




Make learning engaging with **gamification** for business

Champion

 4  514  6 of 24

You are at the last level

Leaderboard
















 1	Sally Johnson Champion	 977	 10
 2	Frederick Philips Champion	 839	 0
 3	Julie Andrews Champion	 589	 4
 4	Jon Williams Champion	 514	 6
 5	Claire Griswold	 120	 2



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Gamification is based on automation, a powerful feature that makes it easy for instructors to trigger actions such as awarding badges and points to learners when they complete tasks.

Benefits of gamification for training

Instructors can use gamification to make training programs more engaging for learners. Adding a gaming element to trainings can **encourage learners** not only to learn more, but also to **stay motivated** throughout the entire learning process. Most of all, they get a **sense of achievement as they tackle challenges**, get out of their comfort zone and become more involved in the training sessions.

Gamification is a **powerful tool that enables you to track learners' progress** and is also a support for your training programme and activities. Gamification also introduces **a fun and competitive spirit to training**, as learners advance through games to improve their rankings and earn more prizes.



How to use gamification in CYPHER

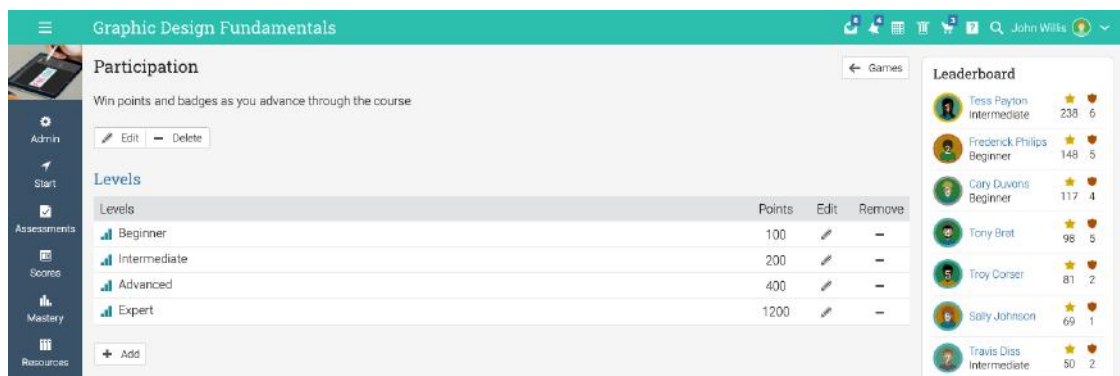
The gamification feature available in CYPHER allows instructors to create games for courses, learning paths, and site-wide games. **Gamification is based on automation**, a powerful feature that makes it easy for instructors to **trigger actions** such

as awarding badges and points to learners when they complete tasks. For example, instructors can trigger actions to **award points and badges** when learners complete a module or an assessment. Here is an overview of how gamification works in CYPHER:

Course games

Instructors can easily create course games and **customize each game to suit a specific theme**. You can add more than one game per course. The first step is to create the game levels and define how many points are required to pass each level in the game.

Levels are a fun way for learners to see their progress in a game and it gives them something to look forward to as they learn. The points that learners earn for completing modules, assessments, and more will help them **advance through the levels**.



After creating the levels, you can **add rules that automatically award points and badges** to learners when they complete different tasks. There are various areas in a course where you can use automation to set up rules for awarding badges and points:

