

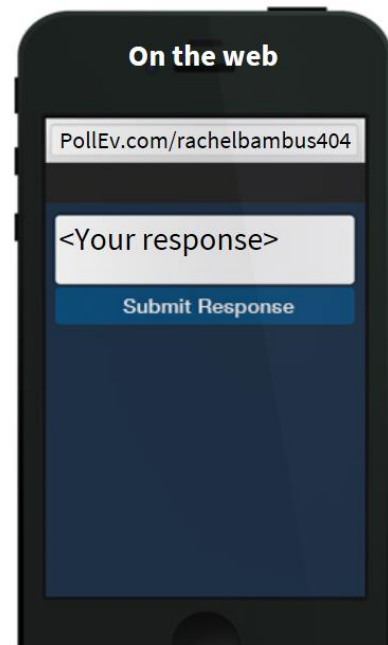
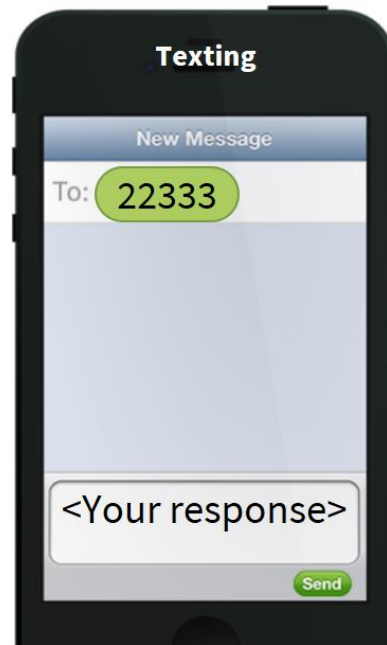
# Engagement and Productivity through Games



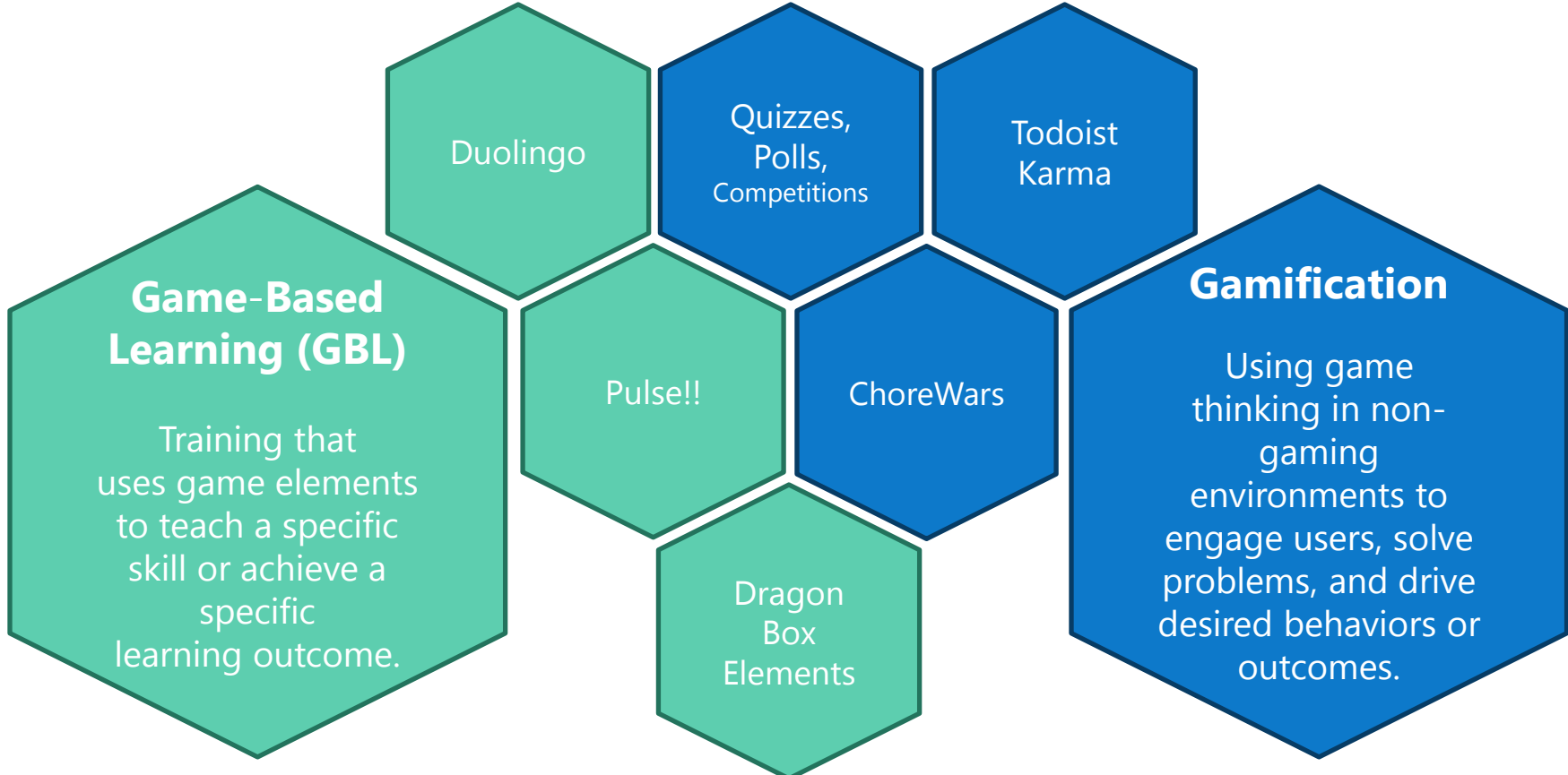
# What do you think of when you hear “game” in a professional setting?

