



## A Truly Gamified Experience

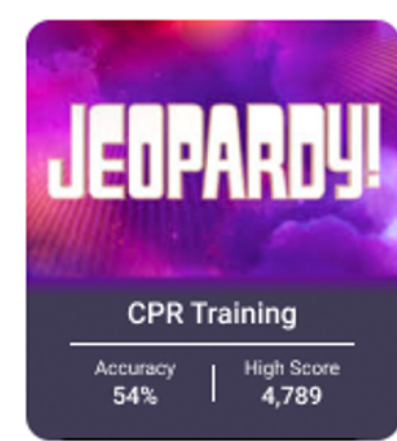
Arcades™ offers a highly customizable destination for learners to play games, compete against one another (or their boss!), collaborate as teams for group awards, and achieve top recognition and prizes.

Arcades delivers learner engagement and stickiness while providing tremendous data about player usage, knowledge improvement, and behavioral traits. Excite and engage your learners and keep them coming back for more!



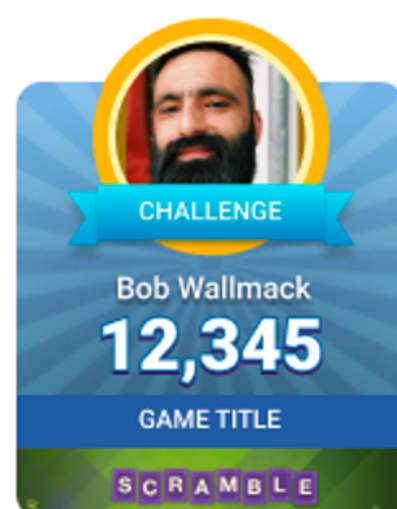
Powered by  
**The Training Arcade®**

## Key Features



### SOLO PLAY

Excite and delight your audience with a wide variety of games including JEOPARDY!®, Wheel of Fortune®, Trivia, Jump, Match, Scenarios, Scramble, Recall, Sort It, and Detective.



### BATTLE MODE

Challenge teammates with Head-to-Head battles using our new multi-player capability. Pick a game, select your opponent, and let the games (and learning) begin!



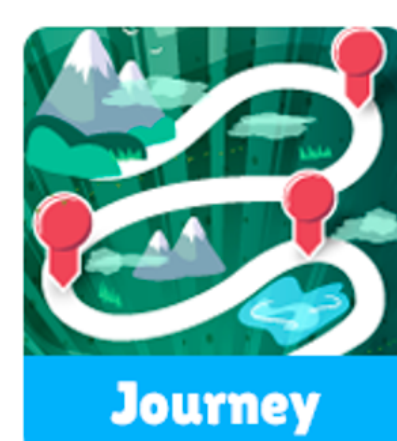
### TEAM PLAY

Players are assigned to teams (based on a registration parameter) and teams compete to earn the top leaderboard spot. Additional Experience Points (XP) await the 1st place team at the end of a defined period of time.



### MISSIONS

Quickly launch Daily/Weekly/Monthly missions, like a "Beat the Boss" mission that challenges you to beat your boss's score, to amplify engagement and excite your team.



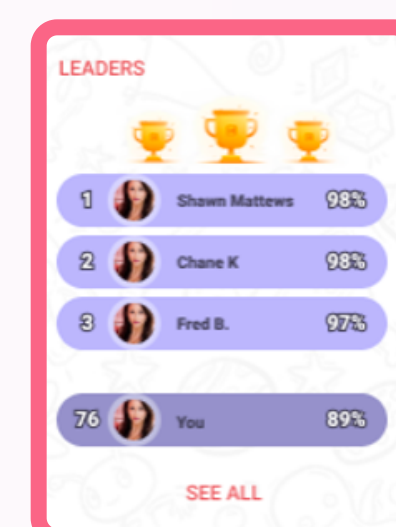
### JOURNEYS

A Journey is a collection of two to eight stages that allow for a wide array of learning content including games, videos, PDF's, weblinks, SCORM files and images that guide the player through a fun-filled learning path.



