





Make learning engaging with **gamification** for business



Champion

   21 of 28

You are at the last level

Leaderboard
















	Billy Aaron Champion	 1316	 21
	Jonathan Seim... Champion	 950	 15
	Dillon Jobs Champion	 920	 14
	George Foster Champion	 875	 14
	Casey Santos Champion	 875	 14



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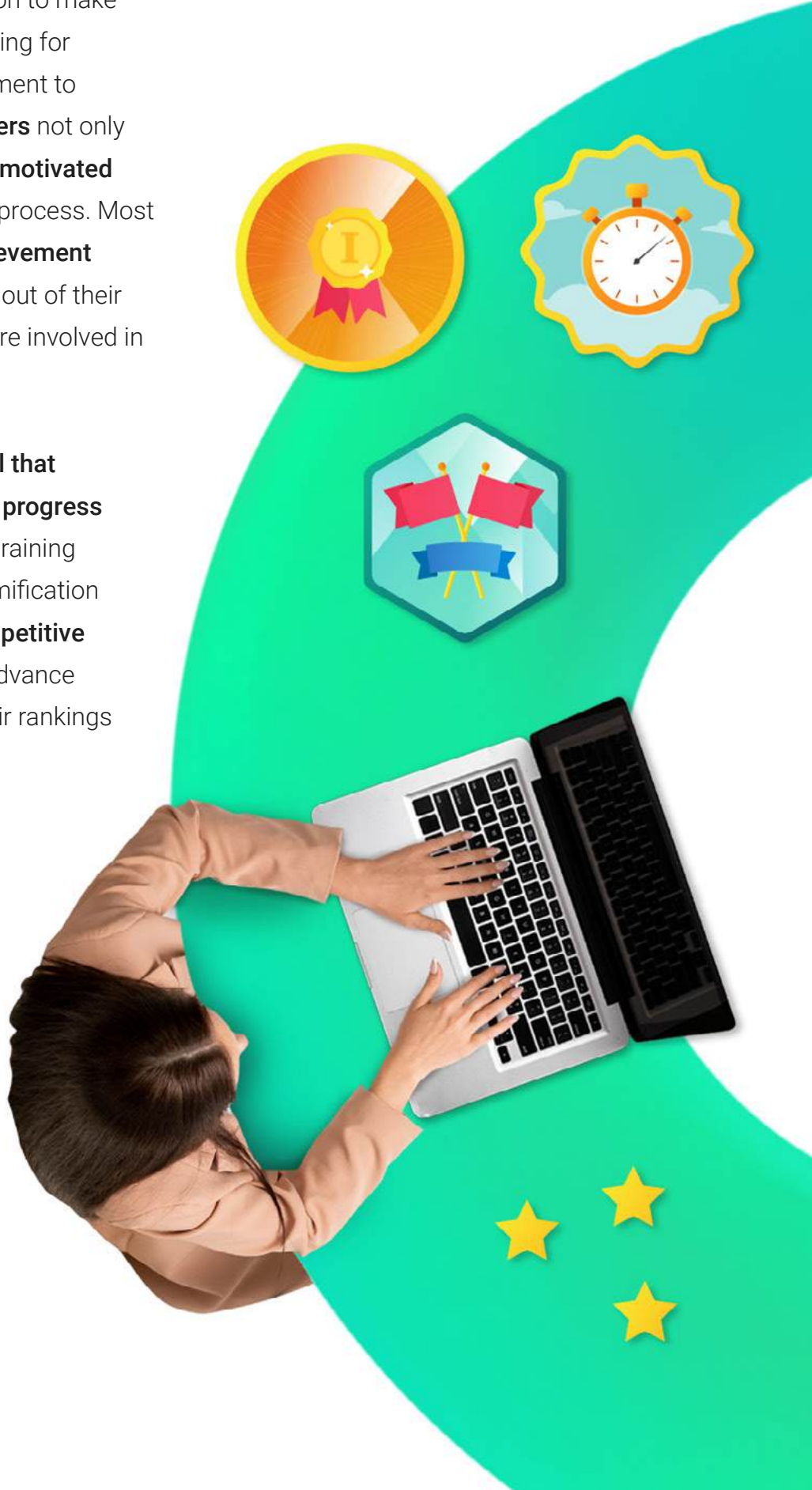


Gamification is based on automation, a powerful feature that makes it easy for instructors to trigger actions such as awarding badges and points to learners when they complete tasks.

Benefits of gamification for training

Instructors can use gamification to make training programs more engaging for learners. Adding a gaming element to trainings can **encourage learners** not only to learn more, but also to **stay motivated** throughout the entire learning process. Most of all, they get a **sense of achievement as they tackle challenges**, get out of their comfort zone and become more involved in the training sessions.

Gamification is a **powerful tool that enables you to track learners' progress** and is also a support for your training programme and activities. Gamification also introduces **a fun and competitive spirit to training**, as learners advance through games to improve their rankings and earn more prizes.



