

GamFed Newsletter (Jan 1)

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Congratulations!

Growth Engineering and L'oreal win Gold at Brandon Hall



Growth Engineering and L'Oreal Travel Retail Asia Pacific won Gold for the Best Advance in Mobile Learning Technology with My Beauty Club. My Beauty Club is a mobile learning app designed to engage learners using Social Learning, Gamification and Personalisation.

Growth Engineering's Managing Director, and GamFed Ambassador (UK) Juliette Denny, had this to say about the award win: "We are absolutely delighted to have won these awards with L'Oréal! It shows the passion our organisations have for innovation and delivering high impact ways of engaging and delighting learner communities. On the back of this success, our project will grow and reach more of the L'Oréal community, which is a testament to the fantastic teamwork on both sides."

[Read the full article here](#) and while you are at it, couple it with the [annual round up of their top ten articles from this year.](#)



Reflection: A Look back at the year 2018 for æStranger

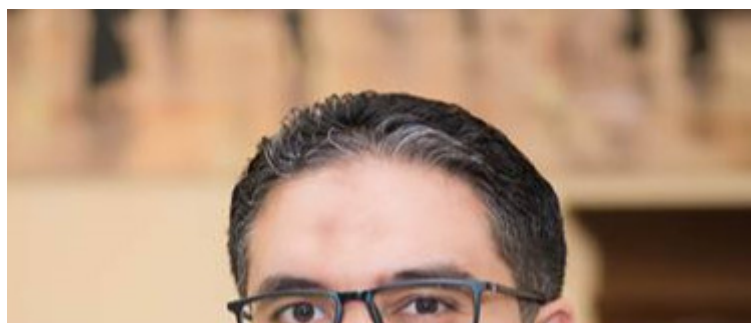


[æStranger.com](#) founder and GamFed member Albert van der Meer indulges in a personal reflection of key learning and experiences from the year gone by.

[Reflect on how you may apply his learning here](#)



Ola: Say hello to our newest member.





Welcome [Mostafa Galal](#), a Learning and Development professional based in Saudi Arabia with extensive experience in pharmaceutical, Medical, sales, and marketing fields to GamFed. Wish you all the best with your gamification journey Mostafa!



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Throwback Tuesday: A Two Act Play



*In this play, inspired by a Slack channel conversation, originally written by **Vasilis Gkogkidis, GamFed Ambassador (Greece)** and published on the GamFed site, GamFed members share experiences from successes and failures alike to help each other improve.*

[Meet the characters of the play here](#)



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In other news...

News from around the gamification world



Miami University Is Making Gaming A Major:

Miami University's board of trustees decided on December 14 to upgrade the school's gaming minor to its own major.

[Read more about their program and what prompted their decision here](#)



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Happy New Year, Folks!





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