

Gamification Ideas

- For the clients who have a larger user base and are unable to do monthly “rewards”. Every three months put together a more difficult quiz to have learners stand out who have absorbed the information in the training over the past 3 episodes. The users who got a high score from the more difficult quiz will receive a prize. This helps to bring down the “winner” pool and forces the learners to pay extra close attention to the training.
- Create Karate Belts. Each time a user completes a training they will receive a stripe on their belt. Once they reach 3 stripes, the next time they complete a course they will receive a new color belt. The same way you would in martial arts.
- Creating a leader pool at the end of the year for a 1st place, 2nd place and 3rd place winner. This way you only give away 3 prizes, but it helps to keep users engaged each month to reach a goal.
- If everyone completes a NINJIO episode for the month they get a half day on Friday.
- Wall of shame
- Friday lunch if everyone completes an episode and passes quizzes.
- Have a watch party. Pull your group together (in person or on a call) and watch the episode together. After the episode, have a discussion on how to implement into their organization. Ways to improve to be cyber secure. After the watch party, each person watches the episode on their own and takes their quiz.