Enrollment and unenrollment actions

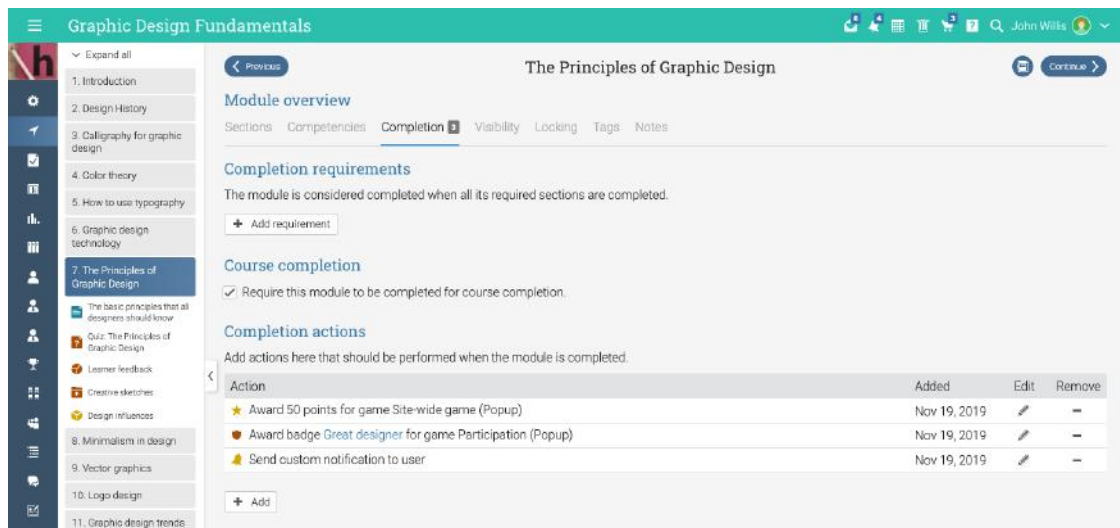
Instructors can create actions that award badges and points when new learners are enrolled in courses or when learners are unenrolled from courses.

Course completion actions

Instructors can trigger actions that award badges and points when learners complete courses.

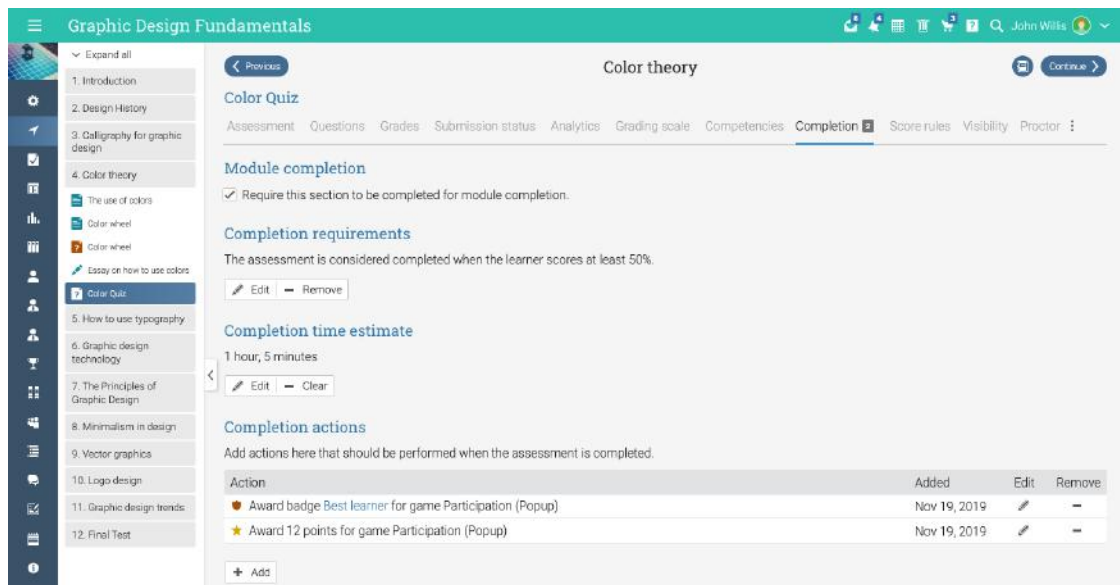
Completion actions for modules, sections, and assessments

Instructors can trigger actions that award badges and points, when modules, content pages, and assessments are completed.



In the case of assessments, you can also **set a minimum score** that is required for the assessment to be completed. As an example, when a learner gets the score

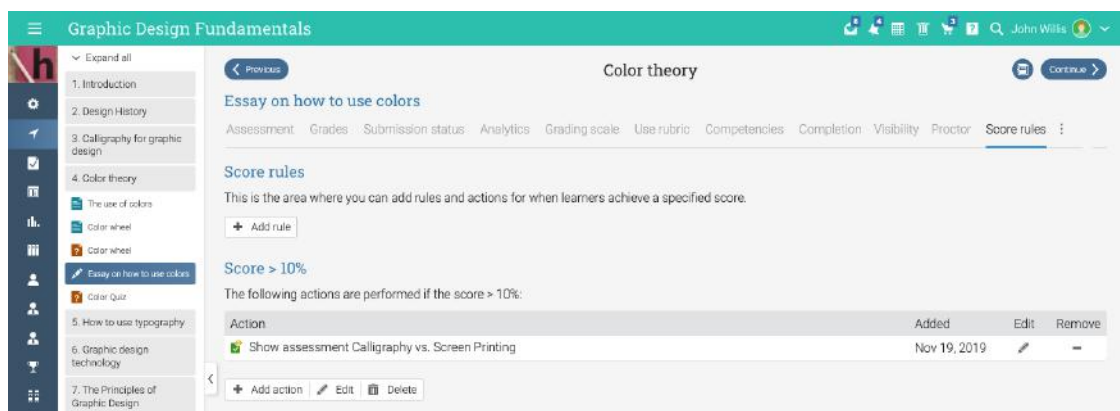
of 100, the assessment is complete and you can add a rule to award 50 points for the course game.



