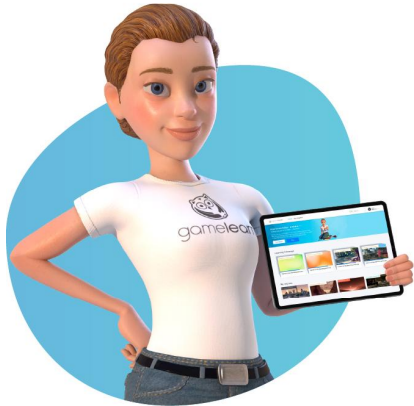




gamelearn

How to turn your Face-to-Face
Training into Impactful Digital
Training through Serious Games



your game-based learning
platform



game-based learning
pioneers



GOLD WINNER
serious play conference
serious play conference - 2019

stevie awards for great
employers
stevie awards - 2018

estrella de oro excelencia
Instituto para la excelencia
profesional - 2018

brandon hall excellence
brandon hall group - 2018

impactful edutech leader
world education congress
2018

leader business excellence
the bizz - 2018

company business
excellence
the bizz - 2018

best training platform
aenqa - 2018

brandon hall technology
brandon hall group - 2017

FINALIST
uk customer service
International CX awards - 2017

apel a la excelencia
en e-learning
apel - 2017

top 20 training company
training industry - 2017

business excellence
the bizz - 2017

learning! champion
elearning! magazine - 2017

stevie awards for
great employers
stevie awards - 2017

FINALIST
engage awards
engage business media - 2017

brandon hall excellence
brandon hall group - 2017

brandon hall HCM
brandon hall group - 2017

top 20 training company
training industry - 2016

game of the year
bex institute - 2016

innovación rrhh e&e
expansión - 2016

learning design challenge
training magazine - 2016

learnX impact awards
learnX - 2016

best of eLearning!
elearning! magazine - 2016

brandon hall HCM
brandon hall group - 2016

serious play awards
serious play association - 2016

learning! champion
elearning! magazine - 2016

best of eLearning!
elearning! magazine - 2015

brandon hall technology
brandon hall group - 2015

top 20 training company
training industry - 2015

top 20 training company
training industry - 2014

best of eLearning!
elearning! magazine - 2014

innovación rrhh e&e
expansión - 2013

top 5 startup south summit
spain startup summit - 2013

best service cipd
cipd'12 manchester
exhibition - 2012

the most awarded game-based
learning platform in the world



15 years of experience



gamelearn





digital



antiquated technology



2,500+ years



106 years



97 years



33 years



traditional e-learning

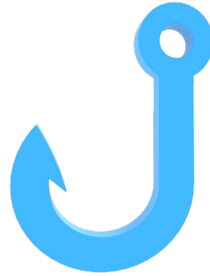




requirements



attract



hook



teach



the solution: video games

simulators





the solution: video games

simulators

storytelling



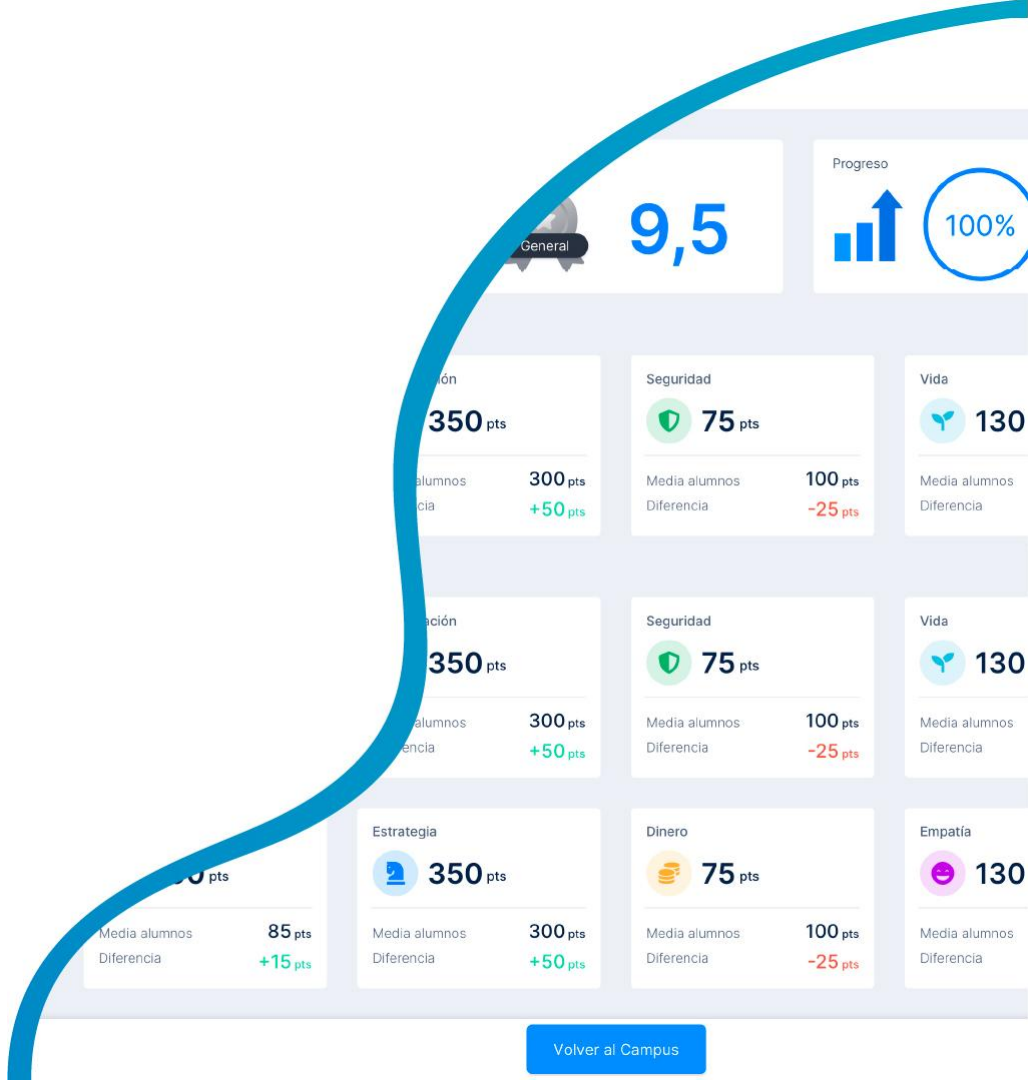


the solution: video games

simulators

storytelling

gamification





the solution: video games

simulators

storytelling

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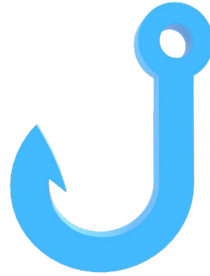




requirements



attract



hook

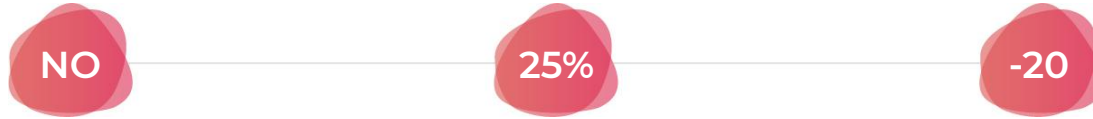


teach

results



traditional e-learning



experiential learning

course completion rate

NPS



gamelearn





creating a video game



+\$1m investment



1-2 years



specialized teams





 the solution



without editor



+\$1m investment



1-2 years



specialized teams



minimal costs



in hours



by yourself

with editor



editor





contact



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