How to use gamification in CYPHER

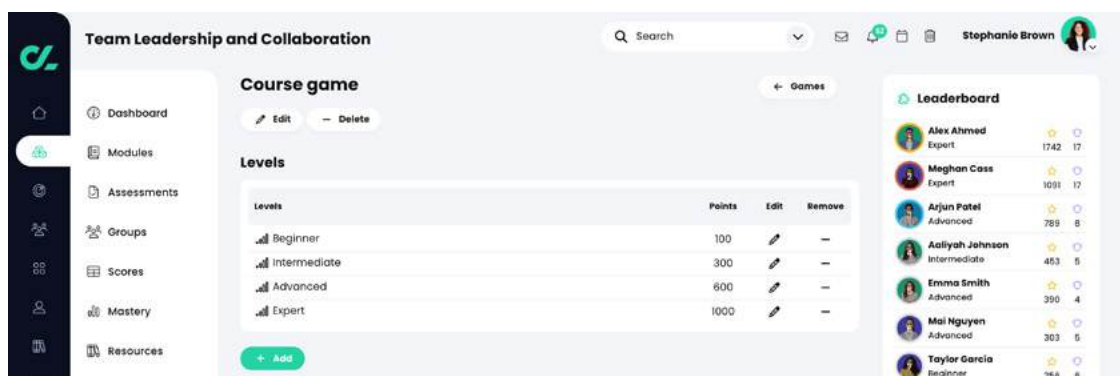
The gamification feature available in CYPHER allows instructors to create games for courses, learning paths, and site-wide games. **Gamification is based on automation**, a powerful feature that makes it easy for instructors to **trigger actions** such

as awarding badges and points to learners when they complete tasks. For example, instructors can trigger actions to **award points and badges** when learners complete a module or an assessment. Here is an overview of how gamification works in CYPHER:

Course games

Instructors can easily create course games and **customize each game to suit a specific theme**. You can add more than one game per course. The first step is to create the game levels and define how many points are required to pass each level in the game.

Levels are a fun way for learners to see their progress in a game and it gives them something to look forward to as they learn. The points that learners earn for completing modules, assessments, and more will help them **advance through the levels**.



After creating the levels, you can **add rules that automatically award points and badges** to learners when they complete different tasks. There are various areas in a course where you can use automation to set up rules for awarding badges and points:

Enrollment and unenrollment actions

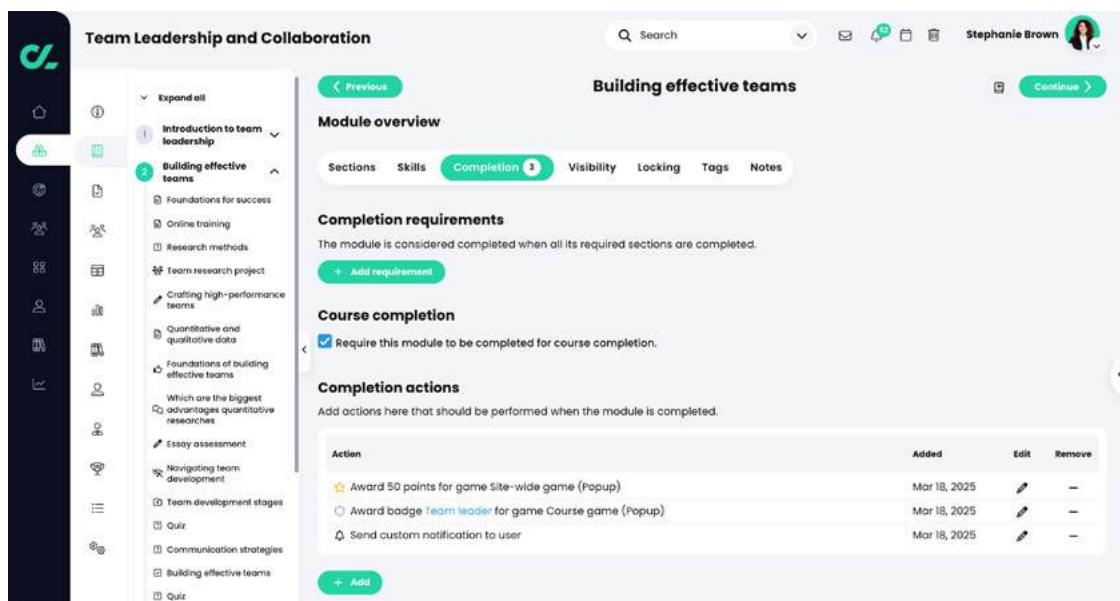
Instructors can create actions that award badges and points when new learners are enrolled in courses or when learners are unenrolled from courses.

Course completion actions

Instructors can trigger actions that award badges and points when learners complete courses.