1. Take out your cell phone or computer
2. Respond at either:
  - Website:  
PollEv.com/rachelbambus404
  - Phone:  
Text “rachelbambus404” to 22333 *one time* to join, then text your response

**3. Please use one word answers or hyphen words**



# Gamification & Game-Based Learning



# What Are We Trying To Solve?



U.S. Employees  
who are engaged at work

33%



Gallup – 2017 State of the American Workplace Report

\$483B to \$605B

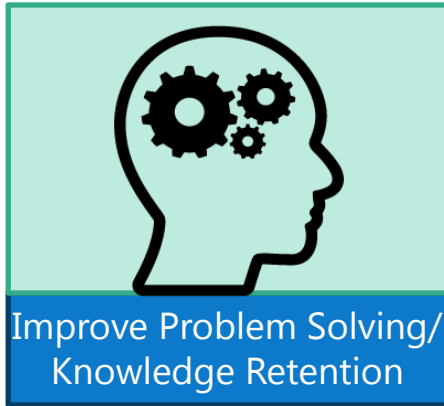
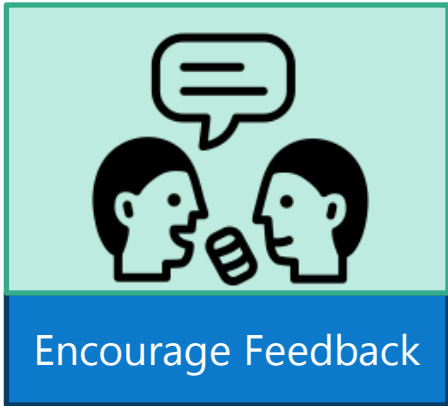
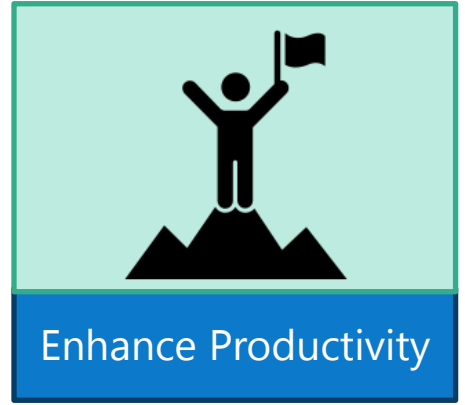


Actively disengaged employees  
cost U.S. each year in productivity

Gallup – 2017 State of the American Workplace Report

Can games be a cure for poor engagement?

