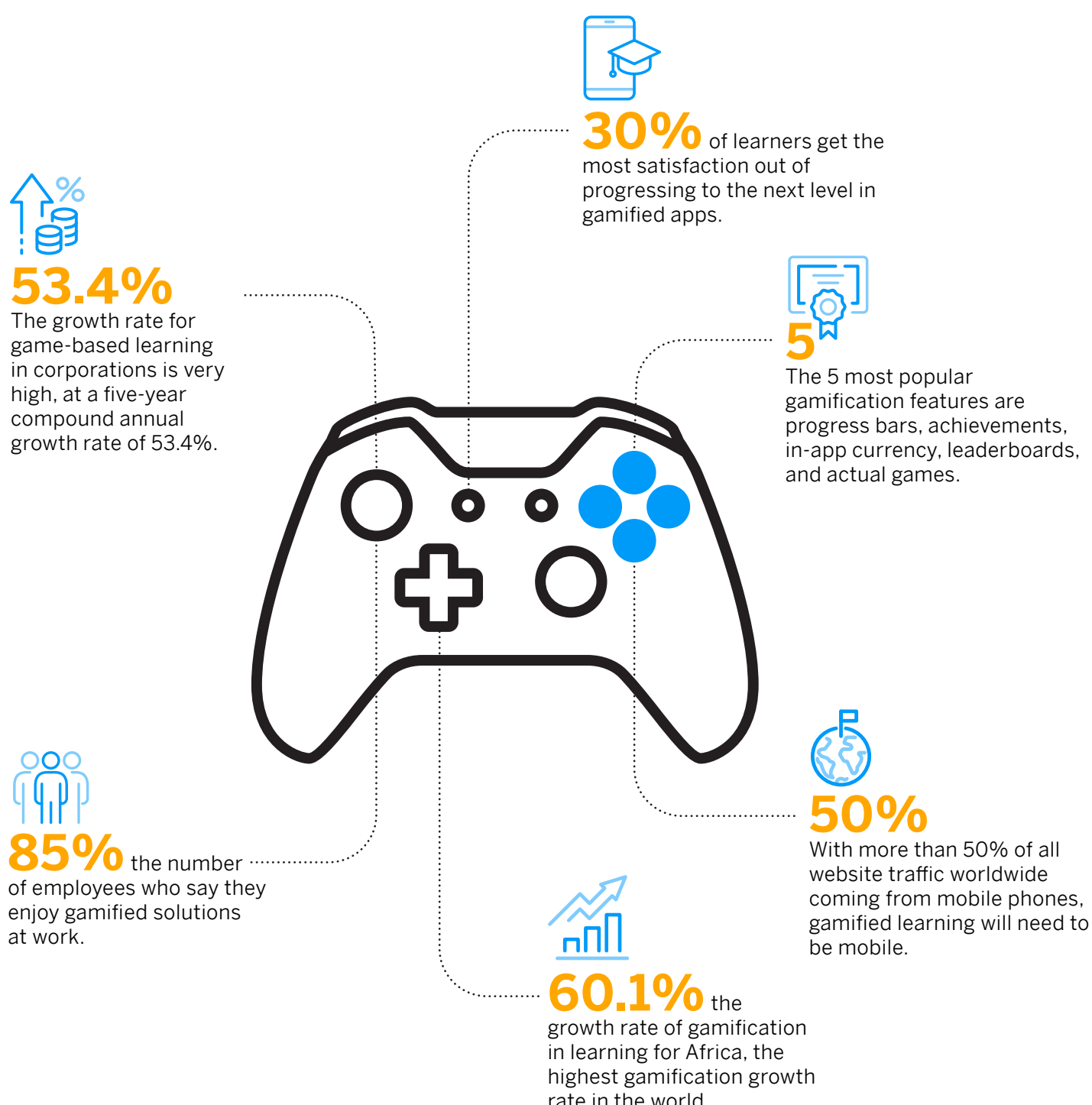


Gamification in eLearning

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 $\frac{3}{4}$ 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.