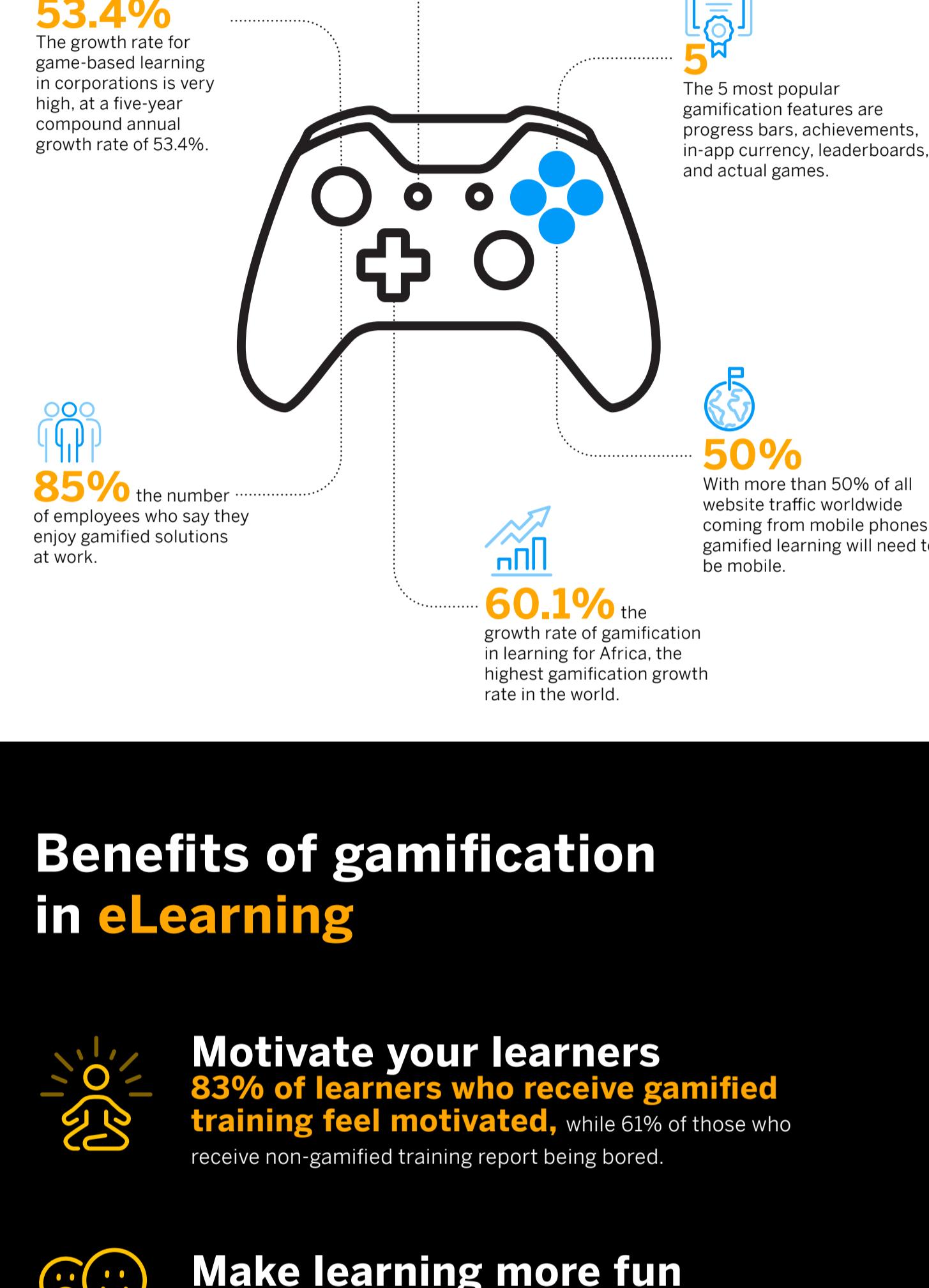


# Gamification in eLearning

## New gamification trends



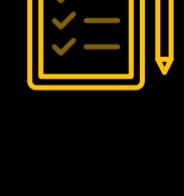
## Benefits of gamification in eLearning



### Motivate your learners

**83% of learners who receive gamified training feel motivated**, while 61% of those who

receive non-gamified training report being bored.



### Make learning more fun

80% of U.S. workers believe **game-based learning is more engaging** than regular training.



### Improve learner retention

35-60% Employees who took gamified training demonstrated **35-60% recall**.



### Engage younger employees

By 2025, **75% of the global workforce will be made up of millennials** – a generation that grew up on computers and video games.



### Get more done at work

87% of employees say that **gamification would make them more productive**

## In summary

More than 3/4 of learners are **more engaged and motivated** by gamified learning, which explains the worldwide growth of gamification. They also demonstrate better recall. But gamification will have to change as technology changes, **going mobile** and incorporating other leading edge tech, such as Artificial Intelligence.