Gamification



New Gamification Trends



80% more game-like



70% gamified application



71% or actively disengaged in their work



111. 89%

if the application had a point system



40% primary mechanism



90% ent within a

stimulation

Benefits of Gamification

in eLearning

Boost Motivation

Hewlett Packard:

teams and saw a 56.4% and \$1 Billion increase in revenue.





Build Learner Engagement

Beat the GMAT:



Increase Learning Retention

cause long-term retention rates by up to 10 times





Performance Feedback

DevHub: a place where Web developers, added gaming finished their sites shot up from $10\%\ to\ 80\%$

Enhance Productivity

LiveOps: call center reduces call time by 15% and increases sales by over 8%



More than half of learners would be motivated by leader boards and increased competition between students.

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