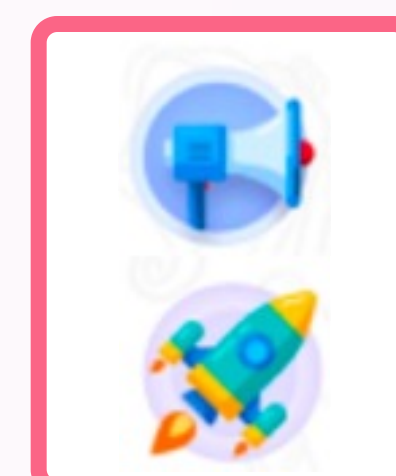
### INCENTIVES

We use mini games like Spin-to-Win to draw players in to encourage repeat visits/play. This fosters a playground for learners to practice, play and repeat.



### LEADERBOARDS

Player progress is tracked in individual games as well as in Battles, Journeys and Activities. Leaderboards showcase top performer and allow players to gauge how they compare.



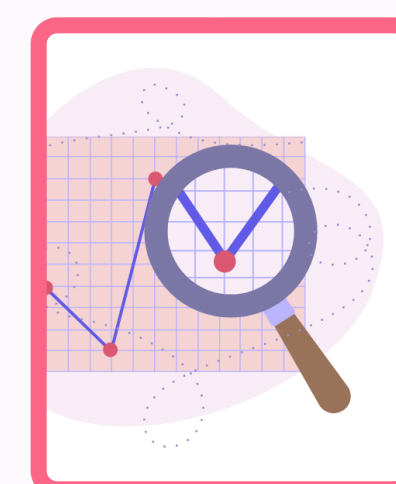
### ACHIEVEMENTS

Players earn badges and recognition for accomplishments including achieving streaks and high scores, winning battles, unlocking content and engaging in more activities.



### PRIZES

Using our prize engine you can create and award prizes for reaching higher levels and earning top scores. Prizes can range from gift cards, to real world cash and anything in between.



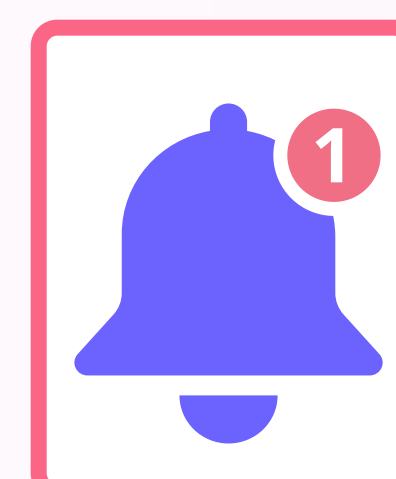
### ANALYTICS

Track, analyze and export a range of trends and metrics across the key categories of Engagement, Frequency and Accuracy. Actionable insights are surfaced for Players, Activities and Prizes.



### EXPERIENCE POINTS (XP)

All player interactions provide the opportunity to earn XP. Gaining XP improves the player's global leaderboard standing & drives "Level Up" toward new prizes, encouraging replay.



### NOTIFICATIONS

Notifications are available inside an Arcade (and via email if the admin desires) to alert players when they have earned Achievements, qualified for Prizes, and when Battles are started and concluded.

## Branded Interface

### User-Defined

Colors: Primary / Secondary / Tertiary  
Background: Set the Color / Upload Image  
Logo: Upload Image

### Customizations

Experience Points Theme  
New Achievements  
Activity Tiles  
Profile Artwork

## Technical Integrations

### SSO

Single Sign On Integration (SAML & OKTA) & user authentication is already a feature of The Training Arcade® and will be available once the required information has been added to the platform.