Score-based actions

You can also add rules that are triggered **when learners achieve a certain score**. For

example, if a learner gets a high score, you can award them a badge.



Level actions

Define actions that are triggered **when a particular game level is achieved**. For

example, learners can receive a badge when they reach a new level in the game.

Beginner level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
✉ Send the canned message: "achieve level"	Nov 19, 2019	✎	✖
🏆 Award badge <i>Fast learner</i> for game Participation (Popup)	Nov 19, 2019	✎	✖
★ Award 12 points for game Participation (Popup)	Nov 19, 2019	✎	✖
👤 Add to group <i>Design club</i>	Nov 19, 2019	✎	✖

+ Add

You can see an **overview page** of all aspects of a game: the name, levels, a list of badges, the number of total points, and leaderboard settings. Add a competitive spirit to your

course game by using the **leaderboards feature**. Leaderboards show course rankings according to levels, points and badges.

Graphic Design Fundamentals

Participation

Win points and badges as you advance through the course

✎ Edit ✖ Delete

Levels

Levels	Points	Edit	Remove
📊 Beginner	100	✎	✖
📊 Intermediate	200	✎	✖
📊 Advanced	400	✎	✖
📊 Expert	1200	✎	✖

+ Add

Beginner level actions

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🏆 Award badge <i>Fast learner</i> for game Participation (Popup)	Nov 19, 2019	✎	✖
★ Award 12 points for game Participation (Popup)	Nov 19, 2019	✎	✖
👤 Add to group <i>Design club</i>	Nov 19, 2019	✎	✖

+ Add

Leaderboard

1	Tess Payton	Intermediate	238	6
2	Frederick Philips	Beginner	148	5
3	Cary Duvons	Beginner	117	4
4	Tony Brat		98	5
5	Troy Conser		81	2
6	Sally Johnson		69	1
7	Travis Diss	Intermediate	50	2
8	Olivia Doboaca	Intermediate	42	3
9	Arnold Balla	Beginner	41	2
10	Mark Wilson		40	2

Teams

Design club	1038	35
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You can also **keep track of each learner's progress in a game** by clicking on points and badges that are displayed on leaderboards.

Tess Payton

Levels

Name	Awarded
Beginner 100 points	Jan 7, 2021
Intermediate 200 points	Mar 15, 2021
Advanced 400 points	-
Expert 1200 points	-

Badges

Description	Awarded
Alpha Pilot For enrolling in course Graphic Design Fundamentals.	Jan 7, 2021
Fast learner For completing section Welcome!.	Jan 7, 2021
Perfect Attendance For completing section History of Graphic Design.	Jan 7, 2021
Fast learner For achieving level Beginner.	Jan 7, 2021
Great designer For completing assessment The story of minimalism.	Mar 15, 2021



Instructors can use gamification to make training programs more engaging for learners. Adding a gaming element to trainings can encourage learners not only to learn more, but also to stay motivated throughout the entire learning process.

