

# GamFed Newsletter March 14)

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**People Psyence® recognised as one of APAC CIO Outlook Top 10 Gamification Technology Solution Providers of 2019**



# EDUCATIONAL TECHNOLOGY SOLUTION PROVIDERS

connecting the science of cognition and learning to the world of education. People Psyence® is a technology solution provider that stands firm in their belief that psychology is equally, if not more important in Gamification design. The company is a leading provider of gamification solutions in the education field. People Psyence® has a strong track record of helping schools, colleges, and universities improve student engagement and learning outcomes. The company's solutions are designed to be effective, engaging, and easy to use. People Psyence® is a technology solution provider that stands firm in their belief that psychology is equally, if not more important in Gamification design. The company is a leading provider of gamification solutions in the education field. People Psyence® has a strong track record of helping schools, colleges, and universities improve student engagement and learning outcomes. The company's solutions are designed to be effective, engaging, and easy to use.



Congratulations to People Psyence® for being listed by APAC CIO Outlook as one of the top 10 Gamification Technology Solution Providers of 2019. Although People Psyence® is a technology solution provider, they stand firm in their belief that psychology is equally, if not more important in Gamification design.

Congratulations also on behalf of GamFed to **Jaxton Cheah**, Futuring Psychentist® at People Psyence® and GamFed Members' Secretary.

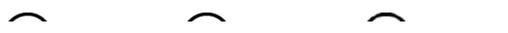
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## What are Streaks and Why do they Work?



Streaks are a great motivational tool. They encourage behavioural change and are a visual reminder of your learning progress. So, they are the perfect feature to introduce to the world of L&D opine the experts at **Growth Engineering**.

[Read more about streaks here](#)



**Alternate Reality Games (ARG) & Live Action Role-Playing (LARP) games to create accelerated collaboration**



ARG's and LARP games should be viewed as methodologies and frameworks that can be used to facilitate more organic collaborative environments writes GamFed member and founder of arstranger.com, **Albert van der Meer** in this detailed blog post.

[Read the article here](#)

**We Are Winners! | Manuel Pimenta | Gamification Europe**





Manuel has worked closely with WORTEN, Portugal's biggest home appliance and tech retailer to improve their employee experience. Together they created WORTEN Winners which became the main employee platform for more than 3,200 employees across 200 physical stores. they created a gamified platform that celebrates each employee's day-to-day activities and the employees themselves help build.

[Watch the video here](#)



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### Top 3 Game Mechanics



An initiative by [Insert Coin](#) to share, every week, the favourite game mechanics of the gurus, experts and enthusiasts of gamification - featuring stars of the field including several GamFed members such as **Toby Beresford**, **Sabrina Bruehwiler**, **Kira Downer**, **Dr. Sylvester Arnab**, and **Vasilis Gkogkidis**.

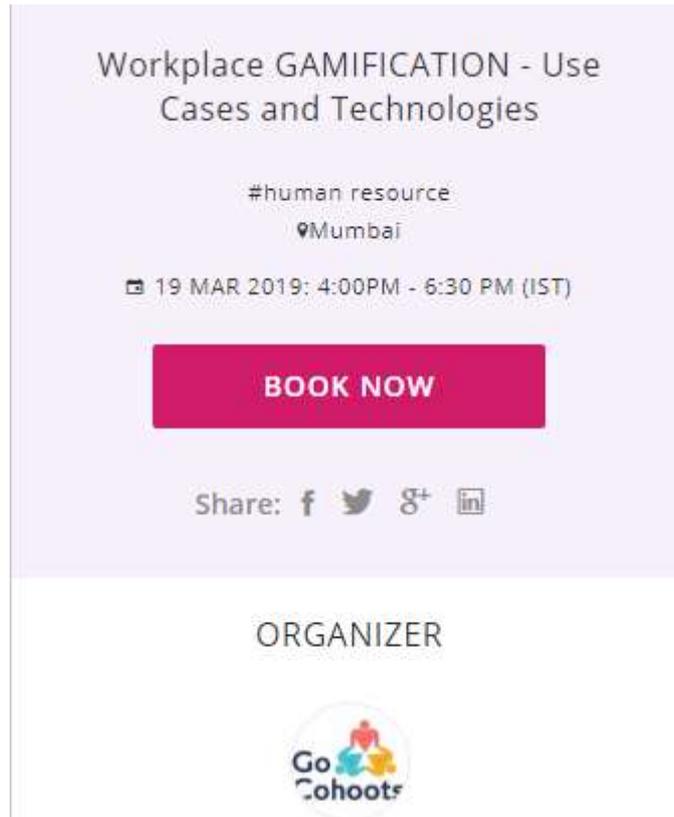
This week's episode features An Coppens. An Coppens is the Chief Game Changer at Gamification Nation and she is continuously in the top rankings of the Gamification Gurus Power 100 list at Rise.Global

[Here three favourite game mechanics are...](#)

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## Knowledge Sharing Session: Workplace Gamification - Use Cases and Technologies



Workplace GAMIFICATION - Use Cases and Technologies

#human resource  
Mumbai

19 MAR 2019: 4:00PM - 6:30 PM (IST)

**BOOK NOW**

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ORGANIZER



**Jaxton Cheah** (Game Thinking Coach, Gamification Designer and GamFed Members' Secretary) and **Ambikesh Prasad** (Game Thinking and Gamification coach & practitioner and GamFed Member) are conducting a knowledge sharing session in Mumbai, India, on **March 19**, where they will discuss how technology is used to help with HR aspects like Employee Engagement, Onboarding and Learning & Development (L&D).

[Find out more here](#)

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## Concept Development Workshop

Join GamFed Ambassadors **Pete Jenkins** and **Vasilis Gkogkidis** in Peterborough on **March 20 and 21** as they deliver a workshop on Lego Serious Play, Design Thinking and Gamification.

