



# Work Attachment Experience with

**Ransack | Gamification Consultants and Services | Singapore**

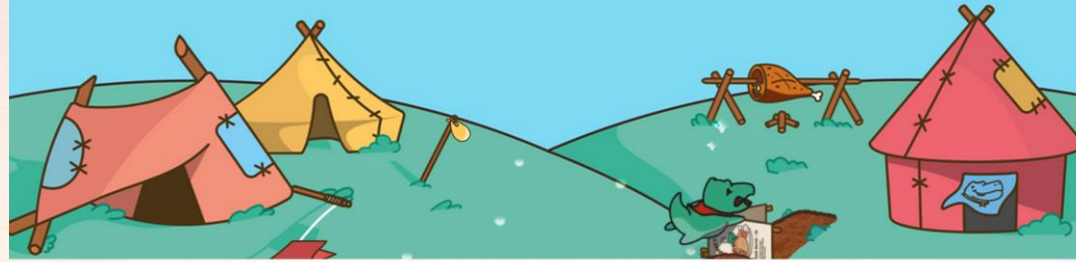
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# My Work Attachment Story

## Chapter 1: The Setting and The Catalyst



Ransack is a creative agency that specialises in harnessing the transformative power of gamification. Founded by two passionate individuals with a deep love for puzzles and games, the company initially focused on creating puzzle hunts around Singapore. Over time, it evolved into a consulting service that employs game design principles to provide innovative solutions for clients' challenges.

Motivated by a desire to gain first-hand experience of startup operations and immerse in a creative working environment, I eagerly joined Ransack for my work attachment. From the very beginning, the company's warm and inclusive atmosphere made me feel as if I were already part of their community.

The founders wasted no time in introducing me to the world of puzzles, including their outdoor puzzle hunts. This unconventional onboarding experience sparked my curiosity and excitement, unveiling new layers of understanding and appreciation for their craft.

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## Chapter 2: The Plot



As I further immersed myself in Ransack's endeavours, I discovered that their focus extended beyond the realm of puzzles. It became clear that they were driven by a relentless pursuit of pushing boundaries and uncovering innovative solutions for their clients. This broader perspective highlighted the power of an inclusive and creative environment, where diverse ideas thrive and transformative thinking flourishes.

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## Chapter 3: The Resolution

My experience at Ransack has provided invaluable insights into the potential of fostering an inclusive and creative classroom environment. Equipped with this knowledge, I am eager to bring my learning to life in my own teaching practice.

As a classroom teacher, I intend to

- stay updated with emerging technologies and trends and seek continuous learning;
- connect classroom learning to real-world applications by demonstrating how creative problem-solving and innovative thinking can address challenges;
- offer open-ended assignments to empower students to think creatively & critically; and
- integrate gamification elements in my lesson to make learning more interactive and engaging.