Make learning engaging with **gamification** for business

Table of contents

"

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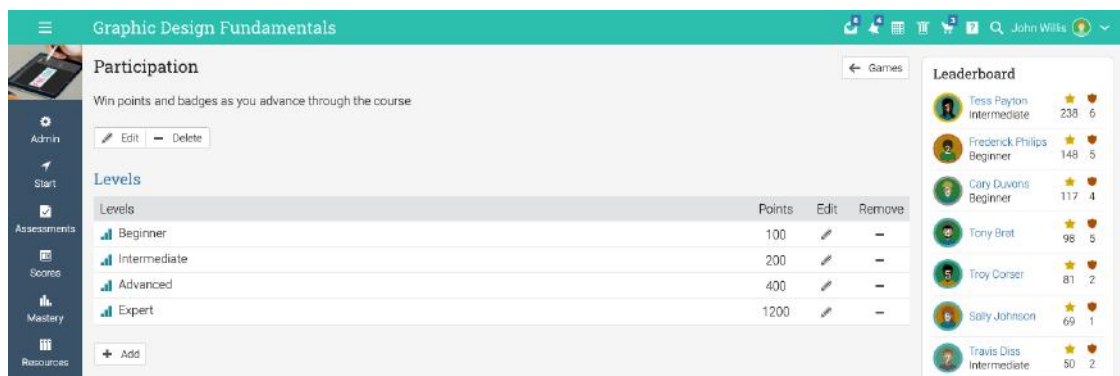
After creating the levels, you can **add rules that automatically award points and badges** to learners when they complete different tasks. There are various areas in a course where you can use automation to set up rules for awarding badges and points:

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.
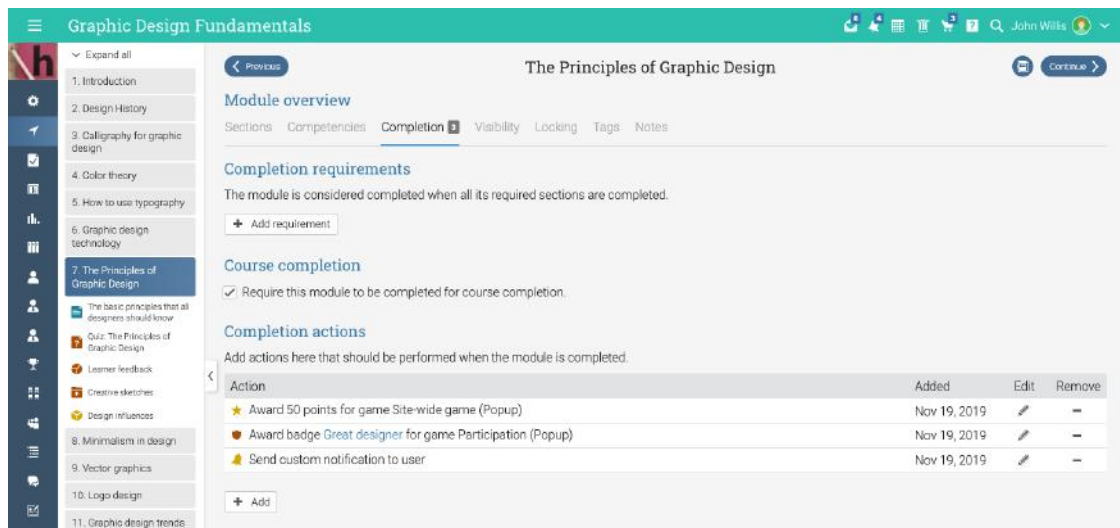
In the case of assessments, you can also **set a minimum score** that is required for the assessment to be completed. As an example, when a learner gets the score of 100, the assessment is complete and you can add a rule to award 50 points for the course game.
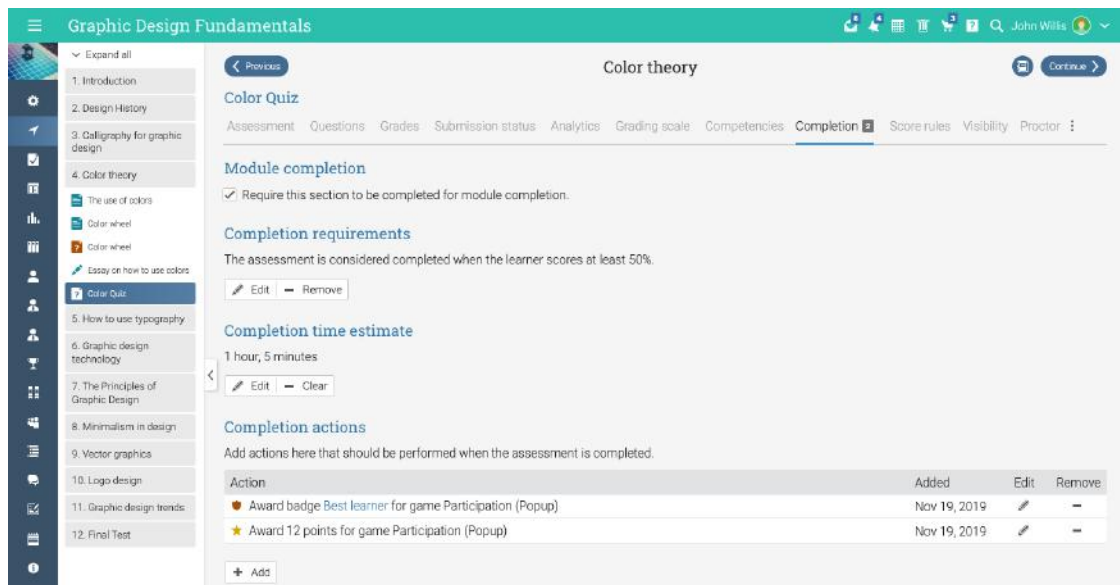
Score-based actions