Learning path games

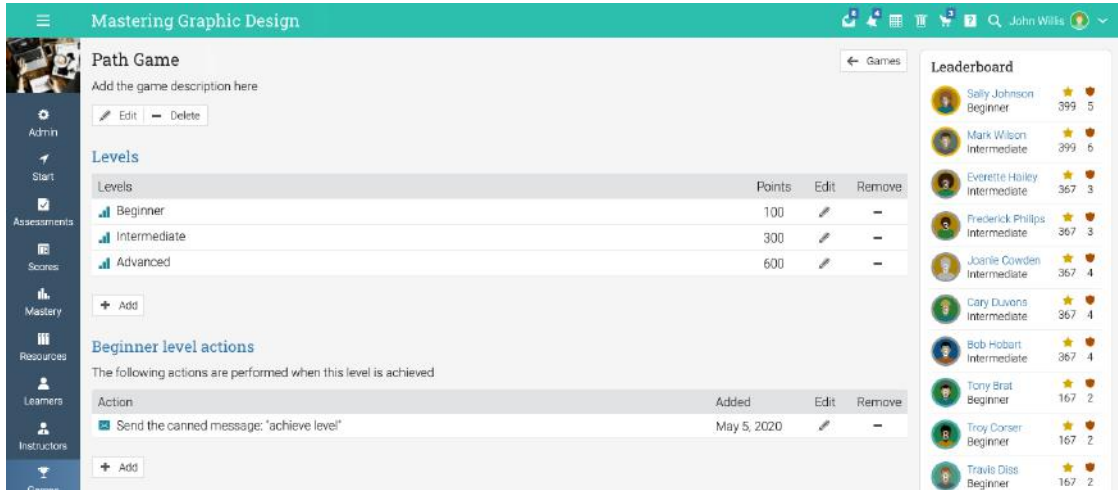
Instructors can **inspire learners to achieve goals** using learning paths. Each goal can represent a course or a certificate. Learners must complete goals, one by one, in order to **achieve mastery of a topic**. You can create

path games and award points and badges when learners are enrolled or unenrolled from the path, when they complete goals, and when they finish the path.

You can easily set up rules that award points and badges in the path from the **Automation tab**.

Action	Added
Send the canned message: 'enrollment'	May 5, 2020
Award 156 points for game Path Game (Popup)	May 5, 2020
Award badge <i>Fast learner</i> for game Path Game (Popup)	May 5, 2020
Award 200 points for game Path Game (Popup)	May 5, 2020
Award badge <i>Good Start</i> for game Path Game (Popup)	May 5, 2020

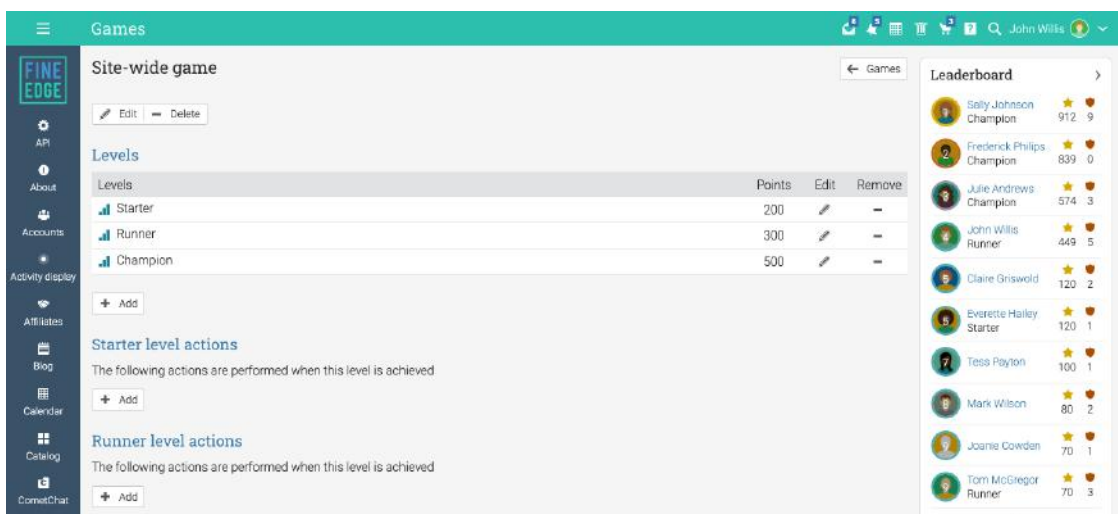
The **game overview page** in a path shows details about the game, such as its levels, when points and badges are awarded, and the leaderboard.



Creating site-wide games

You can create site-wide games and award points and badges for it from any area of the platform where automation can be used. You can **trigger actions** when new accounts are created, when users enroll in groups or courses, when learners complete learning

paths, and more. A site-wide game uses a scoring system that allows users to **gather points for a site-wide game from various areas of the platform**. Only administrators can create site-wide games.



For example, you can award points and badges from the **Account section** of the platform, when new learners join the platform.

Added actions
Add actions here that should be performed when an account is added.