# Game Play Benefits



# Let's Play!

## GBL Concepts

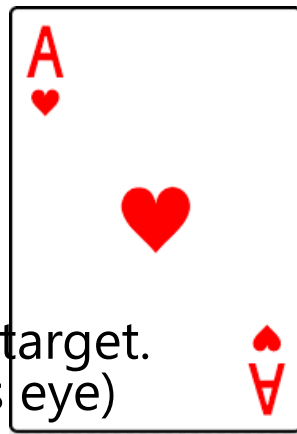
- Higher engagement during training
- Motivated to learn and use knowledge on the job
- Effectively solve the problem
- Higher knowledge retention through interaction
- Team building

## Card Game Key Concepts

- Show the problems that can result
- How to make a process better
- Don't make assumptions, look at the process as a whole and try to identify root cause before problem solving

# Instructions

1. Split into 4 teams of 5-6 people
2. Objective: Produce as many products as possible inside the target.  
(Try to get as many cards as possible to land inside the bulls eye)
3. Attempt #1 – Drop each card at shoulder height directly over the target to land inside the bulls eye.
4. Attempt #2 – Over-correct in the opposite direction from where the previous card landed.
5. Attempt #3 – Add additional people to hold on to the card and drop at the same time
6. Attempt #4 – What do you think would improve having all the products land inside the target? Try it!



# Reflection

1. What improvement did you make and how did you do?
2. What did you learn? Can you apply this in real life?
3. How did it make you feel? Was it fun?





Let's Try Gamification!

**QUIZIZZ**

# Ideas for Practice



## How to Implement

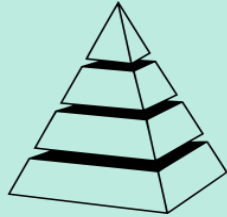
- Identify Needs
- Understand Team Motivators
- Have Clear Goals to Pursue



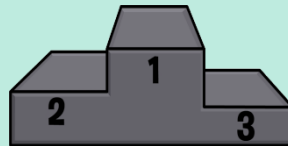
## Gaming Techniques



Badges



Levels



Leaderboards



Rewards



Challenges

# Ideas for Practice



Gaming Techni



Badges

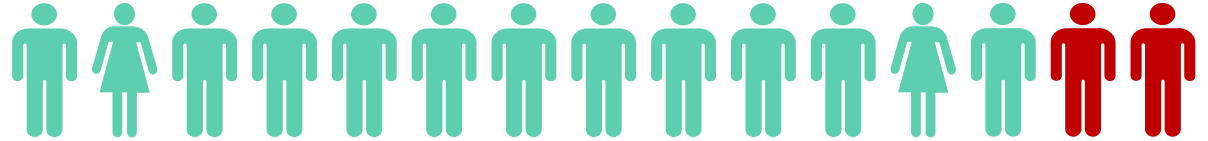


Challenges

# It Pays to Play

87%

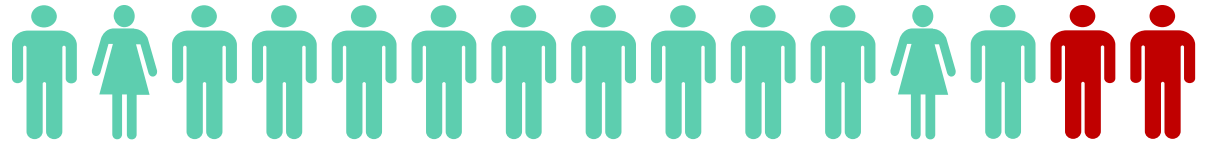
Employees agree gamification makes them more productive



Talent LMS – 2018 Gamification Work Survey

89%

Learners show greater engagement if the training application involved a point system and games



Talent LMS – 2018 Gamification Work Survey

# It Pays to Play



Boost Motivation



Enhance Productivity



Set in Motion

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