PARADISE

Serious game for anti-money laundering

General description:

Marta Harley (AKA Marta Numbers) is the new deputy branch manager at Great Paradise Bank, where she's been tasked with detecting irregularities in certain customers' accounts. With the help of some intriguing characters and her own cunning, Marta will investigate suspicious activities by businesses in town and, eventually, uncover deep mafia ties.

Help Marta capitalize on the companies' mistakes to lead her to the heart of the organization and reveal a surprising secret.

Characteristics:

A learning program built around the game-based learning methodology:

- Applicable and practical.
- Revolutionary and powerful.
- Addictive and innovative.
- Experiential learning.
- Flexible, quick, and easy to play.
- Fun and entertaining.
- Unique.

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Methodology:

The game-based learning methodology developed by Gamelearn is a combination of 3 elements:

1. **Quality content,** equivalent to a two-day classroom course with a strong practical focus that is useful and is directly applicable to work.

2. **Gamification techniques** such as storytelling, rankings, levels, and badges so that learning becomes a different and fun experience that generates student engagement.

3. **An advanced simulator** that recreates real-life situations so that the student can practice in a safe and stress-free environment while also receiving personalized feedback with areas for improvement.

Objectives:

- Learn the guidelines for anti-money laundering and counter-terrorist financing.

- Discover the appropriate preventative measures.

- Understand the current economic sanction policies.

- Broaden your understanding of the risks of cryptocurrencies, electronic money, and new payment methods.

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Target audience:

Paradise is intended for individuals and corporations who operate under anti-money-laundering and counter-terrorism financing laws, including but not limited to financial services, electronic payment systems, real estate, art galleries, law offices, auction services, antique dealers, jewelry distributors, as well as relevant associations and foundations.

Logistics:

1. Players only need an internet connection to play.

2. You can access the game from the Gamelearn platform or include it as an additional solution in your LMS (Cornerstone, Moodle, SAP Success Factors, etc.).

3. You have access to the performance of your students and groups in real time.