

Gamification for Innovation

Improve organization's innovation culture and capability

19-20 September 2022
1.00pm - 6.00pm | GMT+8



Interactive Virtual
Instructor-Led Training

WHY YOU SHOULD ATTEND

In this virtual training, participants will be able to level up their innovation using gamification best practices based on the award-winning and scientifically proven Culture4Gamification methodology. Participants will explore the basic concepts of gamification, explore new ways of thinking, learn how to keep innovation actors motivated and engaged, and will design gamified innovation process.

At the end of this training, participants will discover new ways of thinking in the innovation process, learn about advanced motivation approaches through fun, mastery and autonomy of customers and employees and all of that through real-world examples.

AUDIENCES

This training is specifically designed for: -

- Chief Executive Officer (CEO)
- Chief Innovation Officer (CIO)
- Open Innovation Managers
- Marketing Manager
- Employer Branding
- Technology Officers
- Digital Transformation Officers



This is an **Interactive Virtual Instructor-Led Training (VILT)**. Kindly ensure you have a working Webcam and Headset with Microphone.