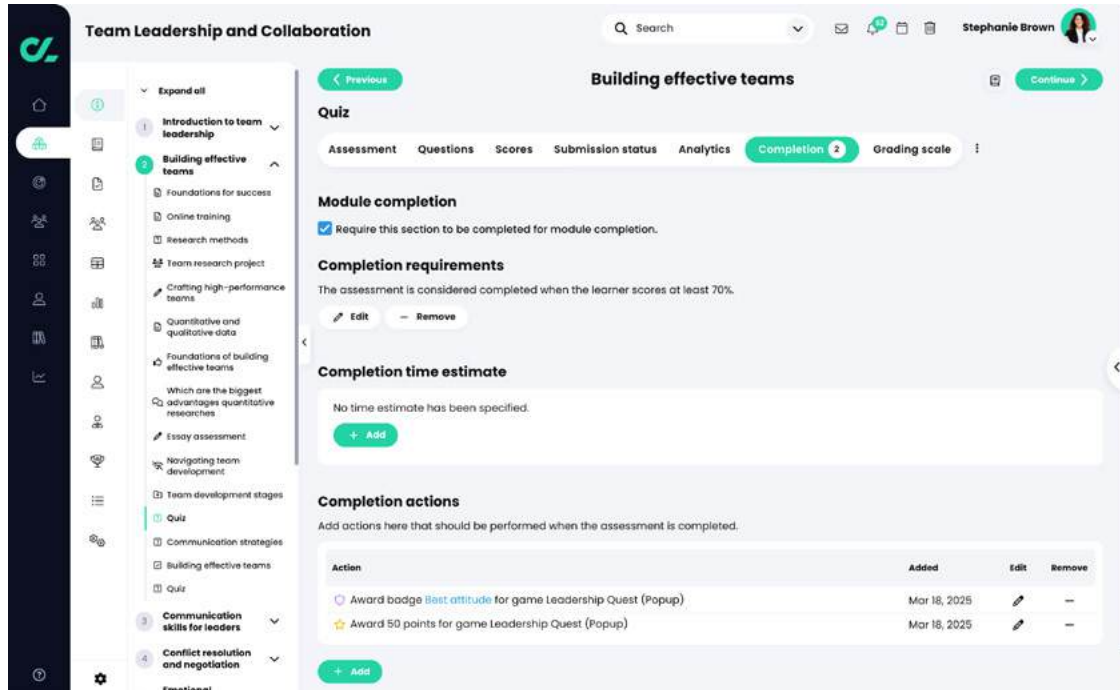
Completion actions for modules, sections, and assessments

Instructors can trigger actions that award badges and points, when modules, content pages, and assessments are completed.



In the case of assessments, you can also **set a minimum score** that is required for the assessment to be completed. As an example, when a learner gets the score

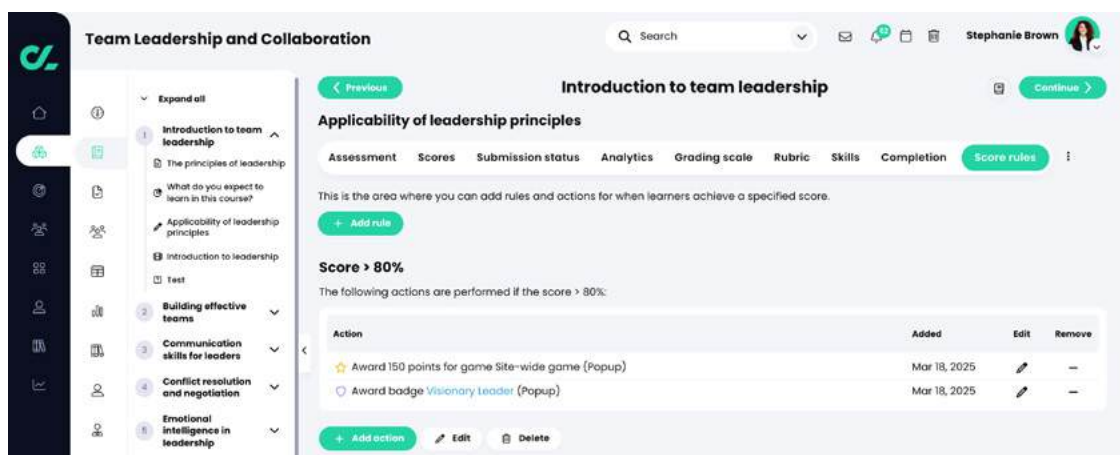
of 70, the assessment is complete and you can add a rule to award 50 points for the course game.



Score-based actions

You can also add rules that are triggered **when learners achieve a certain score.** For

example, if a learner gets a high score, you can award them a badge.



Level actions

Define actions that are triggered **when a particular game level is achieved**. For

example, learners can receive a badge when they reach a new level in the game.

