



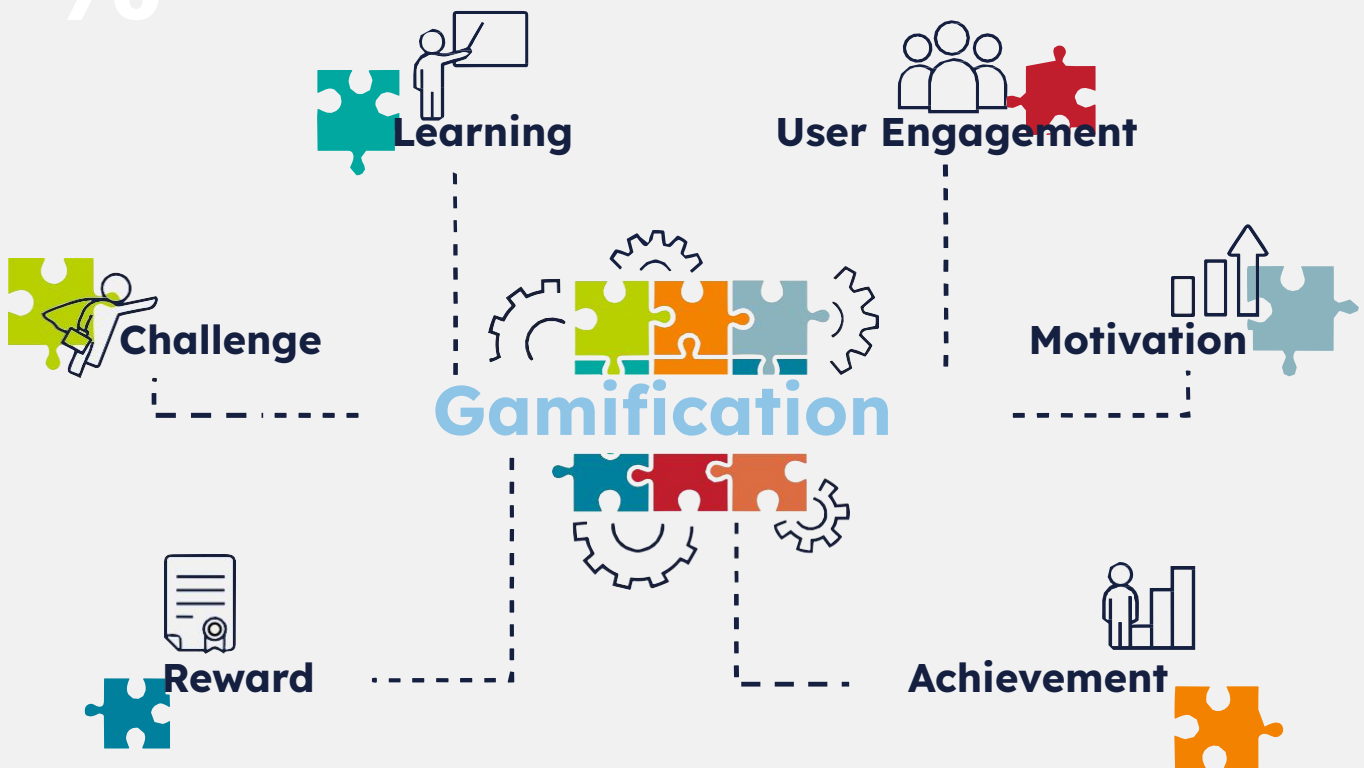
Building and L&D Course: Gamification

Gamification applies game-design elements to non-game contexts

83

%

83% of employees who received gamified training feel more motivated



Elements of Gamification

- Engagement Through
- Progression
- Personalized Learning Paths
- Immediate Feedback
- Community and Social
- Interaction
- Data-Driven Iteration

Gamification in Recruitment

- Points and Rewards Systems
- Progress Tracking and Leaderboards
- Quests and Challenges
- Role-Playing and Simulation
- On-Desk Competitions and
- Micro-Incentives