

ActionTrack Team Activities – Frequently Asked Questions (September 1, 2026)

Choosing the right activity

How do I choose the right activity for my group?

Start by considering what you want the activity to achieve. Are you looking for creative teamwork, energetic outdoor competition, meaningful conversations, problem-solving or a lively team quiz?

- **Creative Team Photo Quest** is ideal for creativity and shared fun.
- **Clue Detectives** encourages fast-paced discussion and genuine collaboration.
- **Who's Who?** helps participants get to know one another.
- **Amazing Adventure** combines teamwork, strategy, movement and exploration.

We are happy to recommend the best option based on your group, venue, schedule and objectives.

What types of events are the activities suitable for?

Our activities are suitable for team days, workplace wellbeing days, meetings, kick-offs, recreational days, conferences, onboarding events, Christmas parties, client events and dinners.

The duration and format can be adjusted to fit your event programme.

Can the activities be played indoors?

Yes. Several activities—including Clue Detectives, Creative Team Photo Quest, Who's Who?, The Four Mystery Box Escape, Globetrotters' Blackjack and Quiz Bingo—can be played indoors.

Which activities are played outdoors?

Amazing Adventure, Move & Solve, FlagHunt and Outdoor Bingo are primarily designed for outdoor use. Creative Team Photo Quest and several quiz-based activities can also combine indoor and outdoor locations.

Do you offer activities with very little physical movement?

Yes. Clue Detectives, Globetrotters' Blackjack, Quiz Bingo and The Four Mystery Box Escape can be played around tables or within a meeting venue.

Who's Who? involves moving around the room and meeting other participants but does not require strenuous physical activity.

Which activities are best for an active group?

Amazing Adventure, FlagHunt and Outdoor Bingo are excellent choices when you want participants to move outdoors.

Move & Solve offers lighter activity through short team walks and works particularly well during meeting breaks.

Group size, timing and game format

How many people can participate?

Our activities are suitable for groups starting from approximately 10 participants. Many games can also accommodate hundreds or even thousands of participants.

The most suitable format depends on the total number of participants, team size, venue and available playing time.

How large should each team be?

Most activities work well with teams of approximately 4–8 participants. Some games can be played with teams of up to 12 people, while Who's Who? is played individually through short encounters with other participants.

We will recommend the best team size for your chosen activity.

How long does an activity take?

Depending on the game, the recommended playing time is generally between 15 and 120 minutes.

Short activities can energise a meeting break, while longer games can form the main programme of a team day. Some activities can also be divided into several shorter sessions played throughout the day or during a dinner.

Can an activity be divided into several parts?

Yes. Many activities can be played either as one continuous session or in several shorter parts.

For example, Clue Detectives can include one to four rounds played consecutively, during meeting breaks or between dinner courses. Other games can remain available throughout the day, allowing teams to participate whenever their schedule permits.

Can teams play at their own pace?

In many activities, teams progress independently and can complete challenges in different orders. Randomised tasks and team-specific game situations also mean that copying or following another team does not provide an advantage.

The exact format depends on the selected activity.

Do participants need any special skills?

No. The activities are designed to be easy to join and enjoy. Clear instructions guide participants throughout the game, and discovering the finer details as the game progresses is part of the experience.

Pricing, booking and changes

How much does an activity cost?

Our group pricing is based on the estimated number of participants:

- Up to 10 participants: €350 + VAT

- Up to 20 participants: €500 + VAT
- Up to 40 participants: €700 + VAT
- Up to 70 participants: €900 + VAT
- Up to 100 participants: €1,100 + VAT
- Additional participants above 100: €4 per person + VAT

Customisation is included in the price. For groups of more than 100 participants, we typically offer an alternative activity free of charge so that participants can choose the activity that suits them best.

How do we book an activity?

Tell us your preferred date, location, estimated number of participants and any ideas you already have for the activity. If you are unsure which game to choose, describe your group and event and we will recommend the most suitable option.

You can submit a contact request, book a meeting with us, email contact@taz.fi or call:

- Kari Laurila: [+358 50 483 5876](tel:+358504835876)
- Kristian Fahler: [+358 40 546 6320](tel:+358405466320)

How far in advance should we book?

We recommend booking at least one week before the event. However, we can often accommodate last-minute orders, so please contact us even if your event is approaching quickly.

When is the activity invoiced, and what is the payment term?

The activity is invoiced upon booking. The invoice has a payment term of 14 days.

Can we change the event date after booking?

Yes. The preferred activity date can be changed, and a booking can also be left open until a suitable future date has been confirmed. Please contact us as early as possible if your plans change.

Customisation, learning content and languages

Can the activity be customised for our event?

Yes. Customisation is included in the price. We can adjust the activity's duration, schedule, content and task categories to suit your group and event.

The activity can also be customised with your logo, images and other visual material.

Can we add questions about our company?

Yes. You can include your own questions, tasks, themes and learning content.

We can provide access to the ActionTrack service so that you can create the content yourself. Alternatively, you can send us website links, Word documents, PDFs or other digital material and ask us to create the tasks for you.

How much customer-specific content can we add?

The number of questions depends on the selected activity, but customers can generally create tens of questions. The questions can be used in multiple activities and reused in your future events. This is included in the activity price.

What ready-made task categories are available?

Depending on the activity, you can choose from categories such as:

- cities, foods and drinks from around the world
- films and television series
- artists and bands
- famous athletes
- animals and plants
- global trends
- gradually revealed image puzzles
- traditional quiz questions
- puzzles
- workplace wellbeing questions developed by the UKK Institute

Different categories can also be combined within the same activity.

Can the activity support learning or communicate our strategy?

Yes. Your own content can be integrated into the game, allowing participants to explore company values, strategy, products, services, safety topics or other important themes through interactive challenges.