Action	Added	Edit	Remove
Send the canned message: "new account" (Organization in Business development and Group in Design club)	Feb 14, 2016		—
Add to group Annual conference organizers (Account type in Instructor)	Jun 7, 2018		—
Award 50 points for game Site-wide game (Account type in Learner)	Jun 15, 2018		—
Award badge First Class for game Site-wide game	Jun 15, 2018		—
Enroll in course Calculating the Rate of Return of Indices	Jul 7, 2021		—

[+ Add](#)

You can also award points and badges **when new members are enrolled in a group**.

Design club John Willis

Configure Membership Basics Tabs News feed Permissions Competencies

Membership

Feature Edit

- Max members

Added actions
Add actions here that should be performed when a user is added as a member.

Action	Added	Edit	Remove
Send the canned message: "group member added"	Mar 3, 2016		—
Award 20 points for game Site-wide game	Jun 15, 2018		—
Award badge Top-notch for game Site-wide game (Popup)	May 14, 2020		—
Award badge Creator for game Site-wide game (Popup)	May 14, 2020		—

[+ Add](#)

Removed actions
Add actions here that should be performed when a user is removed as a member.

Action	Added	Edit	Remove
Award badge Great Job for game Site-wide game	Oct 17, 2016		—

[+ Add](#)

Team games

You can **encourage learners to participate in a fun contest** together with other learners. Instructors can create team games by **adding groups from the platform** to course, path and site-wide games.

The team leaderboard is visible on the **game landing page**, displaying information such as **teams ranking, total points, and badges earned by each team**.

Teams

1	Creative Design	★ 24447	🛡️ 50
2	Marketing team	★ 24383	🛡️ 51
3	Corporate Design	★ 24099	🛡️ 47
4	Illustration	★ 23601	🛡️ 44
5	Design club	★ 12037	🛡️ 35

Creative Design

Players

Player	Level	Points	Badges
Sally Johnson	Expert	1139	10
Tom McGregor	Advanced	609	13
Stephen Curtis	Intermediate	319	7
John Willis	Intermediate	189	5
Spike Dussay	Intermediate	166	3
Olivia Doboaca	Intermediate	136	3
Jane Eire	Intermediate	136	2
Travis Diss	Intermediate	116	3
Zsolt Bertalan	Beginner	109	4

You also have an **overview of each team** with the contribution to the game of each team player.

Learner view of games

Learners can see their **progress** through a game and their **ranking** on the course landing page.

Participation

Advanced

2

481

6 of 15

519 points until Expert

Leaderboard

1	Tom McGregor Advanced	★	🛡️	609	12
2	Sally Johnson Advanced	★	🛡️	481	6
3	Stephen Curtis Intermediate	★	🛡️	246	4
4	John Willis Intermediate	★	🛡️	189	5
5	Bob Hobart Intermediate	★	🛡️	166	4

They can also see an **overview of their game progress** and what actions awarded them with badges and points.

Graphic Design Fundamentals
Sally Johnson

- Start
- Assessments
- Resources
- Instructors
- Learners
- TAs
- Games
- Activity
- Attendance
- Forums
- Chat
- Wiki
- Blog

Participation

Description
Win points and badges as you advance through the course

Levels

Name	Awarded
Beginner 100 points	-
Intermediate 200 points	-
Advanced 400 points	-
Expert 1200 points	-

Badges

Description	Awarded
Fast learner For completing section Welcome!	Nov 29, 2021
Best attitude For enrolling in course Graphic Design Fundamentals.	-
Fast learner For completing module Color theory.	-
Alpha Pilot For enrolling in course Graphic Design Fundamentals.	-
Fast learner For achieving level Beginner.	-
Best learner For completing assessment Color Quiz.	-
Great Job For completing assessment Tools used in Graphic design.	-