Beginner level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
Add to group Leadership team	Mar 18, 2025		—
Send the canned message: "achieve level" (Popup)	Mar 18, 2025		—
Award 12 points for game Course game (Popup)	Mar 18, 2025		—
Award badge Well Done! for game Leadership Quest (Popup)	Mar 18, 2025		—

[+ Add](#)

You can see an **overview page** of all aspects of a game: the name, levels, a list of badges, the number of total points, and leaderboard settings. Add a competitive spirit to your

course game by using the **leaderboards feature**. Leaderboards show course rankings according to levels, points and badges.

Team Leadership and Collaboration

Search [] Stephanie Brown

Course game

[Edit](#) [Delete](#)

Levels

Levels	Points	Edit	Remove
Beginner	100		—
Intermediate	300		—
Advanced	600		—
Expert	1000		—

[+ Add](#)

Beginner level actions

The following actions are performed when this level is achieved

Action	Added	Edit	Remove
Send the canned message: "achieve level" (Popup)	Jun 19, 2024		—
Send custom notification to user	Jun 19, 2024		—
Award 11 points for game Course game (Popup)	Jun 19, 2024		—

[+ Add](#)

Leaderboard

Alex Ahmad Expert	1742	17
Meghan Cass Expert	1091	17
Arjun Patel Advanced	789	8
Aaliyah Johnson Intermediate	453	9
Emma Smith Advanced	390	4
Mai Nguyen Advanced	303	5
Taylor Garcia Beginner	268	8
Spike Dussay Intermediate	174	2
Ji-hoon Kim Intermediate	119	1
Julie Scott Beginner	118	1

Teams

First Line Mana...	4258	56
Strategic innov...	3200	41

You can also **keep track of each learner's progress in a game** by clicking on points and badges that are displayed on leaderboards.

Aaliyah Johnson ✕

Levels

Name	Awarded
Beginner 100 points	Jan 18, 2025
Intermediate 300 points	Mar 18, 2025
Advanced 600 points	-
Expert 1000 points	-

Badges

Description	Awarded
Great Progress For completing assessment Segmentation essay.	Jan 22, 2025
Problem Solver For completing assessment Mastering motivation and engagement.	Feb 10, 2025
Office 365 Master For completing assessment Defining team roles.	Feb 24, 2025
Best Learner For achieving level Intermediate.	Mar 18, 2025
Team leader For completing module Building effective teams.	-

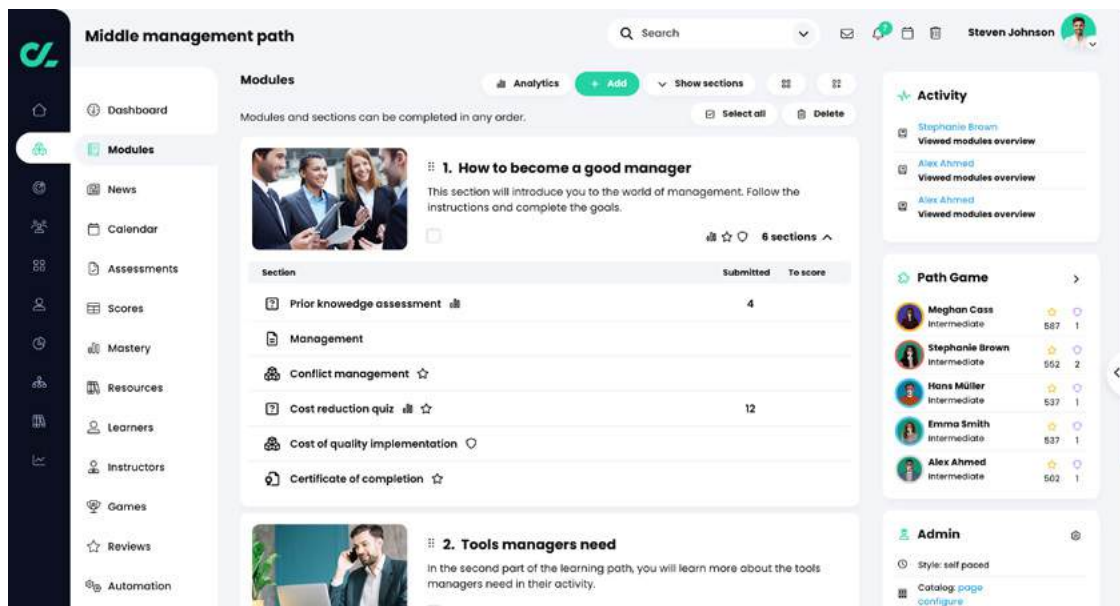


Instructors can use gamification to make training programs more engaging for learners. Adding a gaming element to trainings can encourage learners not only to learn more, but also to stay motivated throughout the entire learning process.

