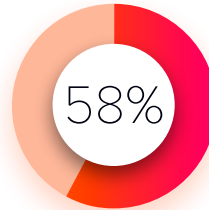
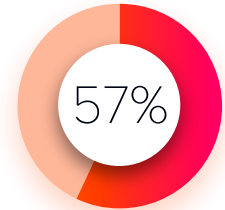


The results are clear: The Training Arcade's gamified approach consistently delivers positive outcomes, enhancing engagement and learning effectiveness.

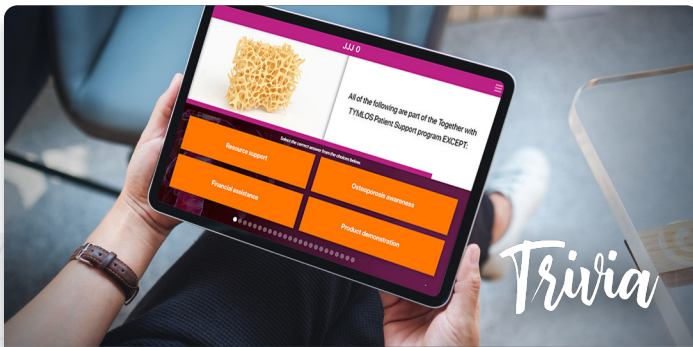
To understand the impact of gamified training, we analyzed the anonymous data from 2,500 games created by our subscribers using The Training Arcade. Here's what we found...



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, reports show 70% of learners play each game 3 or more times and an 83% average increase in knowledge between the 1<sup>st</sup> and 3<sup>rd</sup> session played per player.\*

**70% of players play 3 or more times**



Based on 500 JEOPARDY!® training games built by subscribers and 435,000 game sessions played, reports show 49% of learners play each game 3 or more times and a 46% average increase in knowledge between the 1<sup>st</sup> and 3<sup>rd</sup> session played per player. Players played an average 6.2 minutes.\*

**49% of players play 3 or more times**



**46% knowledge increase between 1<sup>st</sup> & 3<sup>rd</sup> play**



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



\*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.