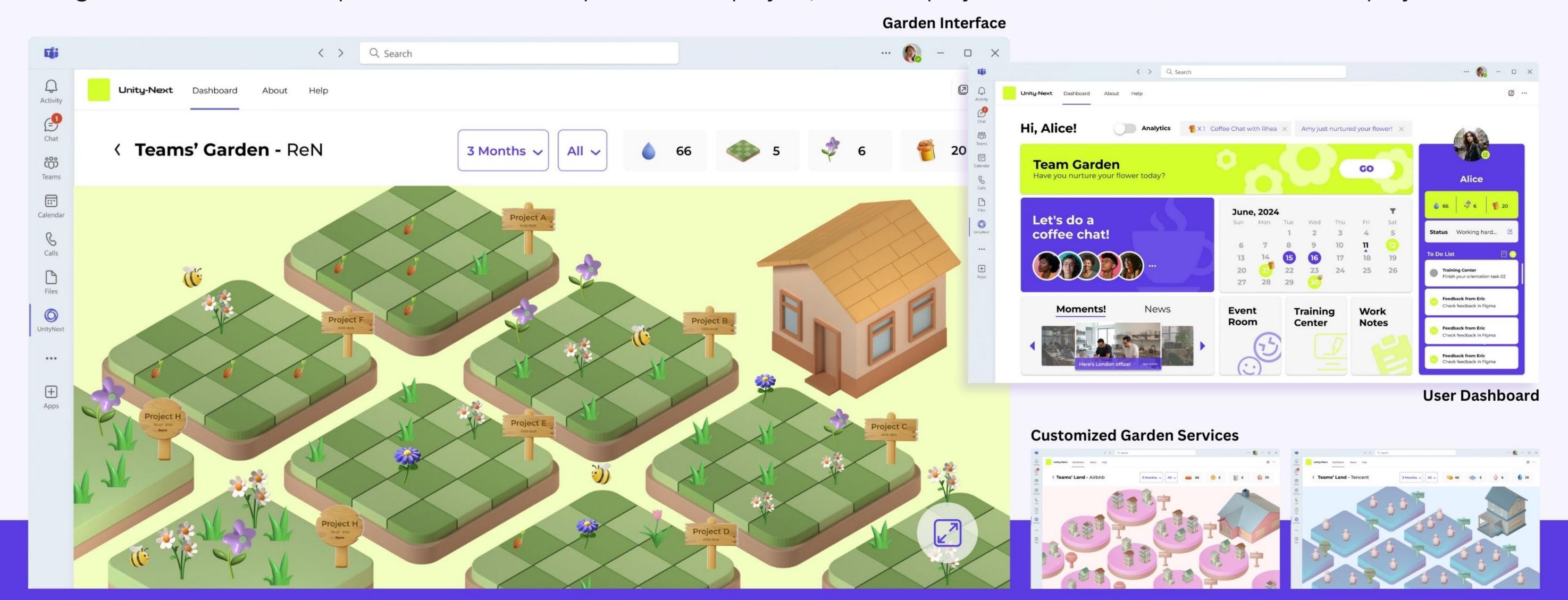
Pain point: Lack of shared work experience in a distributed setting.

Team Leader - Difficulty in bringing the team together.

Team Members - Low sense of belonging to the team and company

Solution: Company virtual space (gamified garden).

Unity Next creates a gamified company garden for distributed teams to collaborate, share work experience, and visualize contributions. The garden consists of multiple lands. Each land represents one project, and each project member receives a flower in the project land.





