

GAMIFICATION IN ELEARNING



80%

of the learners say that their productivity would increase if the learning approach used in their university/organisation is more game-like.



82%

of the learners are in favour of multiple difficulty levels and explorable content.



71%

of employees are not engaged or actively disengaged in their work.



89%

of the learners show greater engagement if the LMS application has a point system.



62%

of the learners feel they would be motivated to learn if leaderboards were involved and they had the opportunity to compete with other colleagues.



90%

of the learners recall information if they are applying content within a stimulation.