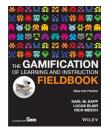
Show Me the Numbers — Five Case Studies Illustrating the Effectiveness of Games and Gamification for Learning



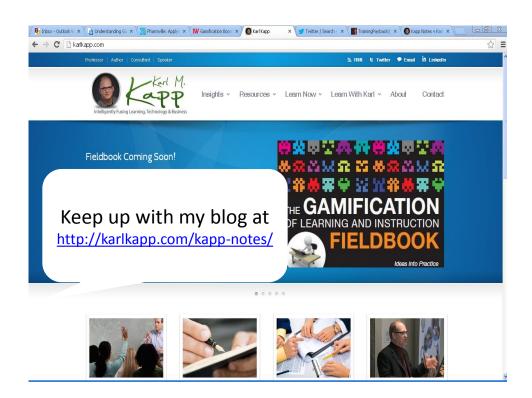
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Gamification of Learning &Instruction BLOG: http://karlkapp.com/kapp-notes/



Poll Question

- In terms of games and gamification for learning, are you...
 - A. Doing it currently.
 - B. Thinking about it.
 - C. Just curious.
 - D. Want to do something but don't know where to start.

Agenda

- What type of business results can be expected from games and gamification?
- What elements of games and gamification lead to success?
- What tools are used to create games and gamification results?
- What are the "Lessons Learned" from the five case studies?

Elements

- Repetition
- Distributed Practice
- Story/Narrative
- Characters
- Socialization
- Clearly Defined Rules
- Points, Badges and Leaderboards