The results and responses can also be reviewed during or after the event.

Which languages are available?

Our activities are available in English, Finnish, Swedish and Norwegian. An activity is normally delivered in one selected language.

If you need multiple languages in the same event or another language, please ask us for a quotation.

Mobile devices and connectivity

What equipment do participants need?

Participants use their own smartphones or tablets and the free ActionTrack application. The app supports iOS 15.6 or later and Android 7.0 or later.

The number of devices required depends on the activity. Some games use one device per participant, while collaborative team games may use several devices within each team.

Does every participant need a phone?

Not always. The required number of devices depends on the activity.

Clue-based collaboration games distribute different information across several devices, while in many other activities the team captain's device acts as the main device. A team most commonly needs four mobile devices. We will confirm the exact number required for your selected game.

Is an internet connection required?

Most activities involve real-time collaboration and data exchange, so a Wi-Fi or mobile data connection is required. The activities are designed to tolerate brief connection interruptions.

Some games, such as Who's Who?, do not require an internet connection while the game is in progress.

What should we consider when selecting the phones?

In most games, a team of 4–12 people uses four mobile devices with the ActionTrack app installed. Other team members can support the people operating the devices. Unless otherwise instructed, participants may also use internet searches and AI tools to help their team.

Choose devices with fully charged batteries. The display, data connection, processing and, in some activities, GPS consume power. Power banks are recommended for longer activities. A device that runs out of battery during an activity cannot be replaced with another phone in the same game.

Starting the activity and event-day support

How does the activity start?

Participants divide into teams and select a team captain. The captain joins the activity, creates a team in the app and the other required devices join the same team.

Starting typically takes only two minutes. We also provide two 60-second videos showing how an entire team can get ready to play.

Do we need to arrange a long briefing?

No. Our activities are designed to start quickly without a lengthy presentation of rules. The instructions are included in the game and guide teams as they progress.

Will a TAZ instructor be present?

Activities are usually self-guided. We provide clear instructions, the joining code used to download the activity in the ActionTrack app and access to the results service for the customer's representative.

In some cases, a representative from one of our partners can help participants get started. As the joining process is simple, this normally takes only a few minutes.

How long will the activity remain available?

The activity is typically available throughout the event day. This provides flexibility if the event timetable changes.

How do we get help during the activity?

If you need assistance during the activity, call us for the fastest response.

Scoring, results and the activity recap

How are teams scored?

Scoring depends on the selected activity. Teams may earn points through correct answers, speed, collaboration, strategic choices, completed challenges or creative performance.

In Creative Team Photo Quest, an AI judge evaluates the teams' photographs using defined criteria and provides both scores and written feedback.

Can we follow the results during the activity?

Yes. The customer's representative receives access to a real-time results service showing team scores, submitted answers and useful game statistics.

Depending on the activity, the representative can also chat with participants, view team locations on a map and use interactive controls—for example, granting virtual items that unlock additional content or levels. Submitted photographs and videos can also be viewed through the results service.

What happens at the end of the activity?

The experience culminates in an automatic results presentation. It reviews interesting moments and performance across the different task categories before revealing the best-performing teams.

The presentation can be watched immediately after the activity or later.

Can we access the results after the event?

Yes. The results service and activity recap remain available after the event, allowing you to revisit scores, answers, statistics and submitted media. TAZ keeps the activity content and results available to the customer for at least six months.

Weather, accessibility and safety

What happens if the weather is unsuitable for an outdoor activity?

We can change the planned activity at short notice—for example, replacing an outdoor activity with an indoor option because of heavy rain. This is included in the service at no additional cost.

One day's notice is usually sufficient, but the earlier you request the change, the better.

What should we know about accessibility?

Teams can generally decide their own pace and route. Participants with reduced mobility can proceed at a comfortable pace or choose a less physical activity.

Participants with visual, hearing or reading impairments can select a suitable role within the team that does not require them to operate a mobile device. Please discuss accessibility requirements with us in advance so that we can recommend the most appropriate activity and format.

What safety guidance applies?

Participants in remotely organised activities are not covered by TAZ insurance. Participants must exercise normal caution, comply with applicable laws and show consideration for other people and their surroundings.

Personal data, participant content and AI

Who owns content created during an activity?

TAZ does not claim ownership of photographs, videos, answers or other content submitted by participants. Any intellectual property rights remain with the participant or other original rights holder.

The customer may use such content only to the extent permitted by applicable law and the permissions obtained from participants. Participants and the customer grant TAZ the limited rights necessary to host, process, display and deliver the content for the purposes of providing the activity and related results.

TAZ retains all rights to ActionTrack, its software, game structures, templates, questions, scoring methods and pre-existing materials.

What personal data does ActionTrack collect?

When a participant joins an outdoor ActionTrack activity, the app uses only their current location. Location history is not stored.

Content created during an activity—such as usernames, answers, chat messages and photographs—is stored in the ActionTrack service within the EU. Videos are stored by Vimeo as unlisted videos using Google Cloud infrastructure in the United States. ActionTrack does not access existing content or other data on a participant's device.

Customer representatives accessing the results service may also provide identifying information, such as an email address.

How does TAZ use and disclose personal data?

TAZ uses personal data only to provide ActionTrack services and activities. Data is not sold, rented or leased to third parties.

Information may be disclosed when required by law or when necessary to protect people, TAZ or its property. Personal data is processed in accordance with TAZ's Privacy Policy and applicable data protection agreements.

How long is activity content retained?

TAZ keeps activity content—including results such as the team rankings—available to the customer for at least six months. Content stored in ActionTrack and Vimeo can be deleted at the customer's request.

Is participant content used to train AI models?

No. When OpenAI's services are used to score team submissions—for example, photographs in Creative Team Photo Quest—the submitted data is not used to train AI models.