

Team #2: NETWORKING

Our “game theory” idea is:

To develop a game that is essentially ‘Foursquare For People’ specifically developed for events.

You would “check in” with people as you met them at an event.

Checking in would unlock their contact info and bio

Attendees have the choice to give access

Prize levels will be based on achievement (books by the speakers, registration \$, swag) -- will this be enough to entice introverts?

Surprise specials that can be unlocked.

Additional events and networking can be unlocked as well by meeting certain people, certain numbers of people, surprise sponsors, etc.