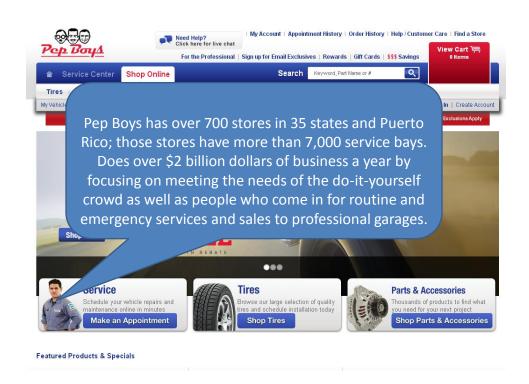


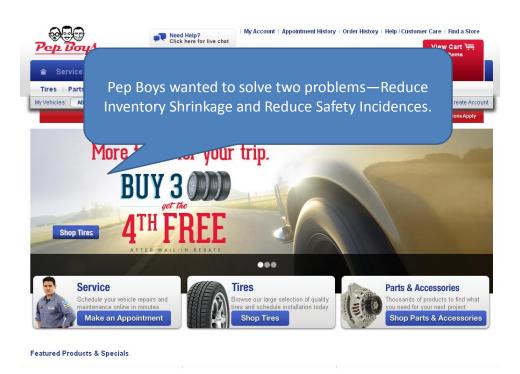
Case 1: Retail Environment

- Reduce Inventory Shrinkage
- Reduce Safety Incidents

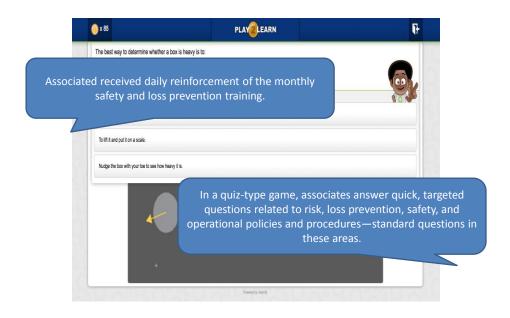


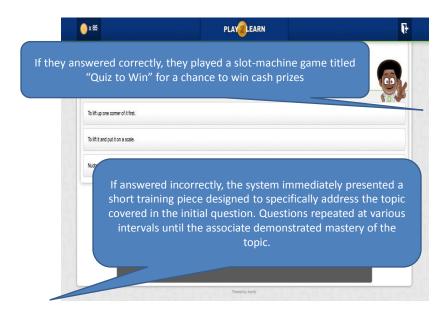


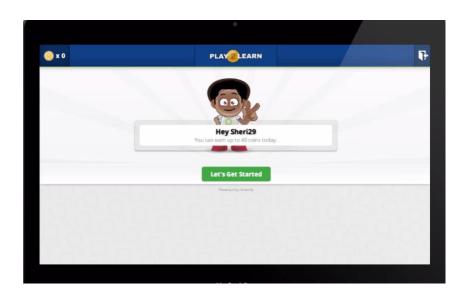




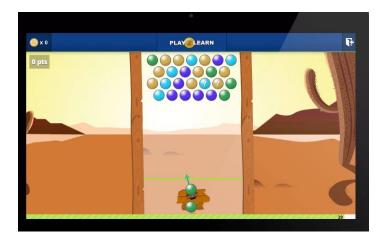


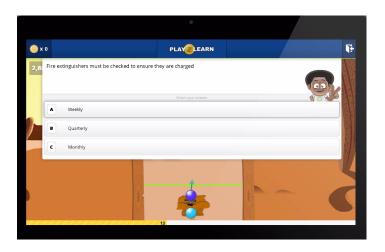


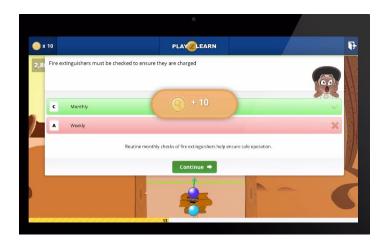


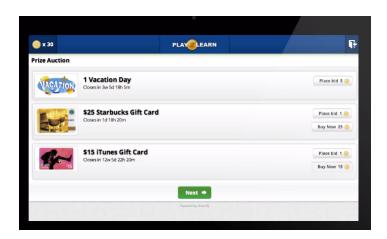


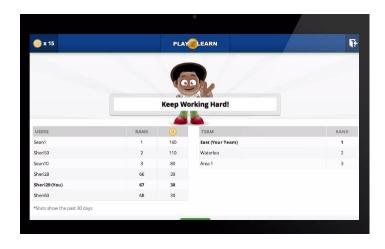
















Business Results

- Voluntary participation rate of over 95 %.
- Safety incidents and claim counts reduced by more than 45% with an increase in the number of stores and employees.
- Reduction in shrinkage has been at a level of 55 %.
- In the case of internal loss, each time a burst of content related to employee theft is pushed out, they see at least a 60% increase in their "Integrity Pays" hotline calls, resulting in a direct reduction in inventory loss.

References

- The Gamification of Retail Safety and Loss Prevention Training
 - http://www.learningsolutionsmag.com/articles/1206/the-gamification-of-retail-safety-and-loss-prevention-training



Case 2: Business Operations

- Lawley Insurance
 - Looking for a strategy to convince the sales team of the value of salesforce.com and encourage them to use it on a more consistent basis.

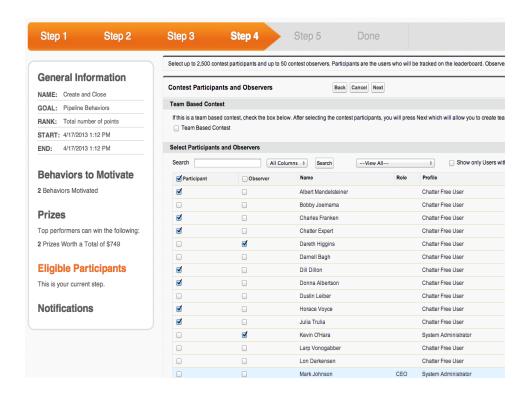


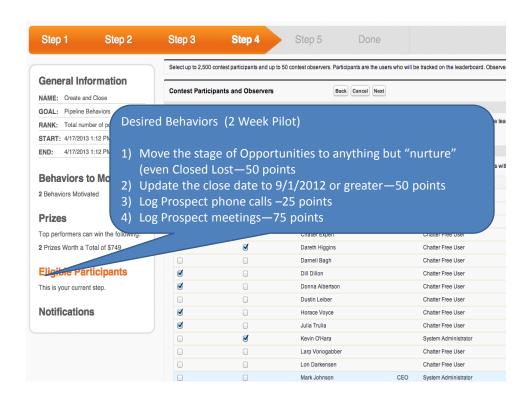


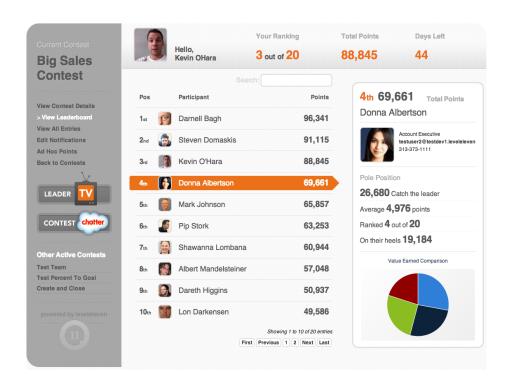














Results

During the 2 week pilot...

