

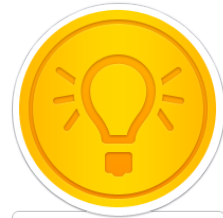
Stats About Gamification

68% of HR professionals say values-based recognition program positively impacted retention. http://go.globoforce.com/rs/862-JIQ-698/images/Globoforce_SHRM_2015.pdf

go.globoforce.com/rs/862-JIQ-698/images/Globoforce_SHRM_2015.pdf



Punctual



Innovative

Top Scores

Mike Thompson	127
Jim Mitchel	116
Vijay Vu Nam	93
Jesse Savage	84
Linda Mayers	81

Most Recognized Teams

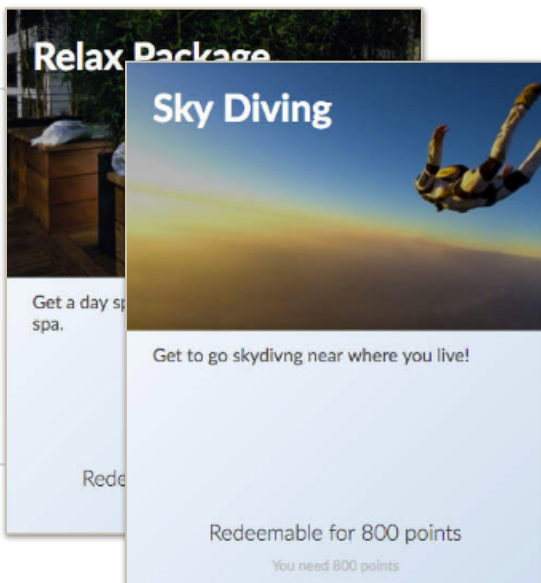
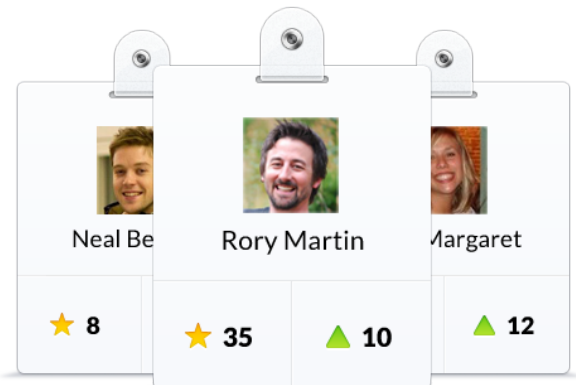
Marketing	451
Design	339
Sales	280
HR	107
Technology	93

Leaderboards for sales staff increased revenue 9% at LiveOps. <http://www.slideshare.net/mhfoster/its-no-game-gamification-is-transforming-the-call-center>

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13% improvement in employee satisfaction through a points-based system.

<http://www.personneltoday.com/hr/points-mean-prizes-the-benefits-of-points-based-motivation-schemes/>



Points-based gift card incentive program can double participation in trainings. Plus, perks and experiences is what defines the top 100 companies to work for.

<http://www.rrgexec.com/rewarding-your-employees-15-examples-of-successful-incentives-in-the-corporate-world/>