

# Boosting recruitment and induction with VR solutions



Digital Agenda 3.0 Programme



## The experiment in a nutshell

- Premises Department needs a solution to facilitate recruitment for property management.
- The experiment will investigate whether a game-like application can be used to improve induction and strengthen the employer's image.
- The experiment will take place between January and December 2024 in cooperation with experts from the City of Espoo and Virtual Dawn.

# Starting points

- We in the City of Espoo have identified the need to improve our employer image and facilitate recruitment in property management and other sectors that face the challenge of attracting Finnish-speaking employees.
- We want to find ways to provide effective induction, as the complexity of the tasks of property managers and the varying language skills of those being inducted make induction a challenge.





## Objectives

- To increase interest in the role of property manager through the use of modern recruitment solutions.
- To support the induction of property managers through video game-based induction material.
- Reduce the time spent on induction training for property managers.
- Enable self-learning

# Benefits

- To know if the new platform solution will speed up employment and service processes and save time.
- To understand if the gamified application improves job orientation and induction.
- The solution developed in the experiment will be customised and free of charge for the pilot participants.



# Thank you for your interest - let's make the Espoo story together!

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