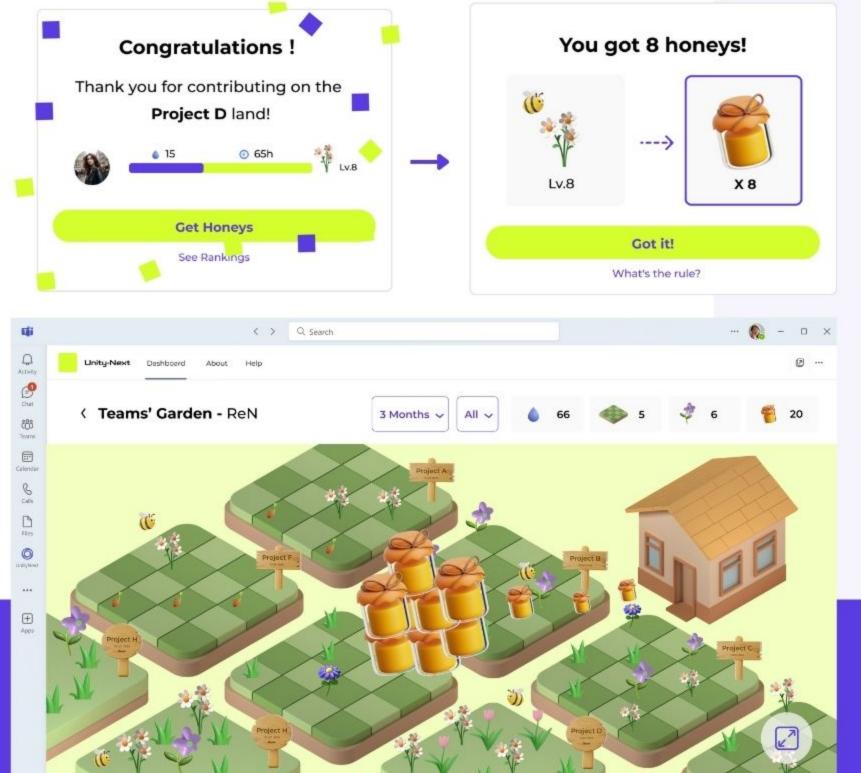
Incentive System

Pain point:

Reduced communication and interaction.

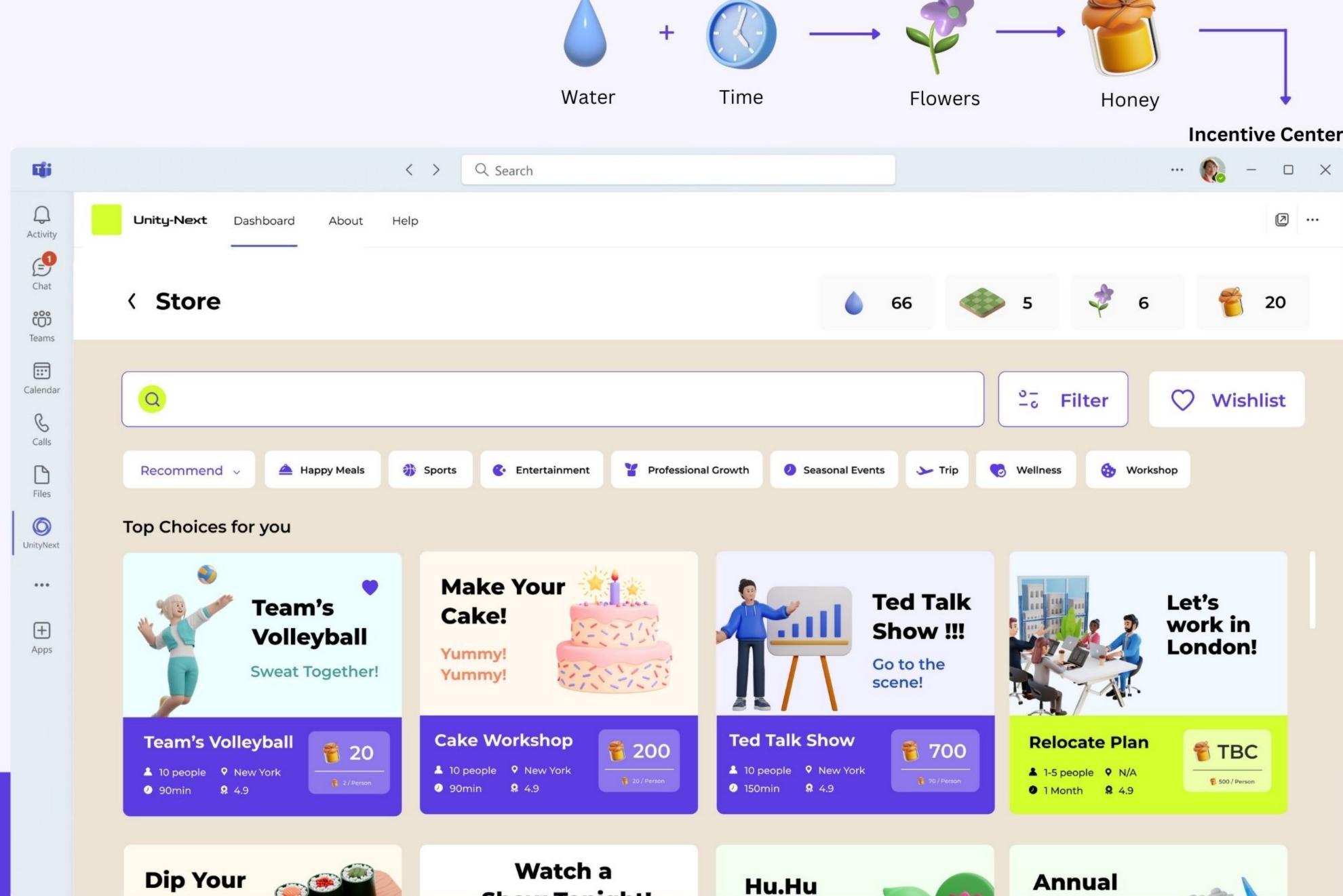
Team Leader & Team Member -

Lack of channels for employees to deepen trust through small talk or group activities.