[RSVP here](#)

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### Vlog: An invitation to the Facebook Gaming Party in Bangkok!



Follow the adventures of **Sabrina Bruehwiler**, Gamification Consultant at the Octalysis Group and GamFed Committee Member & Ambassador (Marketing) as she and her team deliver a gamification workshop for Facebook before something unexpected happens... (Not so unexpected for the keen observers among you who read the headline) [Watch, like, and subscribe to her channel here](#)

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News from beyond GamFed...

#Trashtag Challenge: What if trash collection were to be gamified!



Design firm Sencity introduced **TetraBin**—the first trash can to make waste disposal fun. Described by the company as “an experience-driven, technology-augmented” litter basket, the three-sided receptacle turns your scraps into a game of Tetris.

[Read the article here](#)



When the group **Urban Rivers** installed a floating garden on the Chicago River in 2017, they did not expect collateral garbage. They responded with a remotely-operated trash collecting robot that can be controlled anywhere by anyone, where you save the world from trash.

[Read the article here](#)



News from beyond GamFed...

Gen Z Takeover: How colleges are using gamification to engage students

Dominguez Hills students can earn badges through the university's Charge On campaign. *Credit: CSU Dominguez Hills website*

To encourage campus exploration beyond the classroom, colleges are using a little competition. What's essential is that the game elements are worthwhile for students and kindle intrinsic motivation.

[Read the article here](#)



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### News from beyond GamFed...

#### Heineken Brazil Uses Gamification To Encourage Responsible Drinking



Heineken wants its employees in Brazil to become alcohol awareness ambassadors. GETTY

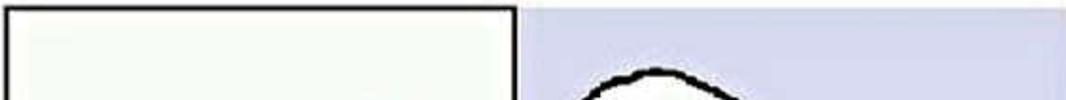
With Carnival serving as the perfect backdrop, Heineken (Brazil) is using mobility and gamification to engage its entire workforce as ambassadors of a responsible drinking initiative.

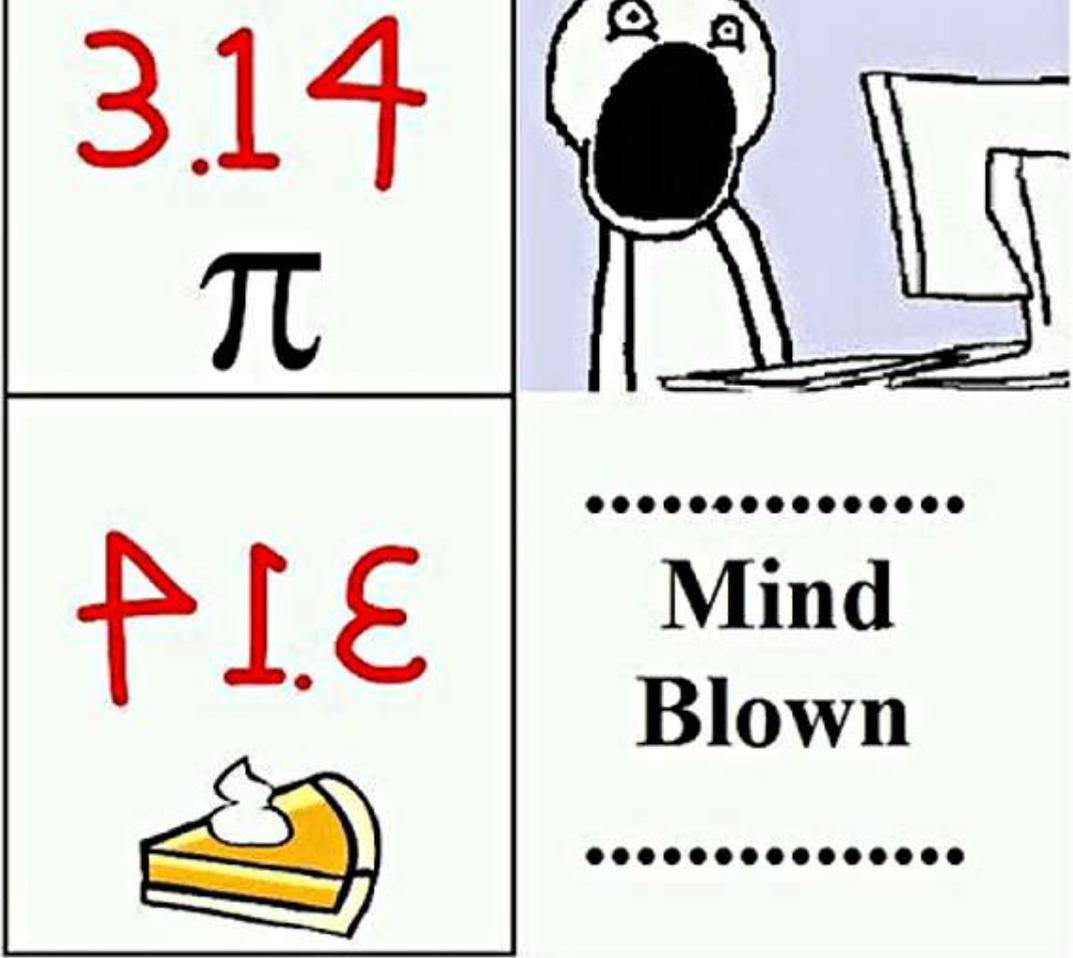
[Read the article here](#)



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Happy Pi day - March 14 - (3.14) you guys! [Seriously, it's a thing](#)





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