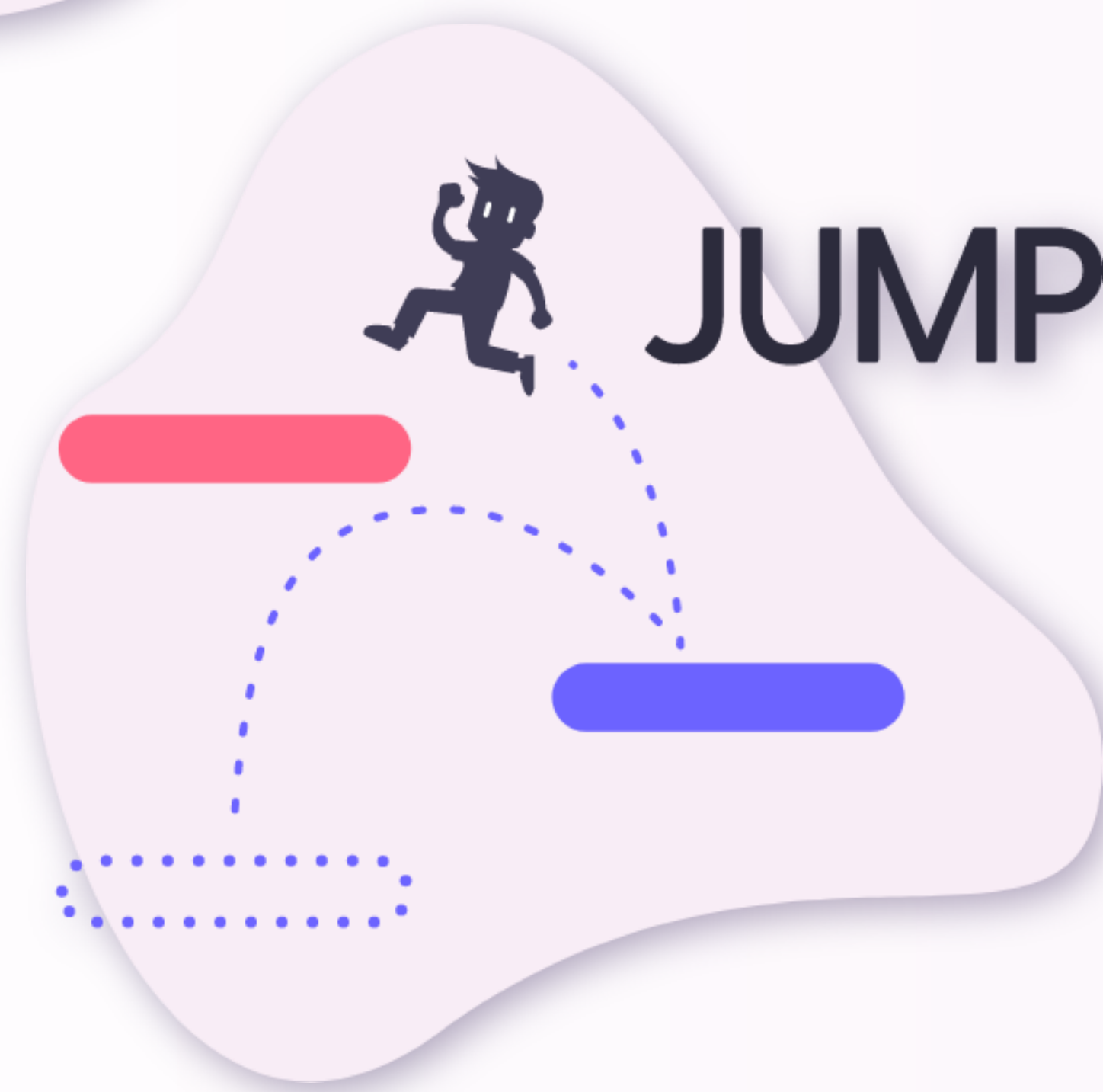
### SCORM

Arcades™ has the capability to ingest zipped SCORM files from Articulate, Lectora and Captivate. This will allow trainers and game creators trackable player progress within a given Arcade for any course that is published with a score. The pass/fail score of SCORM courses will be visible to players on the game tiles and leaderboard.