Solution: Incentive mechanism with team-building rewards to motivate continuous interaction.

Flowers are leveled by time and team appreciation(water drops) and can be converted to honey coins when the project ends. This incentive system allows employees to redeem their honey for team-building rewards, such as sports outings, TED talks, and even relocation adventures.



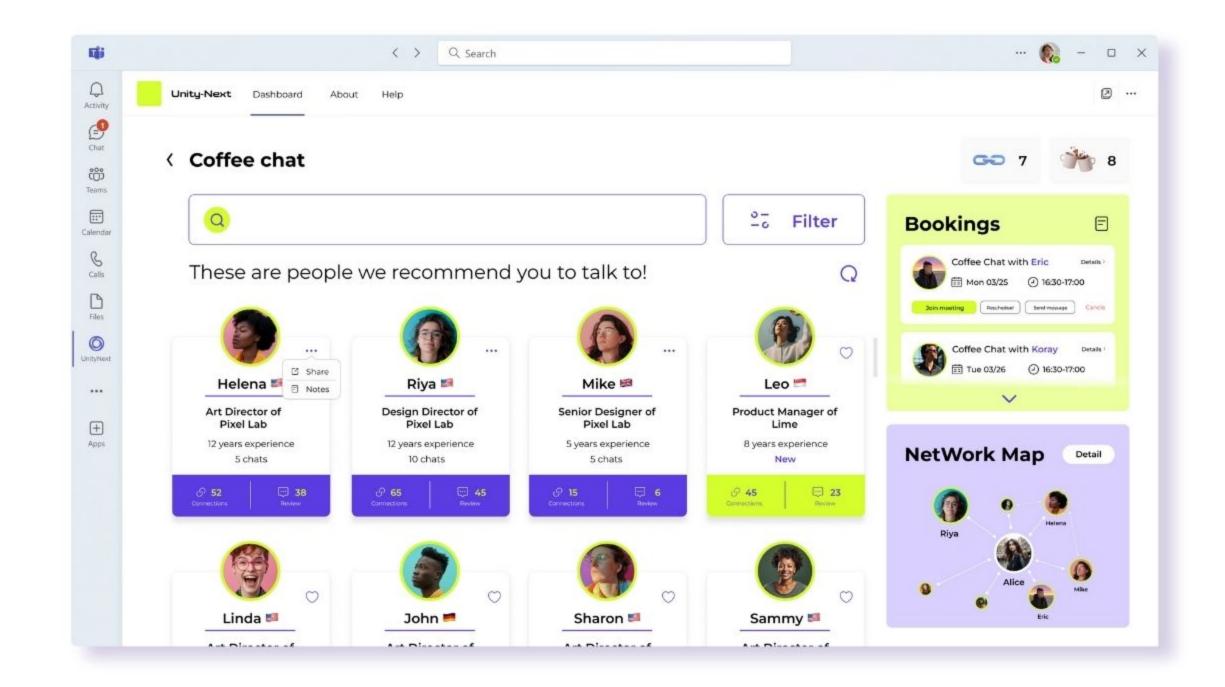
Network Building

Pain point: Difficult network building.

Distributed team has distanced colleague relationships, reducing chances for timely support and skill-sharing.

Solution: Internal coffee chat system.

With the coffee chat feature, users schedule calls with matched colleagues or mentors. The company sends coffee beforehand, and employees earn honey afterward.