Game

69

1 of 20

31 points until Beginner

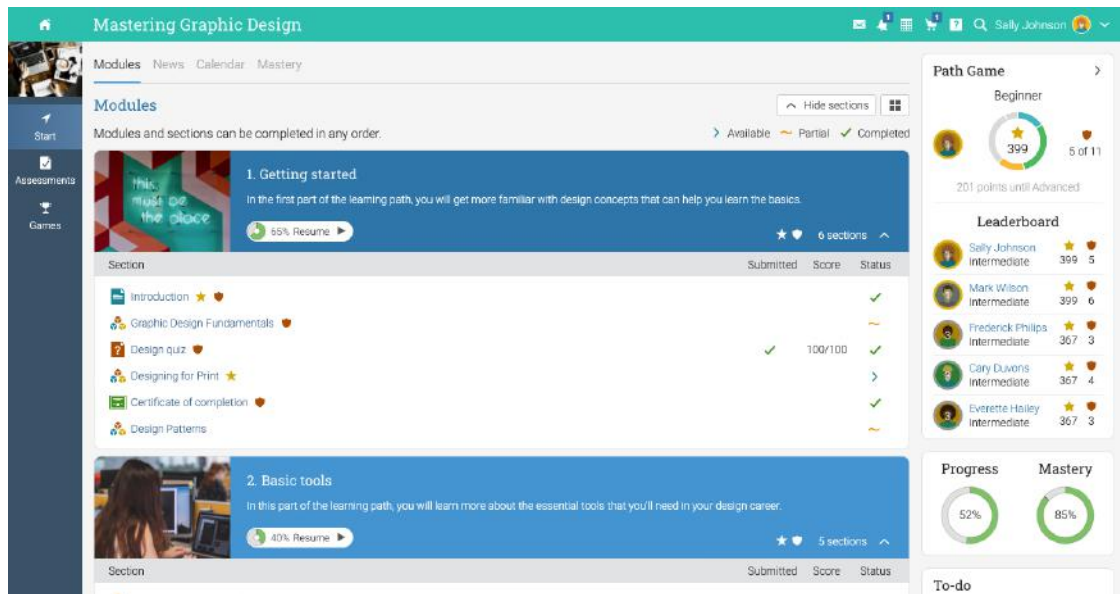
Leaderboard

1	Tess Payton Intermediate	★	🛡️	238	6
2	Frederick Philips Beginner	★	🛡️	148	5
3	Cary Duons Beginner	★	🛡️	117	4
4	Tony Brat	★	🛡️	98	5
5	Troy Conser	★	🛡️	81	2
6	Sally Johnson	★	🛡️	69	1

Teams

1	Design club	★	🛡️	1028	38
2	Marketing team	★	🛡️	820	34
3	Illustration	★	🛡️	621	22
4	Creative Design ...	★	🛡️	514	23
5	Corporate Design	★	🛡️	255	12

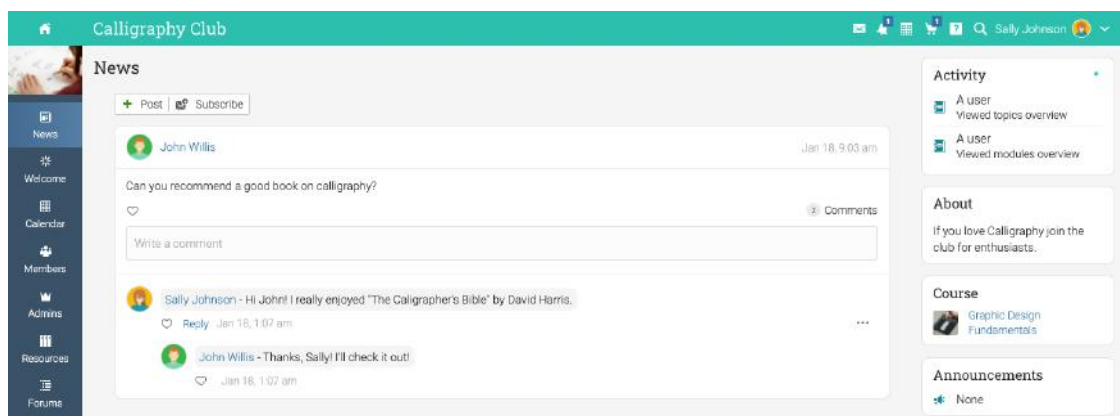
In a learning path learners can see their game ranking on the **path landing page**.



Whenever a learner earns a badge or point, they receive a **notification**.