Activity logging increased 257% over the average weekly activities created during the prior 7.5 months.

The Close Date for an activity was updated 307 times which was 152% higher than the Close Date updates that occurred in the prior 7.5 months.

Approximately 188 Stage Updates occurred which represented a 110% increase over the Stage Updates of the prior 7.5 months.

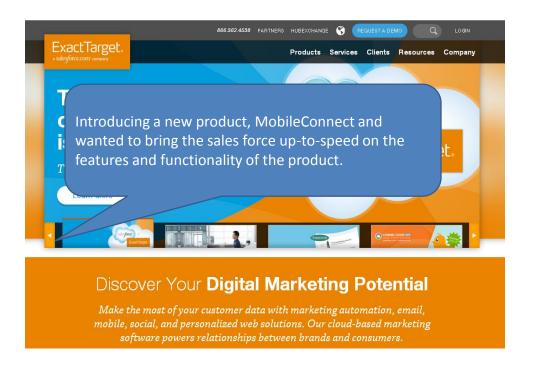
Case 3: Sales Force Training

- Increase Product Knowledge
- Increase Sales of Product







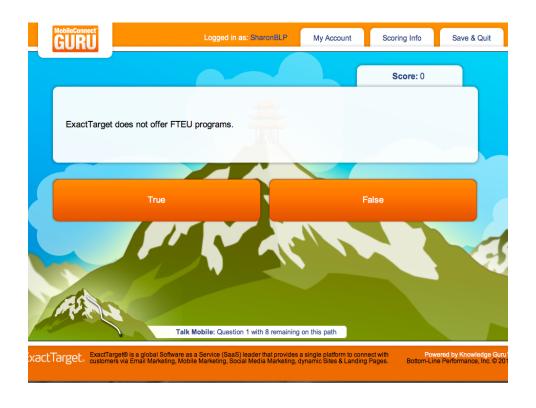


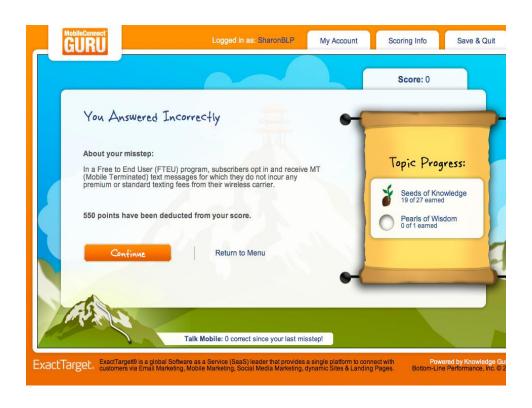












QUESTION OVERVIEW REPORT					
QID	QUESTION STEM	OBJECTIVE	CORRECT ANSWERS	WRONG ANSWERS	CORRECT RESPONSE %
1	SMS = short message service. MTA = mail transfer agent. Which one is associated with text messaging?	T1	497	0	100.00
2	You just received a text message from a friend. How was the message transmitted?	T1	433	24	94.75
3	You are a mobile customer who has opted in to receive updates to your local bus route via text. Will these be delivered via SMS or MTA?	T1	436	12	97.32
4	FTEU means free to end user. Customers who opt in to FTEU programs don't incur fees from their wireless carrier when they send or receive messages. Does ExactTarget offer FTEUs?	T1	457	199	69.66
5	You opted into a FTEU program offered by a retailer so you can receive notifications via text free of charge. This program was generated by ExactTarget's MobileConnect application.	T1	413	45	90.17
6	ExactTarget does not offer FTEU programs.	T1	428	22	95.11
7	If you go mobile with your marketing efforts, two kinds of text messages will probably be part of your plans: MOs and MTs. Which statement is correct?	T1	444	219	66.97
8	If you are the marketer, will you send MOs or MTs to your customers?	T1	431	24	94.73
9	You are a local grocer who has a mobile marketing program in place. Your customers are submitting their email addresess to opt in to a newsletter via text messaging. What type of message are your customers sending?	T1	422	57	88.10
10	Short (5 or 6 digits) and long (8- to 10-digits) codes are numbers used to send text messages. Outside of the U.S., which type must be used if the marketer wants to run a global campaign through one code?	T1	432	20	95.58
11	Which set of numbers is an example of a long code, the type of code typically used to run global messaging campaigns?	T1	424	34	92.58
12	Which statement is true?	T1	421	65	86.63



Player Results

"I can't tell you how many people are coming to me wanting another game solution."