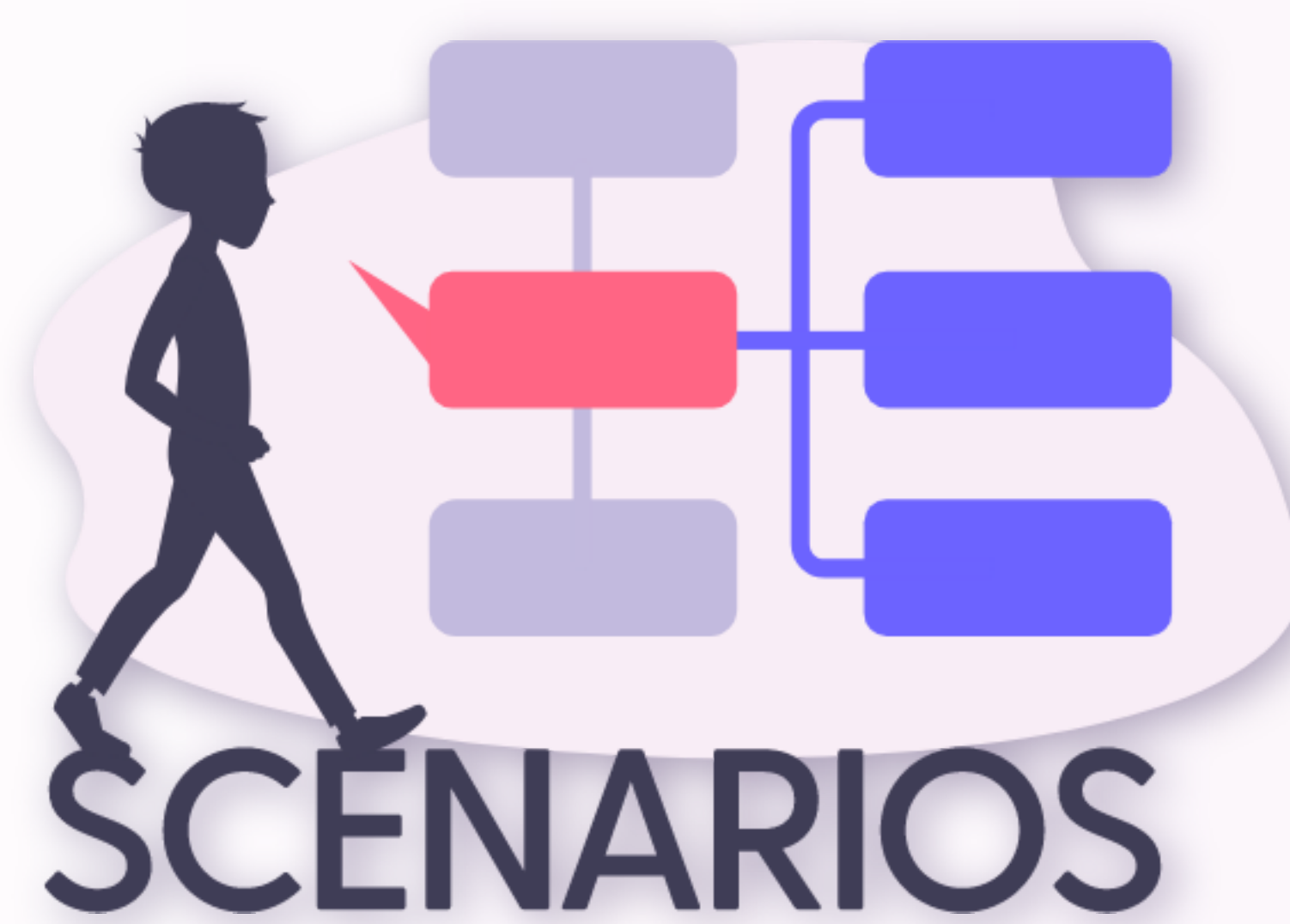
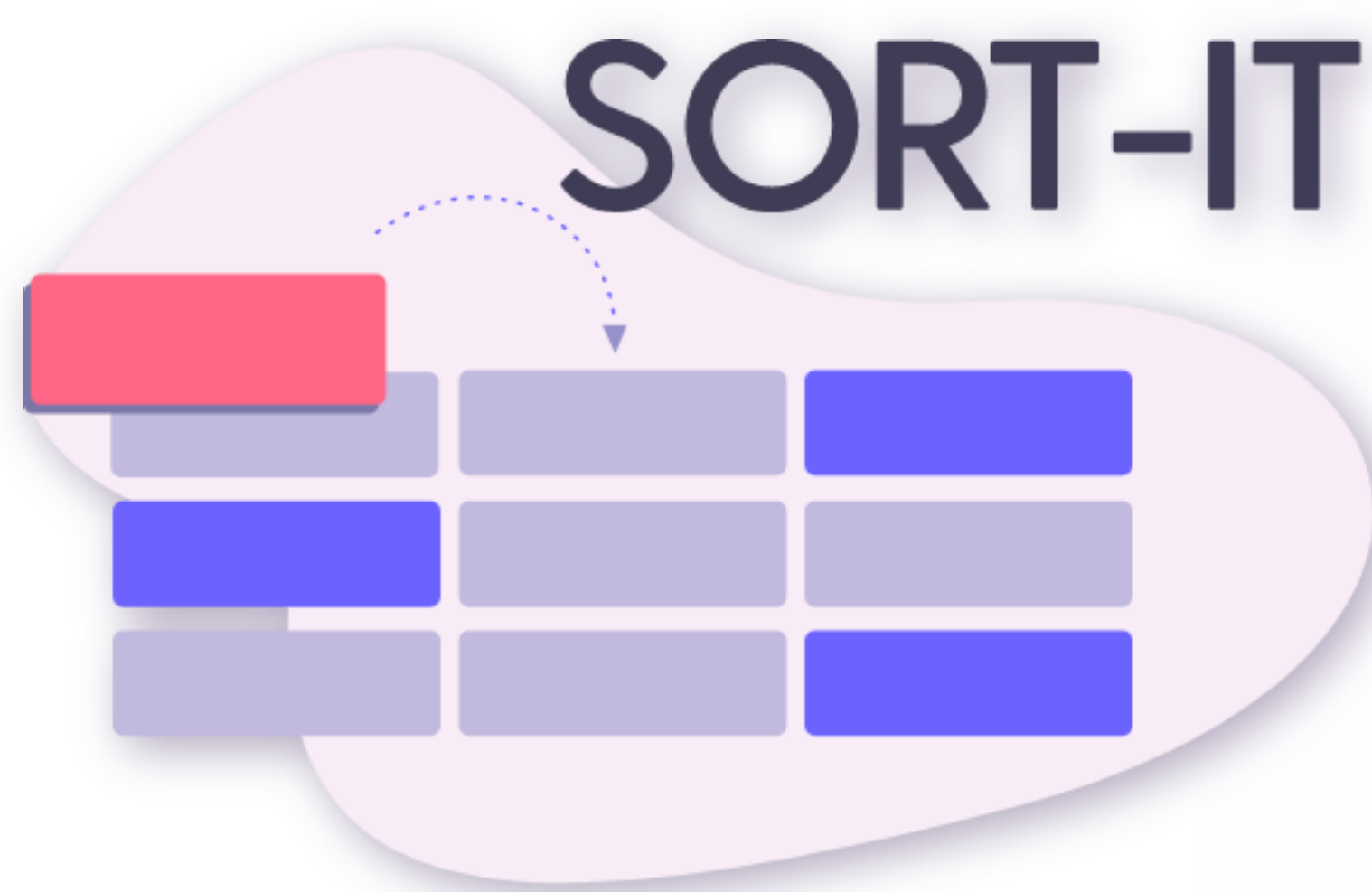
