

# A Truly Gamified Experience

Arcades<sup>™</sup> is a brand-able "destination" that includes: Games, Contests, Challenges, Incentives, Leaderboards, Prizes and Rewards.

This gamified experience will drive continued fun and collaboration, while improving knowledge retention and amplifying engagement. Excite and engage your learners and keep them coming back for more!



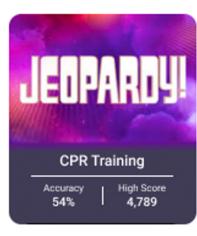
2,872

Latest Achievement

JUMP

Brian McGinn

# **Key Features**



#### **SOLO PLAY**

Excite and delight your audience with a wide variety of games and features including Jeopardy!®, Trivia, Jump, Match 3, Scenarios, Scramble, Recall, Sort-It and Detective.



### **HEAD-TO-HEAD**

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.



### **CHALLENGES**

Quickly launch Daily/Weekly/Monthly contests like "Beat The Boss" to amplify engagement and excite your team.



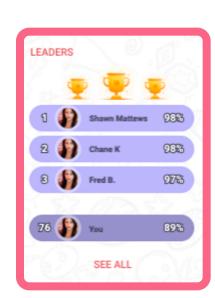
#### **JOURNEYS**

A Journey is a collection of challenges that guide the player through a learning path.



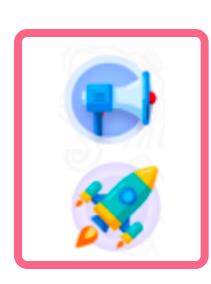
### **DAILY INCENTIVES**

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



#### **LEADERBOARDS**

View the top performers and see where you rank across all teams, games and contests.



## **ACHIEVEMENTS / REWARDS**

Earn prizes for engaging, earning top scores and reaching higher levels. Prizes can range from experience points, to gift cards, to real world cash and prizes.

# Technical Integrations

## SSO

GOOD MORNING KATHERINE!

YOUR COMPANY LOGO

Sign Out

Arcades the training arcade

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<sup>™</sup> 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.

#### **x**APi

Arcades<sup>™</sup> is xAPi ready. Packages will allow plug and play connections to the LMS.

# 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

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