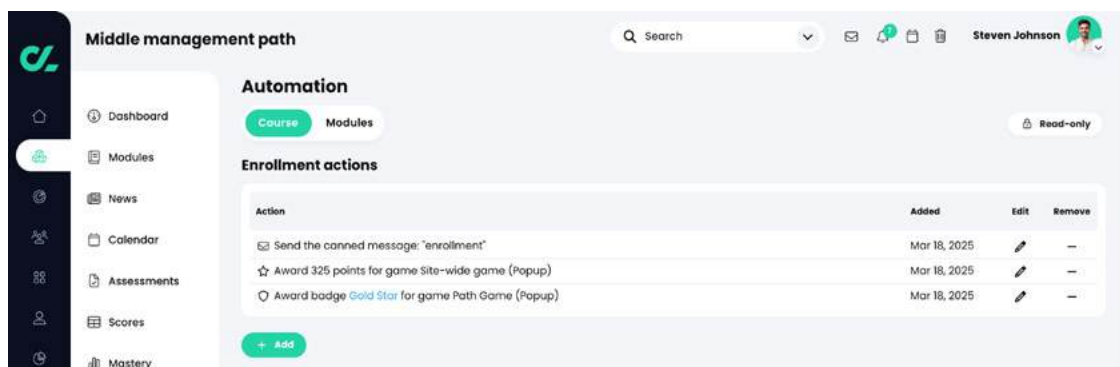
Learning path games

Instructors can **inspire learners to achieve goals** using learning paths. Each goal can represent a course or a certificate. Learners must complete goals, one by one, in order to **achieve mastery of a topic**. You can create

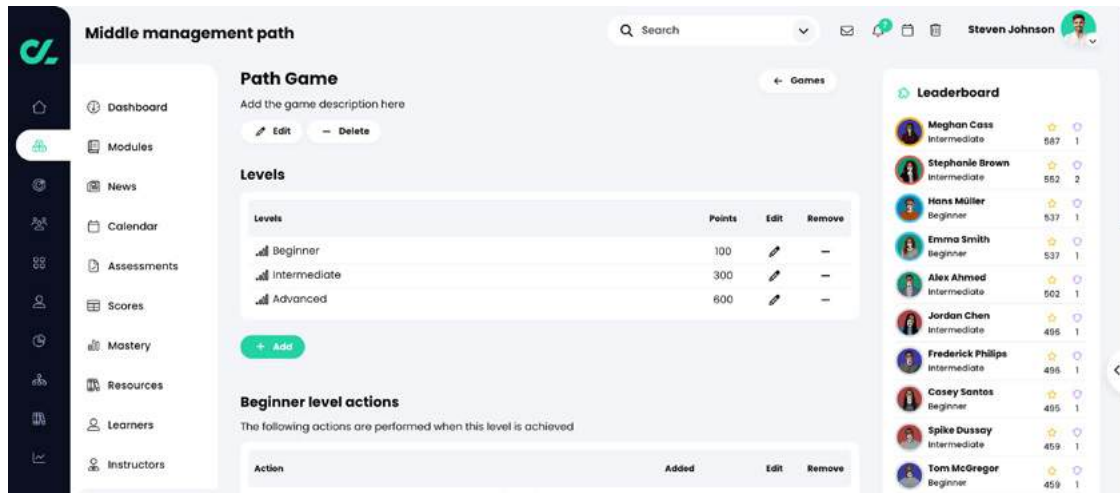
path games and award points and badges when learners are enrolled or unenrolled from the path, when they complete goals, and when they finish the path.



You can easily set up rules that award points and badges in the path from the **Automation tab**.



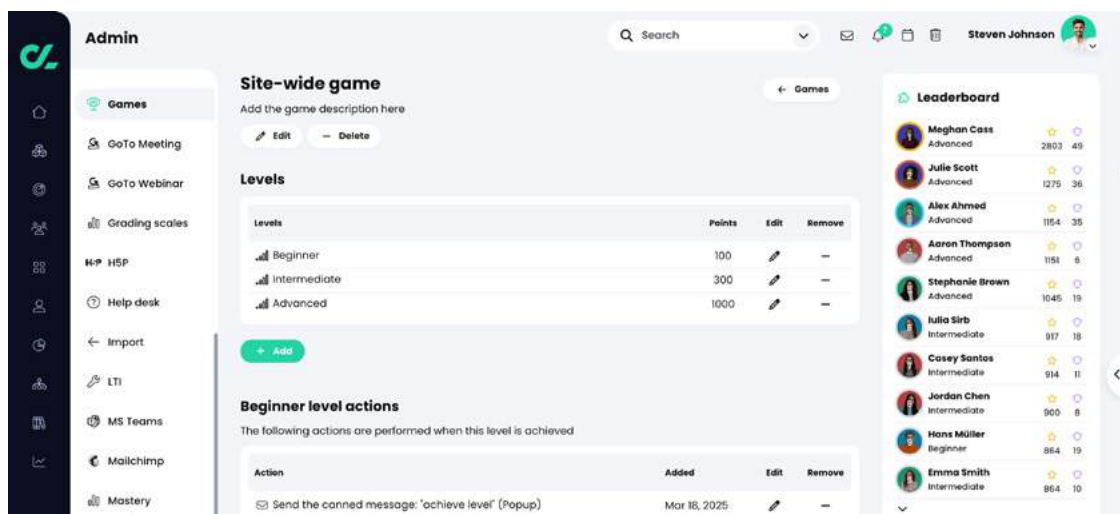
The **game overview page** in a path shows details about the game, such as its levels, when points and badges are awarded, and the leaderboard.