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.
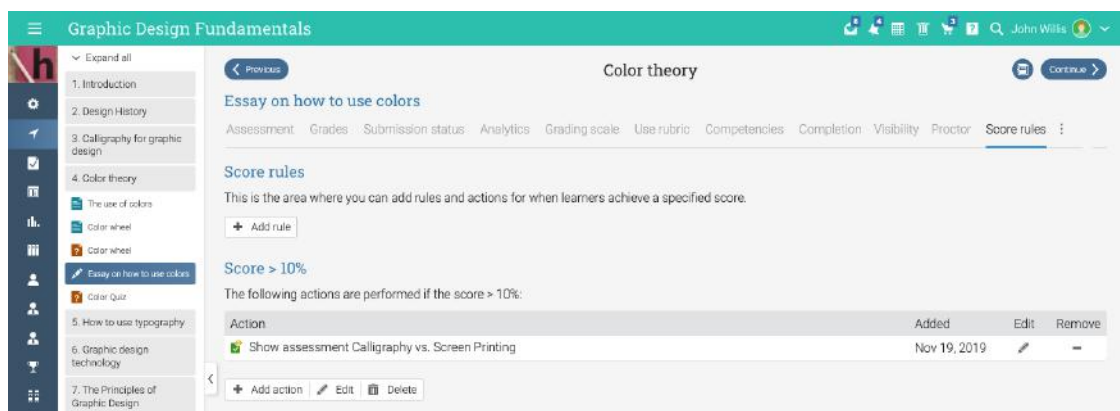
Level actions

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.

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.

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

> 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**.

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.
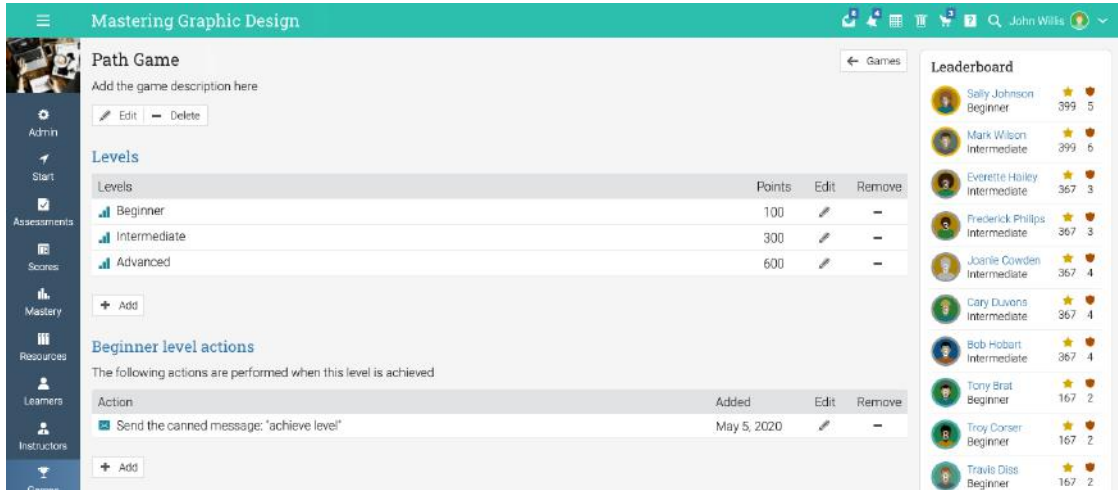