"The repetition of the different paths helped me retain the information."

"I'm a pretty competitive person so challenging myself to get one of the top scores added a layer of fun to learning about the MobileConnect product."

"The game was a fun way to learn about MobileConnect. I enjoyed the scenario-type questions, which put it all into context."



Business Results

Average contract value 2x higher than for previous mobile product.

First call resolution (\$35 a call/average) is up 45%.

Of all the launches done in the previous two years prior to MobileConnect, the sales team built the quickest pipeline for this product.

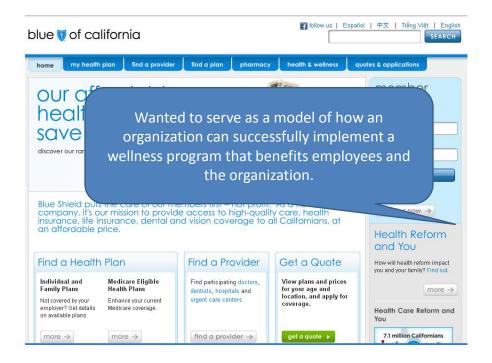
Case 4: Health and Wellness

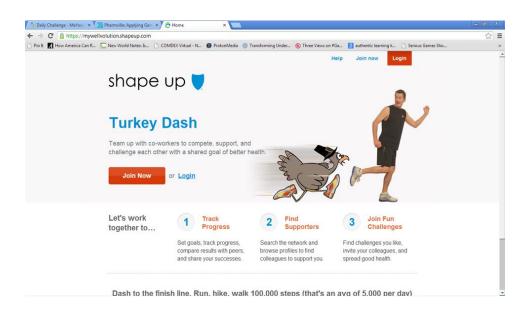
- · "Daily Challenge"
 - New challenge each day in email
 - Earn points
 - Progress through levels

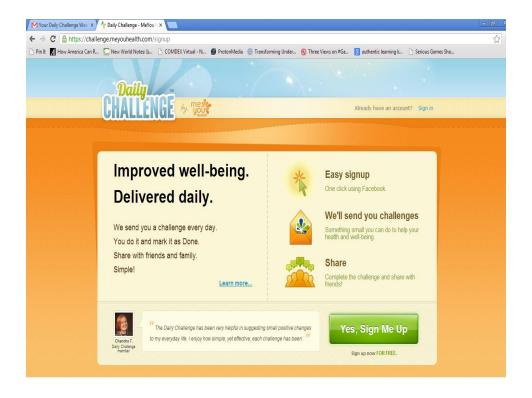


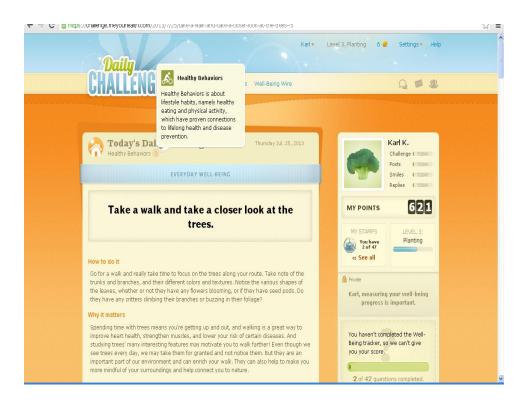




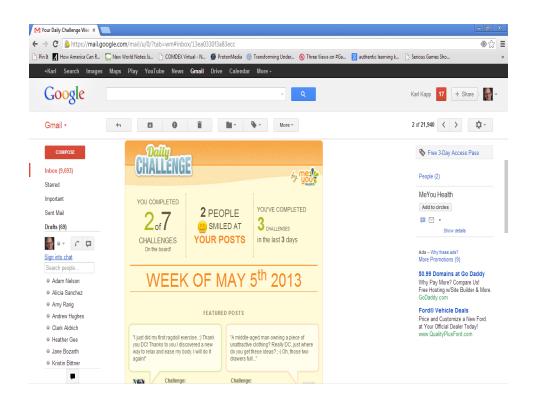






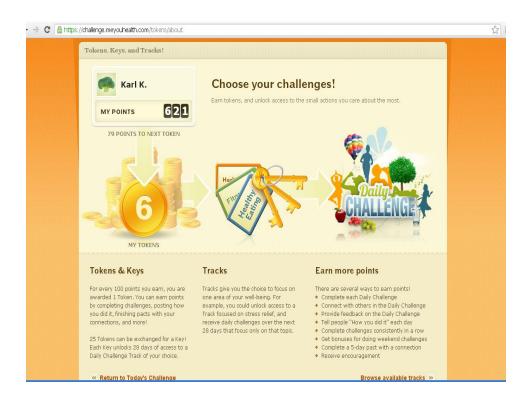














Health Results

Gamification is part of an over all effort that has resulted in...

