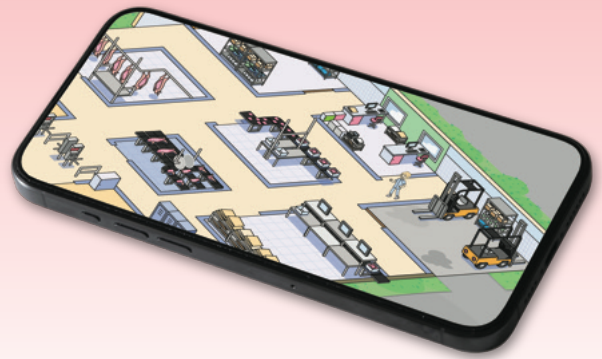


WORKDPLAYS



– A digital language learning game designed to enhance communication and boost performance among migrant employees.

BENEFITS

**Better communication – enhanced safety
– improved employee satisfaction –
higher quality – increased production –
better retention**

WHAT IS WORKDPLAYS?

WorkdPlays is a platform for digital, game-based language learning specifically designed for migrant employees.

WorkdPlays has developed the *Slaughterhouse Game* aimed at the abattoir industry:

A visual, engaging, and easy-to-understand learning game that employs game mechanics to introduce employees to work procedures, safety regulations, and industry terminology in the local language (Danish).

WORKDPLAYS ENSURES

- **Increased safety and efficiency**
Your migrant employees acquire the necessary language skills to better understand work procedures and safety requirements.
- **Improved communication and reduced misunderstandings**
Better language comprehension reduces errors and the risk of accidents, potentially lowering employee sick days.
- **Enhanced onboarding and retention**
A professional onboarding process improves employee satisfaction and increases retention rates.

• Direct impact on your KPIs

The platform supports company goals and performance targets, enabling the tracking of improvements in uptime, reduced sick days, fewer production errors, and lower staff turnover. Impact is measured through an advanced statistics module.

HOW DOES IT WORK?

WorkdPlays is a smartphone application that employees can download directly to their mobile devices. The game can be played during breaks and in spare time, and it seamlessly integrates into company onboarding processes.

PLATFORM FEATURES INCLUDE

- Employee satisfaction assessments
- Communication channel for employees
- Additional HR functions
- Adapted to serve other target languages

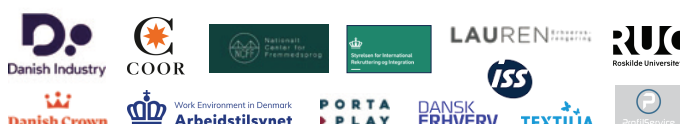
DOCUMENTED IMPACT BASED ON RESEARCH

The Slaughterhouse Game has been developed in collaboration with leading researchers, language educators, and game developers. The platform is founded on documented research in language learning, workplace culture and digital learning.

REFERENCES

The world's largest abattoir, Danish Crown, tested the *Slaughterhouse Game* in autumn 2024 and is implementing the platform in spring 2025.

Current and previous partnerships:



Want to learn more?

Get an introduction to WorkdPlays and discover how the platform can enhance safety, communication, and employee retention within your company.

Contact CEO Louise Tranekjær – louise@workdplays.dk