

GamFed Newsletter (March 21)

[Campaign Preview](#)

[HTML Source](#)

[Plain-Text Email](#)

[Details](#)



Where are you with your blended learning strategy?



Check out this 4 part blog series by the team at **Crane Morley** (GamFed Members) on the different type of Blended Learning strategies, and how you could begin strategizing or implementing these blended learning strategies into your training plans. Crane Morley is a pioneer in performance based learning, earning more than 100 national awards in close partnership with their clients.

[Check out part 1 of the blog series here](#)

[Check out part 2 of the blog series here](#)

[Check out part 3 of the blog series here](#)

[Check out part 4 of the blog series here](#)



Article: Do women in tech matter?



Juliette Denny, founder and MD of Growth Engineering, and GamFed Ambassador (UK), asks an important question before outlining a path to a more equal workplace.

[Read what you can do to create a more equal workplace here](#)



Beaconing General Assembly meeting in Istanbul





Between March 11th and 13th, the BEACONING consortium organized the final General Assembly, which took place in Istanbul, Turkey. Attended by over 90 participants, the three days were devoted to intense discussions among the partners about everything from piloting results to exploitation plans. Special shout out to **Dr. Sylvester Arnab**, Professor of Game Science at Coventry University and GamFed member, who is one of the leaders of the project.

[Read a report of the conference here](#)



Share



Tweet



Forward

Help Kira with her Gamification Industry Analysis Research



Kira Downer, Gamification Designer at Gamification+, GamFed member, and undergrad at the University of Brighton is undertaking a research project relating to gamification. In support of this research project she has designed a survey assessing the needs of firms interested in using gamification services. This survey can be answered by anyone; she would appreciate all and any help in completing this survey. It will take a maximum of 10 minutes to complete. [Help Kira out here](#)



Field Report: Workplace Gamification Knowledge Session in Mumbai, India

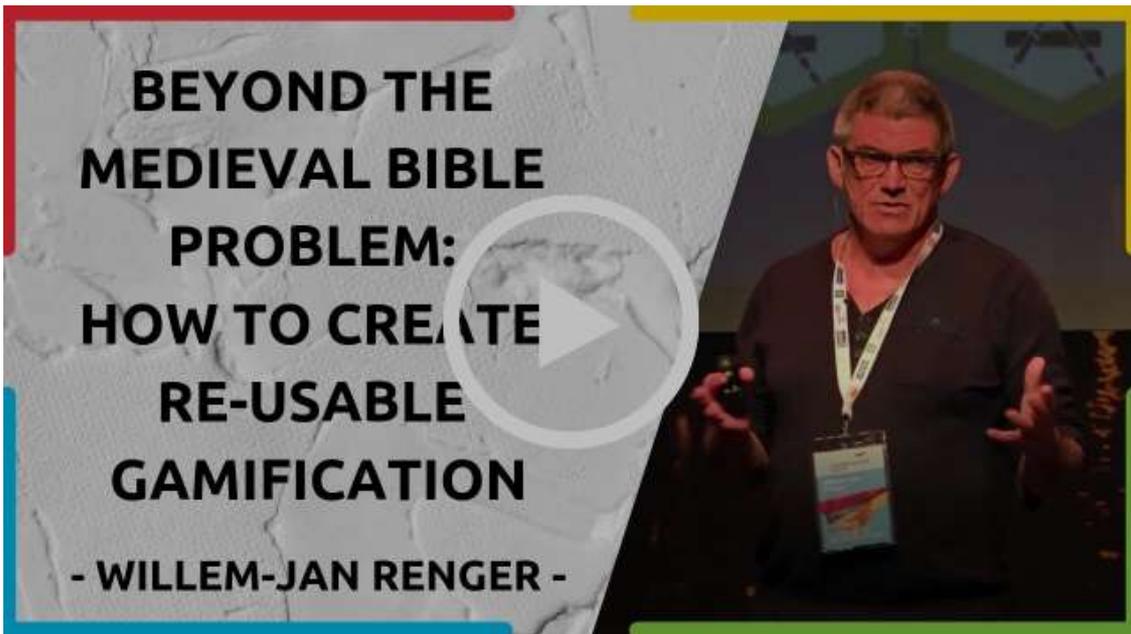


Entrepreneurs, marketing professionals, hr professionals, and I & d professionals attended the knowledge sharing session where GamFed Membership Secretary **Jaxton Cheah** and member **Ambikesh Prasad** talked about the applications of gamification, technologies available to fast track its implementation, and shared a few case studies from their vast experience in the field.

[Get a glimpse of the workshop here](#)



Beyond the Medieval Bible Problem: How to Create Re-usable Gamification | Willem-Jan Renger | Gamification Europe



Tackling a multitude of contexts using game principles, we tend to create unique tailor-made solutions, like handwritten medieval bibles. If our solution also involves technology, we often face massive challenges in scaling up a solution, bringing solutions to market and financing these. In this talk we will explore these pitfalls but especially the necessity for the quest for reusable components or templates.