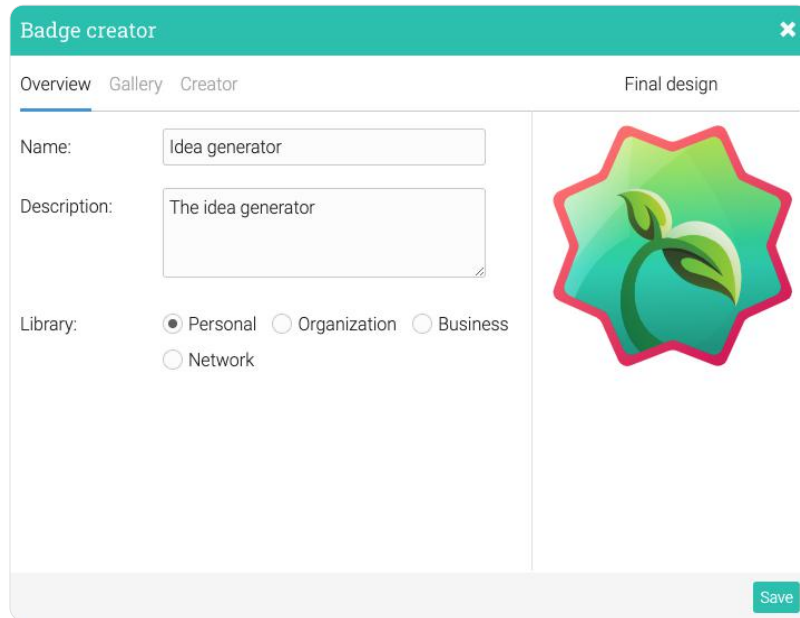
Learners can see the progress of their team in games on the **course, path, and group landing page**.



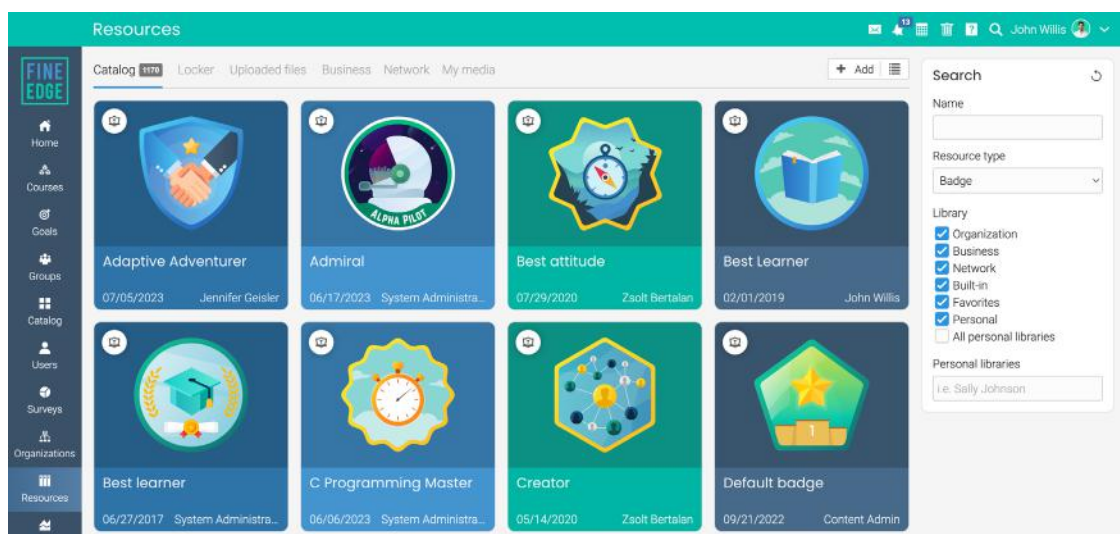
Customizing badges

You can create badges with **CYPHER's badge editor**, which allows you to customize them

using shapes, images, text, and colors. You can also **upload your own images** for badges.



They can also be **saved as resources**, and used in any area of the platform that awards badges.



About CYPHER Learning

CYPHER Learning is leading the necessary disruption of learning platforms to unleash human potential with modern learning.

CYPHER exists to ignite lifelong passions through personalized, engaging, and limitless learning experiences for all. We give learning and development (L&D) professionals, HR, and trainers more time to train, build human connection into everything we do, and deliver tailored learning experiences that are meaningful and measurable.

Just the way modern learners expect.

The CYPHER platform is easy-to-use, beautifully designed, and infused with AI-powered technology. Every aspect beams thoughtful innovation and engineering that puts people first. Millions of users experience their “just in time, just for me, just the way I want it” approach in 50+ languages with the CYPHER award-winning platform.



To learn more about CYPHER Learning and our modern learning platform, visit us at

www.cypherlearning.com