80% of Blue Shield Employees participate in at least one wellness program.

The incidence of hypertension has fallen by two-thirds.

Disability claims are down.

50% drop in smoking prevalence and a similar increase in regular physical activity among employees



Business Results

Wellness program participants are paying \$3 million a year less in their share of insurance premiums.

The company benefited by cutting annual health cost growth for its employees from double to single digits.

Blue Shield expects a 3:1 ROI for its wellness program-and gets it.

The company has seen its annual medical and lost-productivity costs drop by \$5 million.

References

- The Gamification of Wellness
 - http://www.hfma.org/Content.aspx?id=14030
- Pharmville: Applying Gamification to Healthcare
 - http://3blmedia.com/blog/Hale-Advisors/Health/Pharmville-Applying-Gamification-Healthcare
- Gamification Boosts Employee Health Behavior, Blue Shield Argues
 - http://www.informationweek.com/healthcare/patient/gamificationboosts-employee-health-beha/232900572



References

- Gamifying Activity Logging and Opportunity Management
 - http://www.slideshare.net/leveleleven/lawley-pipeline-and-actvtylog-contest-presentation
- Top 3 Mistakes in Sales Gamification
 - http://www.slideshare.net/leveleleven/lawley-pipeline-and-actvtylog-contest-presentation



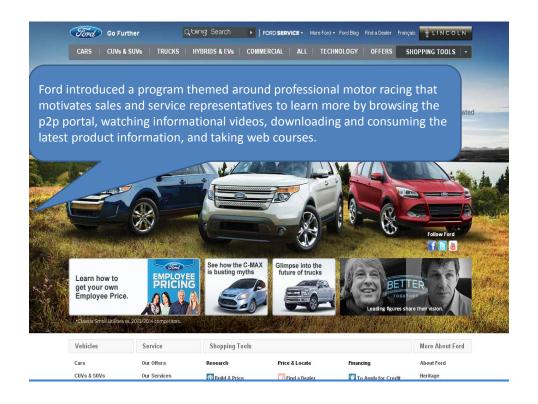
Case 5: Professional Performance Program (p2p)

 Make an already successful training and certification program even better with increased usage, better utilization of existing resources, and by encouraging informal and formal learning.





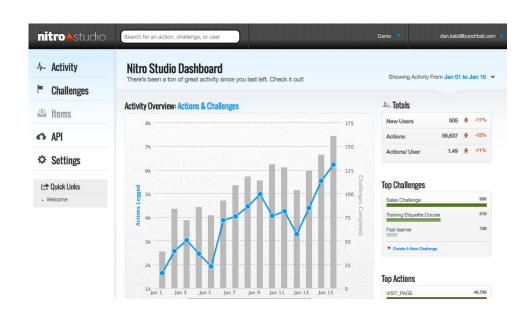






Participants earn RPMs (points) and Gear Up (level up), work toward individual goals, earn badges that are visible in a trophy case, compete with their peers on leaderboards, work together to accomplish team goals, compete against other dealerships, and receive real-time feedback as they engage in desired behavior.







Site Results

Received a 417% increase in site usage vs. the same period the previous year

Within the first three months of the program the site exceeded the traffic volume of the entire previous year

15% more unique visitors and a 30% increase in unique visits vs. the same period the previous year

An increase in volunteer learning –participants completing courses above and beyond what they were required to do for their annual certification requirements

A positive correlation between engagement in the Ford p2p Cup and key performance measures including sales and customer satisfaction

Lessons Learned

- 1. Chose right proejct for gamification
- 2. Chose a "proven" vendor
- 3. Start with a pilot implementation
- 4. Include games and gamification as part of a larger curriculum
- 5. Employee engagement does not need to be lengthy
- 6. Keep it simple, don't gamify everything
- 7. Have a clear idea of what they are trying to accomplish from gamification initiative (goals and outcomes)
- 8. Establish clear metrics that you'll use to measure those accomplishments.
- Take an approach that is tailored to your audience and subaudiences. Gamification is not a one-size-fits all exercise—it needs to resonate with the appropriate motivation, goals and rewards.