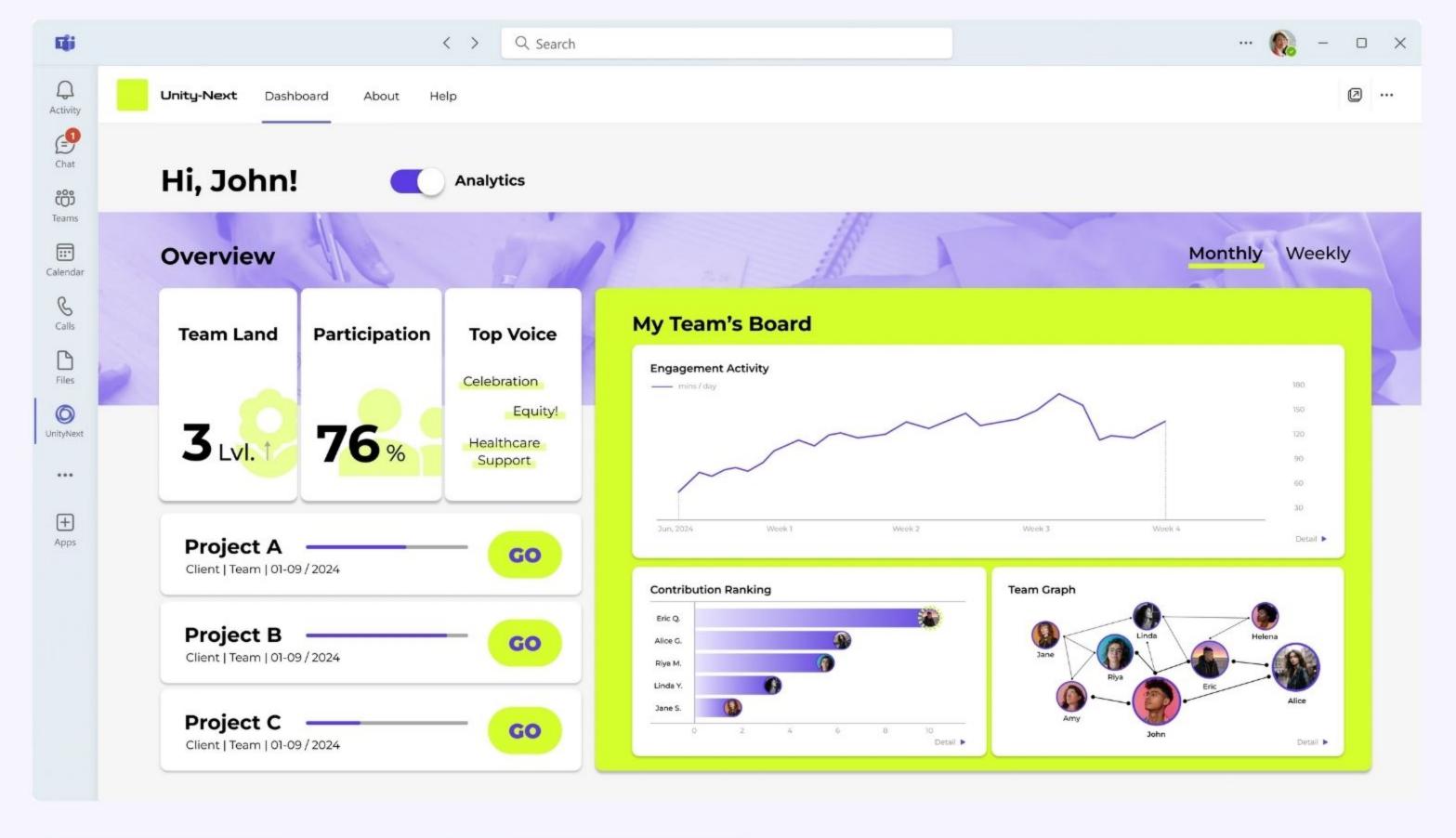
Needs: HR and team leaders want easier access to insights on

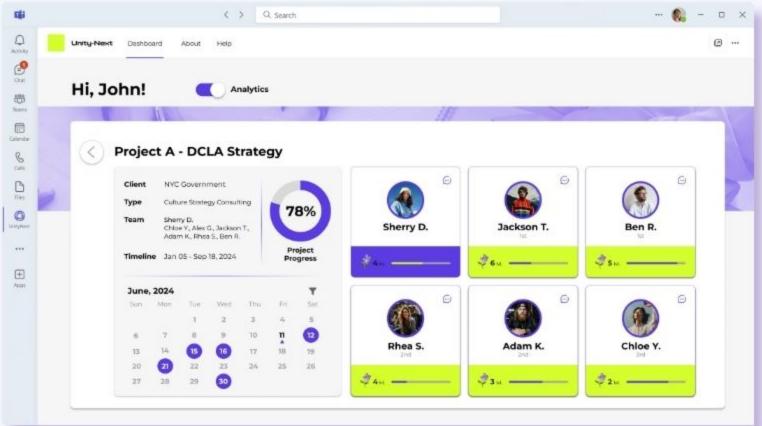
team performance.

Solution: Unity Next offers Employee Analytics feature to provide

visualized insights on team performance, engagement, and satisfaction, to help HR and leaders assess team dynamics

and turnover rates.





Employee Analytics