Creating site-wide games

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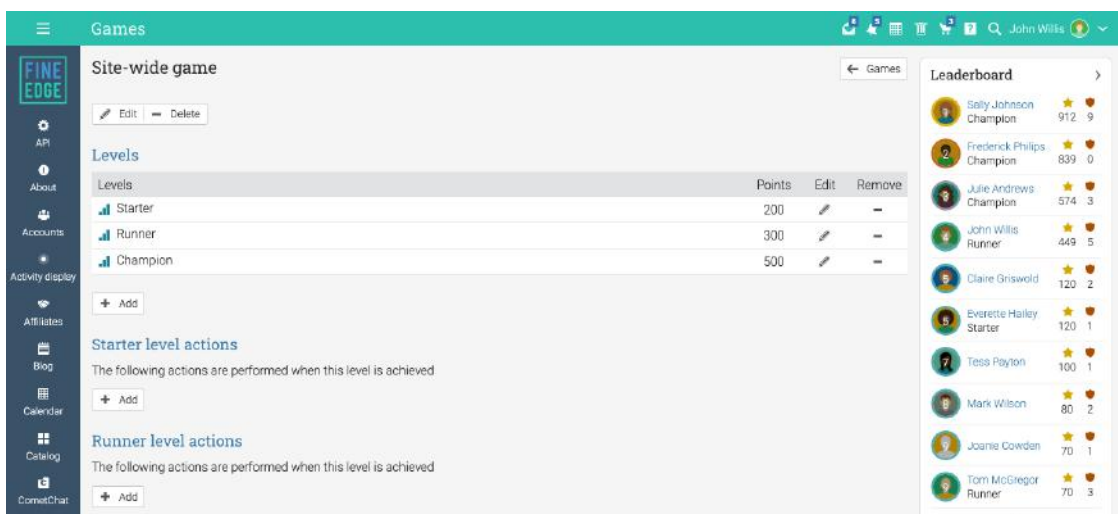
For example, you can award points and badges from the **Account section** of the platform, when new learners join the platform.

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

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 t**eams 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.

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

In a learning path learners can see their game ranking on the **path landing page**.
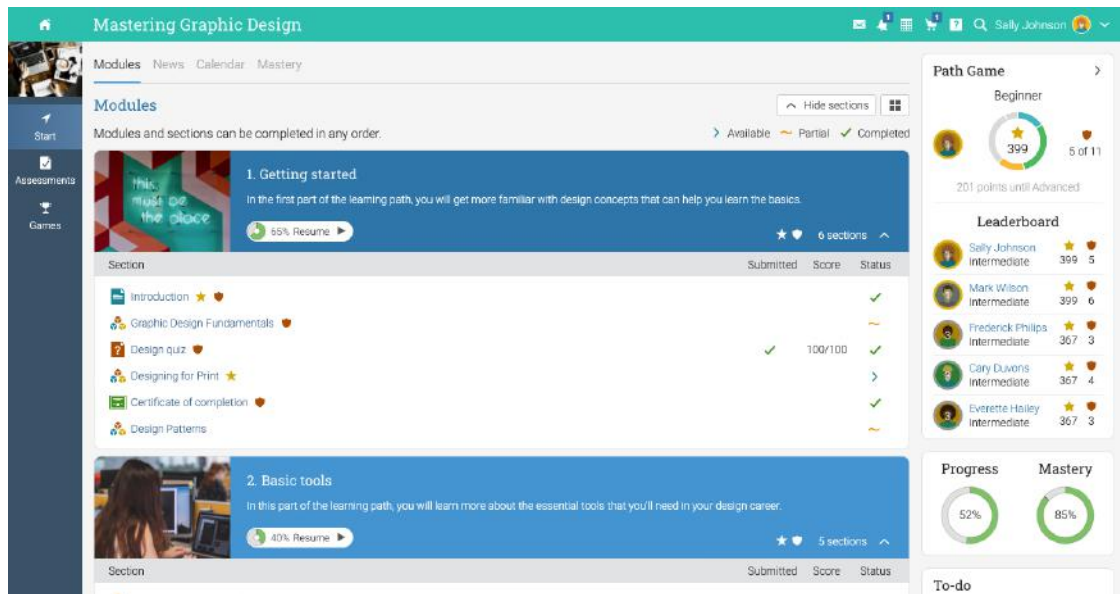
Whenever a learner earns a badge or point, they receive a **notification**.