Creating site-wide games

You can create site-wide games and award points and badges for it from any area of the platform where automation can be used. You can **trigger actions** when new accounts are created, when users enroll in groups or courses, when learners complete learning

paths, and more. A site-wide game uses a scoring system that allows users to **gather points for a site-wide game from various areas of the platform**. Only administrators can create site-wide games.



For example, you can award points and badges from the **Account** section of the platform, when new learners join the platform.

Added actions
Add actions here that should be performed when an account is added.

Action	Added	Edit	Remove
Add to group Collaborative mavericks (Account type in Instructor)	Mar 12, 2025		—
Send the canned message: "new account"	Mar 12, 2025		—
Enroll in course Onboarding	Mar 12, 2025		—
Award badge First Class for game Site-wide game (Popup)	Mar 18, 2025		—
Award 50 points for game Site-wide game (Popup)	Mar 18, 2025		—

[+ Add](#)

You can also award points and badges **when new members are enrolled in a group**.

First Line Managers | Search | Steven Johnson

Configure Basics Features **Membership** Catalog News feed

Settings

Feature: 20 Max members [Edit](#)

Automatic membership
To automatically add users that match a filter, click Add. Once the initial set of members is added, we check for changes to membership every 5 minutes.
[+ Add](#)

Added actions
Add actions here that should be performed when a user is added as a member.

Action	Added	Edit	Remove
Award 20 points for game Site-wide game (Popup)	Mar 18, 2025		—
Send the canned message: "group member added"	Mar 18, 2025		—
Award badge Team leader for game Site-wide game (Popup)	Mar 18, 2025		—

[+ Add](#)

Admin
Access code: CUSJ-HWVA [reset](#)
Scope: Business
LMS ID: 47730
Tags: hard [Edit](#)
[Delete](#)

Team games

You can **encourage learners to participate in a fun contest** together with other learners. Instructors can create team games by **adding groups from the platform** to course, path and site-wide games.

The team leaderboard is visible on the **game landing page**, displaying information such as **teams ranking, total points, and badges earned by each team.**

Rank	Team Name	Points	Badges
1	First Line Mana...	4258	56
2	Strategic innov...	3200	41
3	Collaborative ...	2332	35
4	Innovators coll...	501	5
5	Middle manage...	149	1

Player	Level	Points	Badges
Alex Ahmed	Expert	1742	17
Meghan Cass	Expert	1091	17
Emma Smith	Advanced	390	4
Mai Nguyen	Advanced	303	5
Taylor Garcia	Beginner	256	6
Spike Dussay	Intermediate	174	2
Julie Scott	Beginner	111	1
Jack Philips	Intermediate	106	1
Hans Müller	Intermediate	60	0
Tom McGregor	Intermediate	25	3

You also have an **overview of each team** with the contribution to the game of each team player.

Learner view of games

Learners can see their **progress** through a game and their **ranking** on the course landing page.

Expert

1742 17 of 19

You are at the last level

Leaderboard

Profile	Name	Level	Points	Rank
	Alex Ahmed	Expert	1742	17
	Meghan Cass	Expert	1091	17
	Arjun Patel	Advanced	789	8

They can also see an **overview of their game progress** and what actions awarded them with badges and points.

Team Leadership and Collaboration

Search [] Alex Ahmed

Course game

Description

Levels

Name	Awarded
Beginner 100 points	10 Aug 2024
Intermediate 300 points	18 Oct 2024
Advanced 600 points	4 Nov 2024
Expert 1000 points	17 Mar 2025

Badges

Description	Awarded
Fast Learner For completing assessment Leadership style best practice essay.	15 Mar 2025
Best Learner For having your submission for assessment Leadership style best practice essay scored > 80%.	10 Mar 2025
Great Progress For completing assessment DEI Essay.	14 Nov 2024
Problem Solver For completing assessment Mastering motivation and engagement.	13 Nov 2024
Office 365 Master For completing assessment Defining team roles.	20 Oct 2024
Best Learner For achieving level Intermediate.	18 Oct 2024

