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Gamified Assessment Playbook

Your listed skills—complex planning, working memory, deductive reasoning and numeracy—match Aon game-based assessment families. The screen design may vary by employer, but the underlying ability is stable.

Treat it as a measured test, not entertainment

- Read every tutorial fully; instruction screens commonly let you learn the interaction before scoring.
- Accuracy comes before speed in the first few tasks.
- Do not randomly click to "get through" a difficult level.
- Reset mentally between games; a weak start in one game does not change the next.
- Sit comfortably, use a reliable mouse/trackpad, and remove distractions.

Likely game-to-skill map

Listed skill	Aon-style game family	Core method
Complex planning	motionChallenge	plan path before moving
Working memory	gridChallenge	encode positions/order compactly
Deductive reasoning	switchChallenge	use constraints and feedback systematically
Numeracy	digitChallenge	accurate mental arithmetic and number sense

Official Aon guidance describes these as speeded ability tasks; published per-game timings may be shorter than the overall module time. Your test interface and instructions override any generic timing.

The best two-day game practice

Day 1: 10 minutes each on path planning and mental arithmetic.

Day 2: 10 minutes each on memory encoding and logic/deduction, then one calm combined run.

Do not overtrain until exhausted. The main benefit is understanding the task and maintaining calm, not memorising a fixed puzzle.

Links

- [\[\[06_Gamified_Assessment/Motion_Challenge|Complex planning / Motion challenge\]\]](#)
- [\[\[06_Gamified_Assessment/Grid_Challenge|Working memory / Grid challenge\]\]](#)
- [\[\[06_Gamified_Assessment/Switch_and_Digit|Deductive reasoning and numeracy\]\]](#)

- [\[\[06_Gamified_Assessment/Daily_Game_Drill|Daily drill\]\]](#)

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