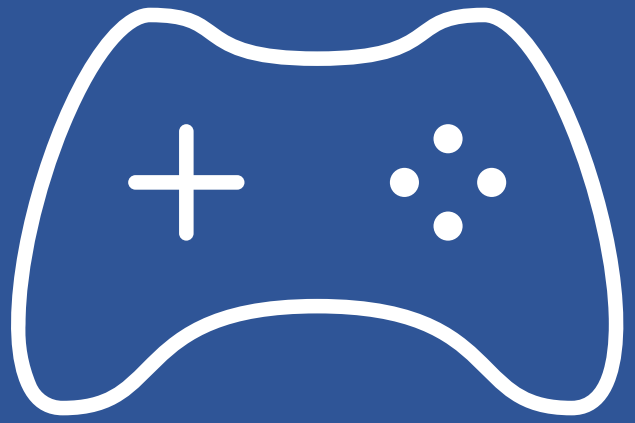
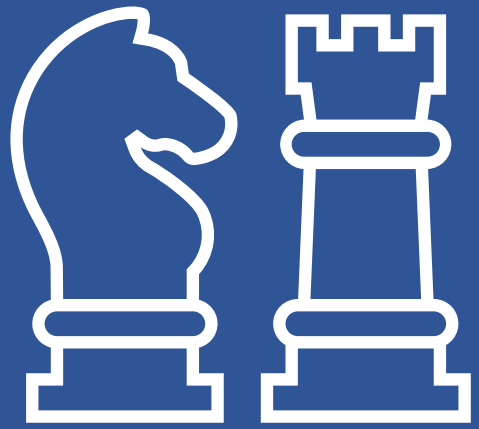
Gamification

Grae Meyer-Gleaves

Vote



Electronic



Non electronic

What is gamification in simple words?

Gamification is adding ga… …like a website, online community, learning management … …anet to increase participation. The goal of gamification i… …nd partners to inspire collaborate, share and in…

gamification noun

gam·i·fi·ca·tion ˌgā-mə-fə-ˈkā-shən

: the process of adding games or gamelike elements to something (such as a task) so as to encourage participation

eLearning…….

One of the best ways to teach people about finance, money and life skills is by playing Monopoly!

There are so many money and life lessons:

- teaches strategic thinking
- planning ahead
- maths
- negotiating with others
- processes and rules
- deal with winning or losing circumstances
- control their emotions
- risk

Oil & Gas Company Simulation

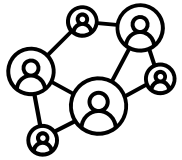
In Person Benefits

Interactive

Develops skills via experience

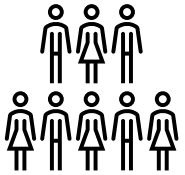
Mentally Challenging

Fun



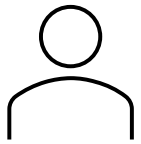
Social

Achievements & awards

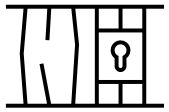


Teams Based

Discovery journey



Individuality



Escapism

New to this? Who knew you didn’t know…..

1. Check the options available out there
2. Engage the “experts”
3. Prepare a “participation plan”
4. Align the content
5. Watch, learn & adapt
6. Rinse, repeat

Don’t do it in Cyber Awareness Weeks!

You can gamify anything

Tips and Tricks

It must be:

- Immersive
- Fun
- Challenging
- Rewarding
- Provocative
- Highly Visual
- Energetically Delivered
- Tested, tested and tested
- Psychological in every aspect
- Emotion driving
- Deliverable by non-security folks
- Continuously improved
- Targeted towards NPS 9+
- Short & sweet
- Clear & concise
- Simplicity dissolving complexity
- Minimal technology
- Prizes
- Promoted, promoted, promoted
- Observe your participants

Let’s make cyber security fun again!