Expert

1742 17 of 19

You are at the last level

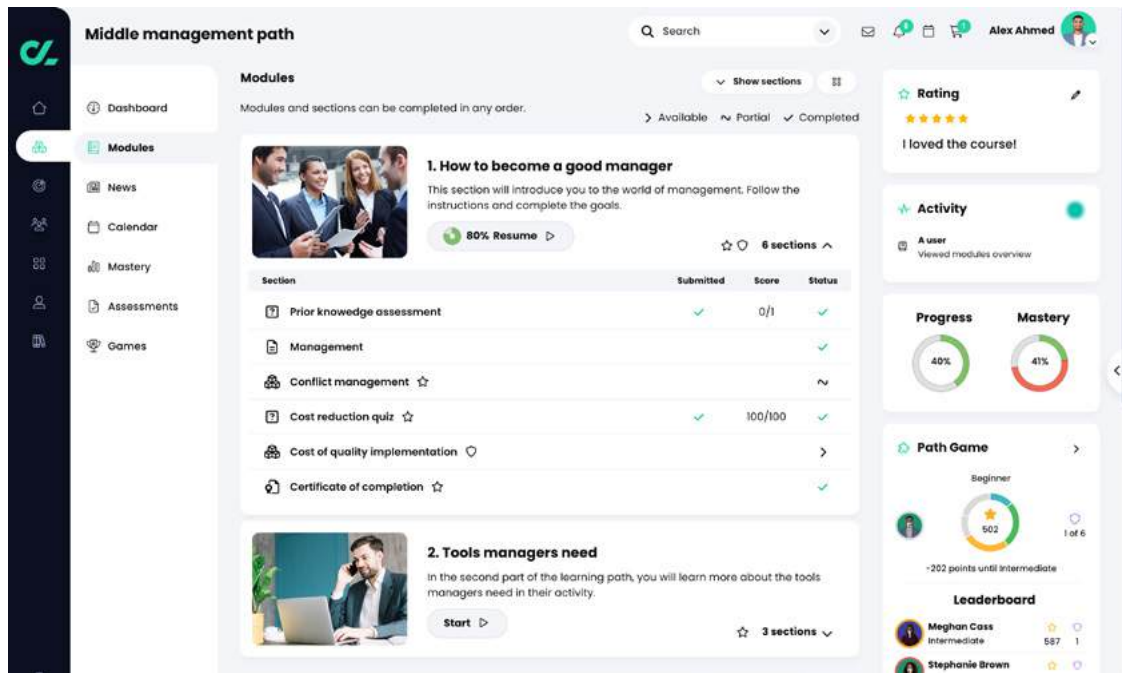
Leaderboard

Profile	Name	Level	Points	Rank
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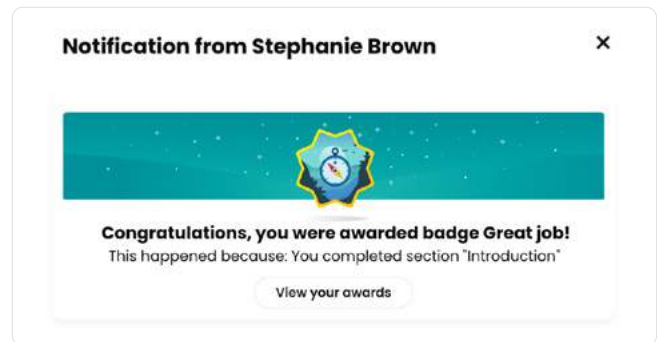
Teams

Team	Points	Rank
First Line Mana...	4258	56
Strategic Innov...	3200	41
Collaborative ...	2332	35
Innovators coll...	501	5
Middle manage...	149	1

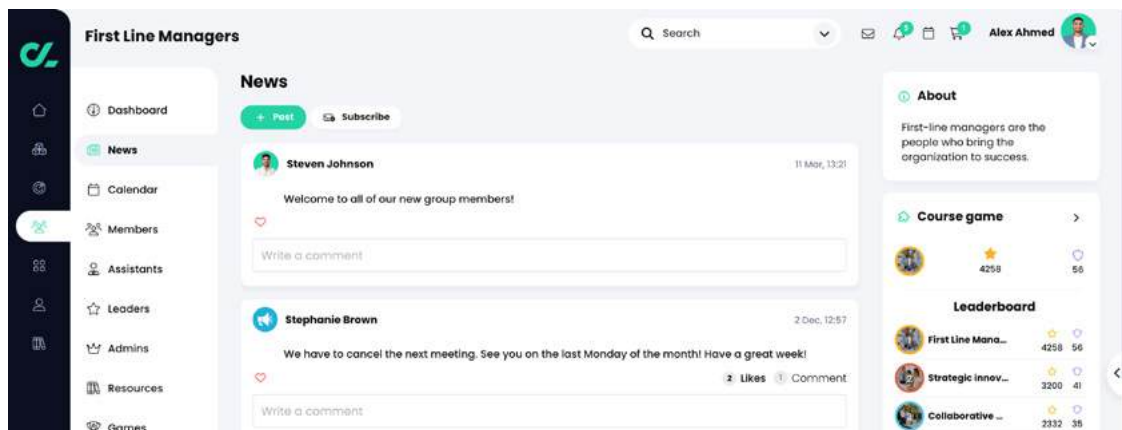
In a learning path learners can see their game ranking on the **path landing page**.



