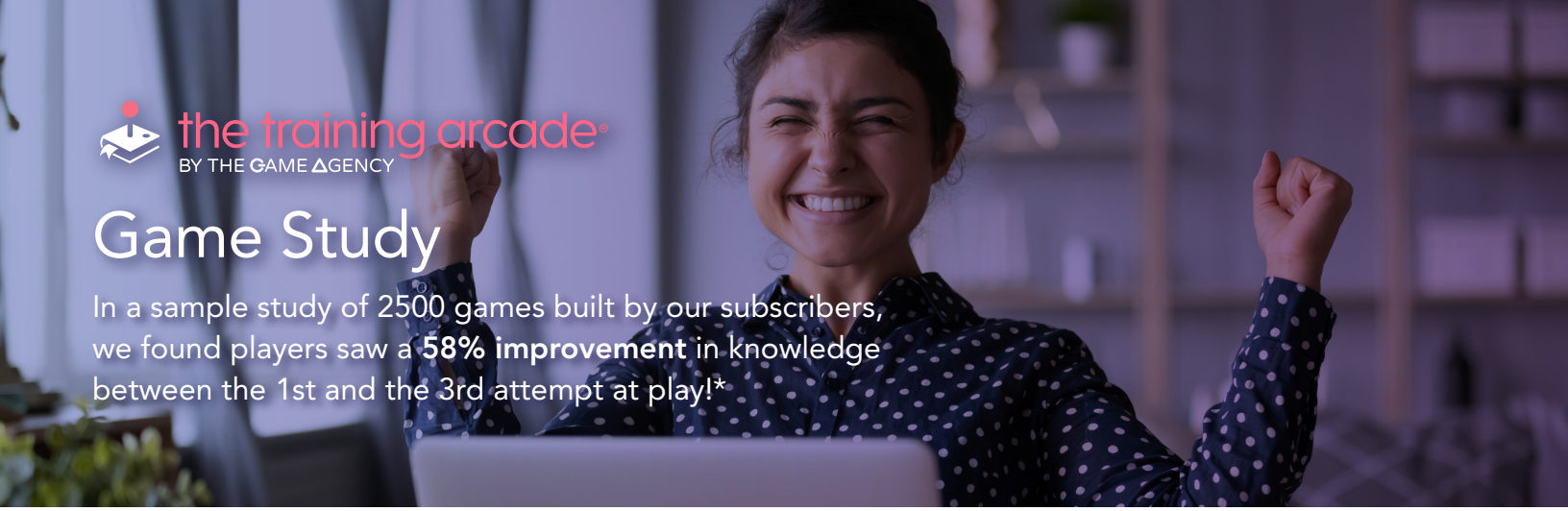


the training arcade®
BY THE GAME AGENCY

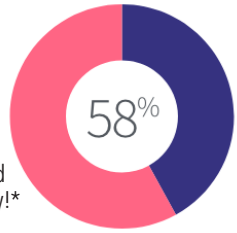
Game Study

In a sample study of 2500 games built by our subscribers, we found players saw a **58% improvement** in knowledge between the 1st and the 3rd attempt at play!*

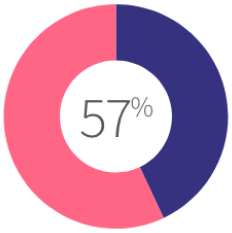
The results speak for themselves, The Training Arcade's® gamified training produces postive results

While there's a wide array of informal and scholarly studies on the positive benefits of gamified training, we wanted to "look under our own hood" and better understand the data and results of the training games created with The Training Arcade®. We looked at the anonymous and aggregate data of 2500 games built and used by our subscribers and here are the results . . .

Players saw a 58% improvement in knowledge between the 1st and the 3rd attempt at play!*



Players played an average of 1.7X per session.* 57% of players played 3 or more times!*



Based on 500 Trivia training games built by subscribers and over 1 million game sessions played in The Training Arcade® we've seen 70% of learners play each game 3 or more times and an 83% average increase in knowledge between the 1st and 3rd session played per player.*

70% of players, play 3X or more Based on 500 Games

Based on 500 JEOPARDY!® training games built by subscribers and 435,000 game sessions played in The Training Arcade® we've seen 49% of learners play each game 3 or more times and a 46% average increase in knowledge between the 1st and 3rd session played per player. Players played an average 6.2 minutes.*

49% of players, play 3X or > All game sessions

46% increase between 1st & 3rd play > All game sessions

ALSO FROM OUR LIBRARY OF GAMES

Jump, Match, Recall & Scenarios saw a 54% increase in knowledge retention from 1st to 3rd time playing an average of 3.4 min.*

Notes: *The results for the above analysis were based on aggregated, anonymous player activity data from across the span of The Training Arcade® subscribers. The data included in the analysis represent approximately those points within +1 and -1 standard deviations of normal bell distribution curve. Individual results will vary and are highly dependent on the quality of subscriber content deployed in the games, the frequency with which employees are provided access to games, and other usage factors.