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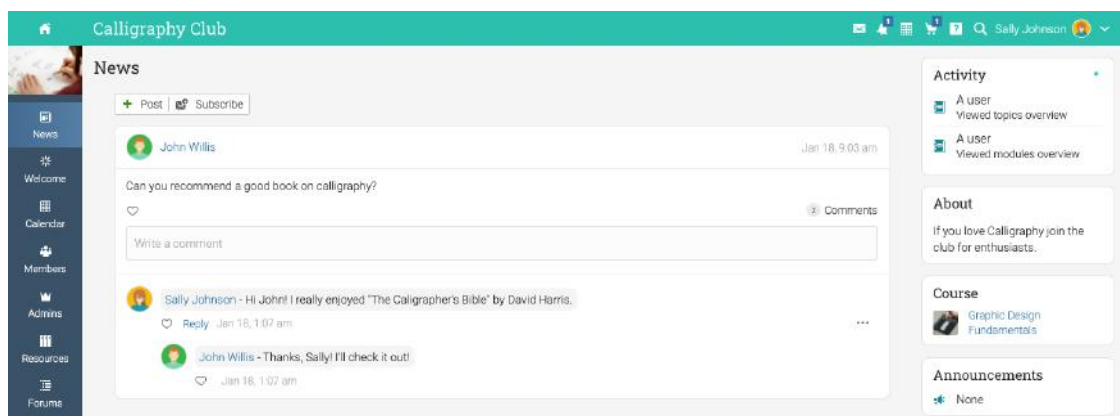
Customizing badges

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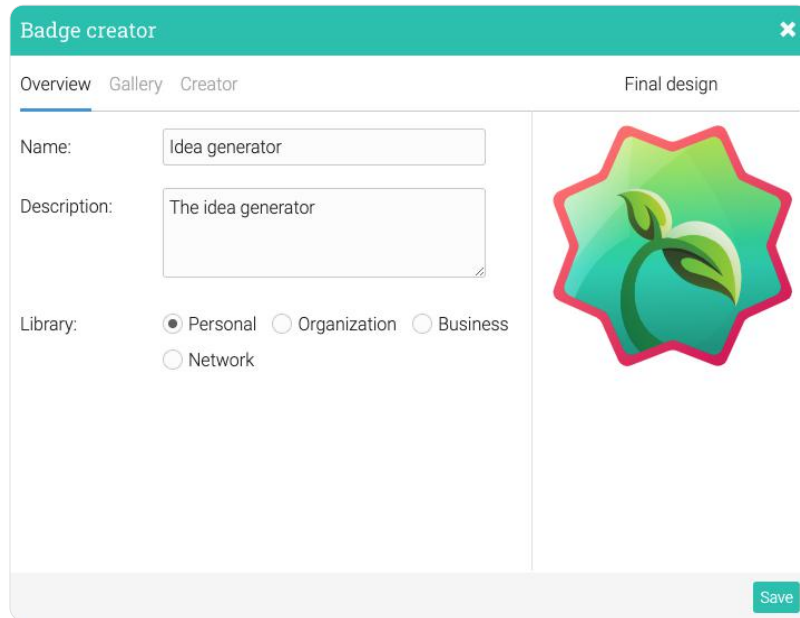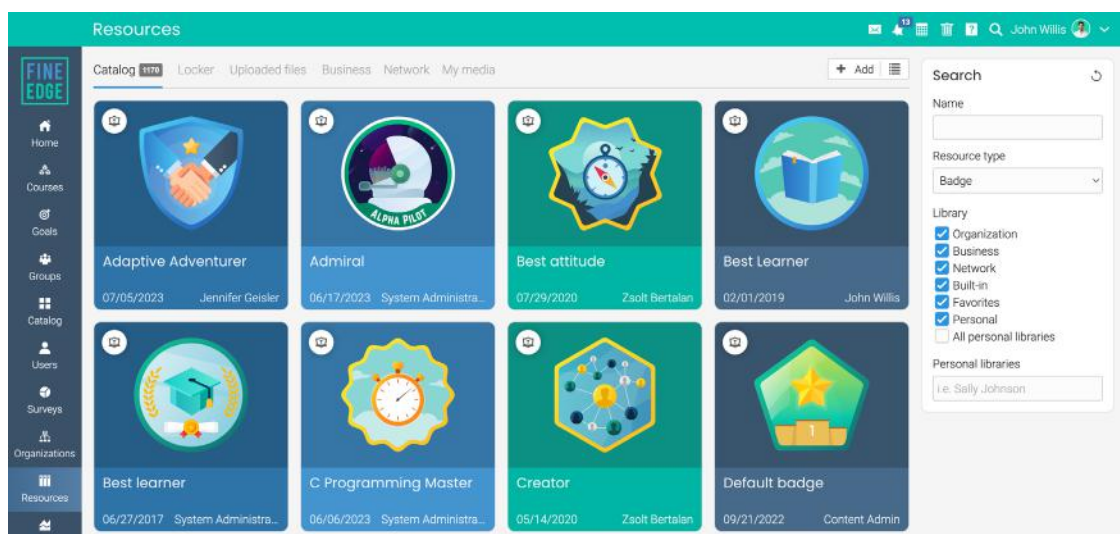
CYPHER Learning is leading the necessary disruption of learning platforms to unleash human potential with modern learning.

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