Gamification of Corporate Training

With technological advancements, corporate training and learning has also changed. Fun, engaging, interactive are now key to make learning interesting for today’s professionals. CEO of Kahoot!, a game-based learning platform, Erik Harrell shared, “most (if not all) employees grow up playing games, it makes sense that they would want to learn through gamification at work.” Case studies have also shown that by tapping on gamification, it improved the learning outcomes and thus maximized the returns on training investment for corporates. Articles below will provide an introduction on gamification, the human behaviour around this new way of training and how it can be developed and applied in the corporate world to achieve its benefits.

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Contents

- What is Gamification
- Research Papers
- Gamification and effects on corporate training
- Building gamification applications
- Case Studies
- Trends and Outlook
What is Gamification?
A better understanding on gamification and what does it do.


Research Papers
Games and human behaviours, hear from researchers on what they have found.


Gamification and effects on corporate training
How gamification is used in corporate trainings and its benefits.


Building gamification applications
Some tips on what to look out for when building gamification applications.


Case Studies
Real-world application of gamification in corporates.


Entrepreneur India. (2017, June 29). 4 gamification platforms that show why you can't afford to ignore this trend. Retrieved from https://www.entrepreneur.com/article/296461


Trends and Outlook
With all the buzz on gamification, what can we expect in the near future.