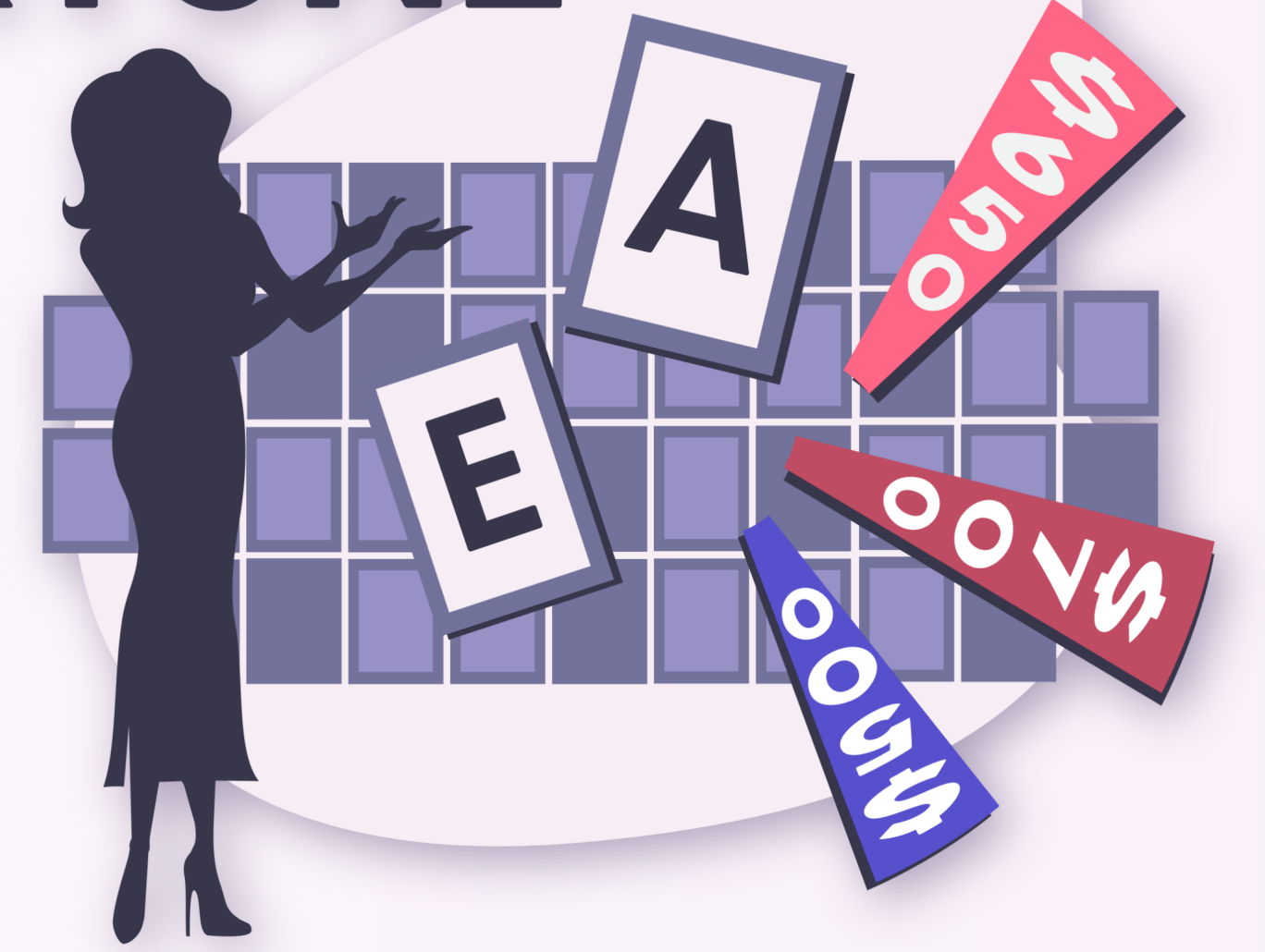
### xAPI

Arcades™ is xAPI ready. Packages will allow plug and play connections to the LMS.

### JEOPARDY!



### WHEEL OF FORTUNE®



### MATCH 3