Whenever a learner earns a badge or point, they receive a **notification**.



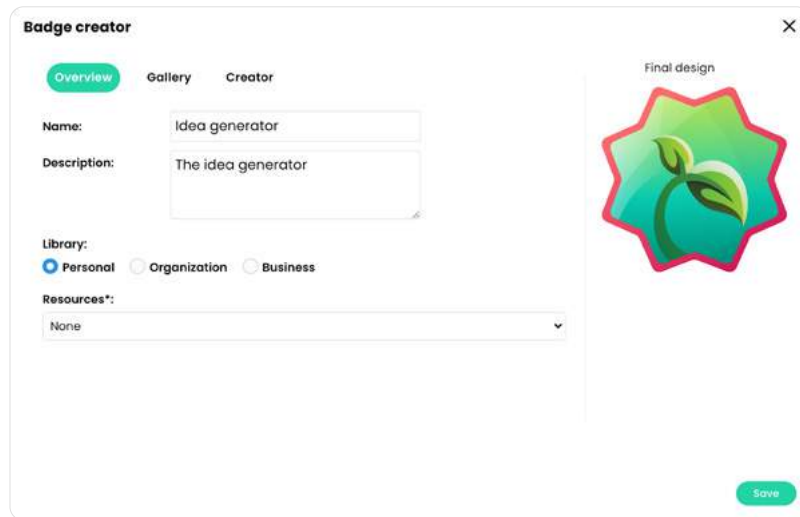
Learners can see the progress of their team in games on the **course, path, and group landing page**.



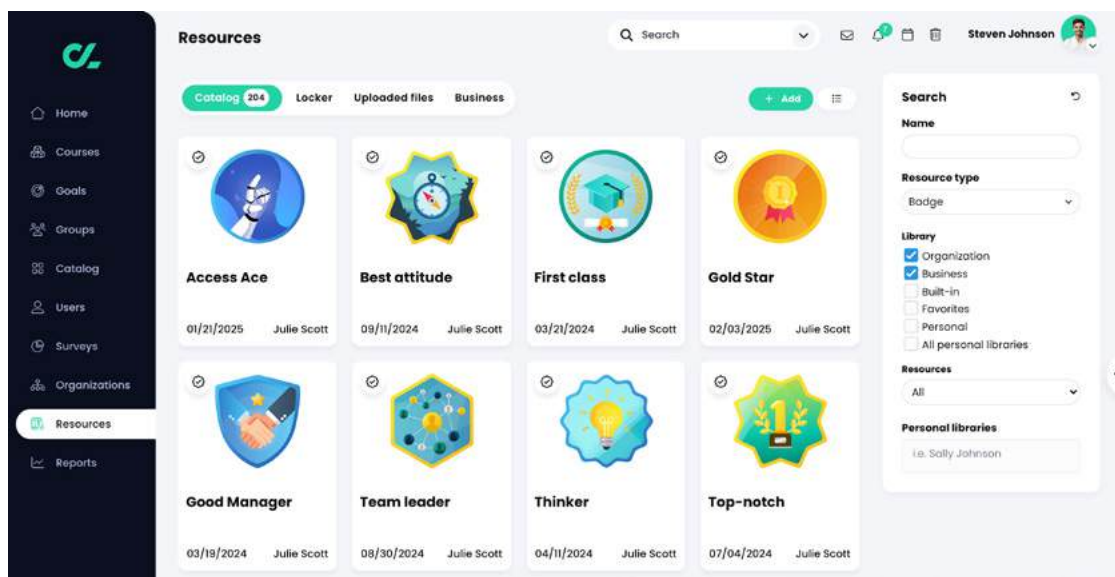
Customizing badges

You can create badges with **CYPHER's badge editor**, which allows you to customize them

using shapes, images, text, and colors. You can also **upload your own images** for badges.



They can also be **saved as resources**, and used in any area of the platform that awards badges.





About CYPHER Learning

CYPHER Learning exists to give learners the power to succeed in a rapidly changing world. Trainers, learning and development (L&D) pros, HR pros, and educators get everything they need in one platform to deliver faster, more personalized, and better learning outcomes. We provide the only all-in-one

AI-powered learning platform that is easy-to-use, beautifully designed, and built to power billions of learning moments every day. Create courses faster. Train and teach better. Learn even quicker. Experience our “just in time, just for you, just the way you want to learn” approach that puts people first.



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cypherlearning.com