[Watch the talk here](#)



Share



Tweet



Forward

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 **Monica Cornetti** who was featured on the cover of Bloomberg Businessweek and works with individuals and organizations who want to learn how to think differently to achieve uncommon results. She is a gamification speaker and designer using games and gamification for Learning and Development.

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



Share



Tweet



Forward

News from beyond GamFed...

Gamification: Understanding the basics, the importance of failure, and rewarding users with points.



Eugen Eşanu dives into understanding the basics of gamification, the importance of failure in gamification, and rewarding users with points in a series of three incredibly detailed articles.

[Read part 1 - understanding the basics of gamification here](#)

[Read part 2 - the importance of failure in gamification here](#)

[Read part 3 - rewarding users with points here](#)



Share



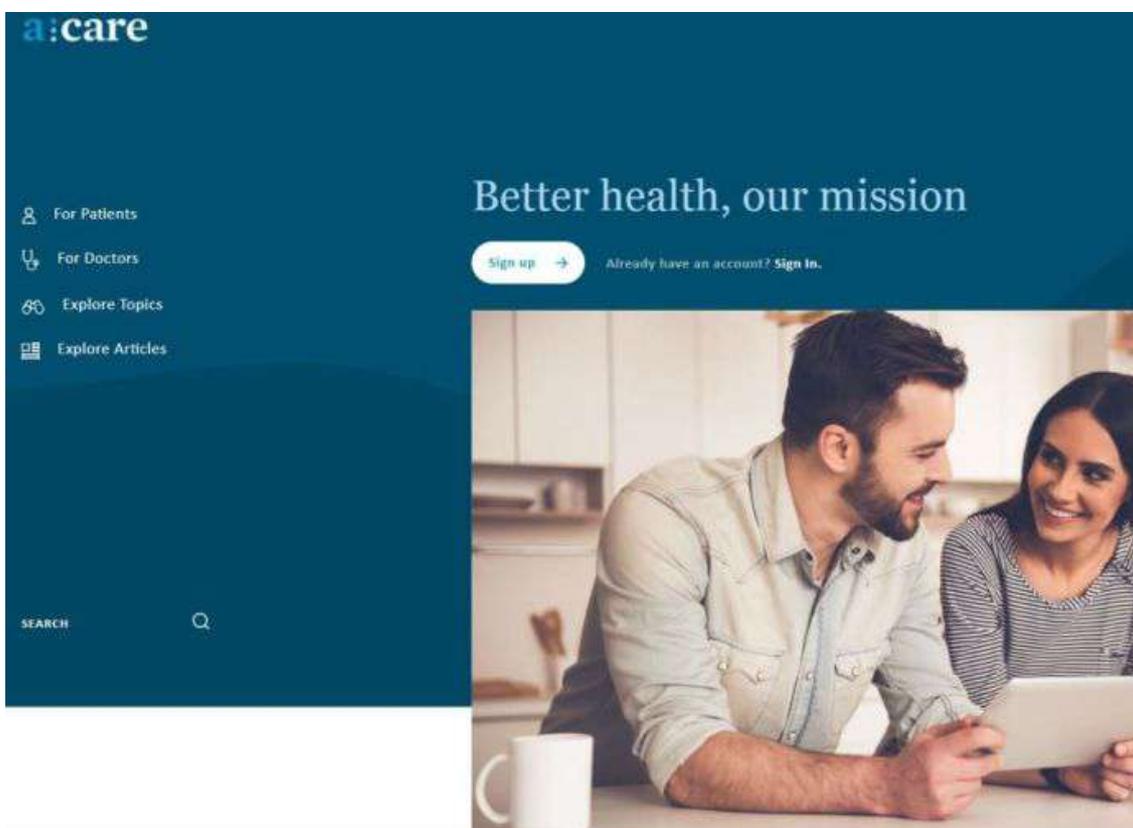
Tweet



Forward

News from beyond GamFed...

US-Based Abbott Launches App To Gamify Healthcare Experience



Abbott's app a: care connects patients, doctors and e-pharmacies. The initiative will not be monetised and data will be protected, says Abbott India head.

Customers are given points that can be used to purchase medicines

[Read the report here](#)



Share



Tweet



Forward

Let The Games Begin: How gamification on the blockchain propels a new era of commerce for brick and mortar retailers



Modern retail will no longer differentiate itself between brick and mortar or e-commerce, and its legacy will instead be championed by companies who are able to envision the future and leverage technologies, both existing and new, to ultimately succeed, writes **Nithinan Boonyawattapisut**, CEO of HotNow, for the Korea IT Times.

[Read the article here](#)

 Share  Tweet  Forward



Copyright © 2018, LIST:Gamfed, All rights reserved.

Our mailing address is: membership@gamfed.com

Want to change how you receive these emails?
You can update your preferences or unsubscribe from this list.

This email was sent to << Test Email Address >>
[why did I get this?](#) [unsubscribe from this list](#) [update subscription preferences](#)
GamFed · 53 Greenways Crescent · Shoreham-by-Sea, West Sussex BN43 6HR · United Kingdom

