Over half of your workers want to be part of an organization that uses gamification.
Achievement-based learning, collaboration, and productivity experiences are sought by over 50% of today's workforce. The concept of having friendly competition with game-like design is proven to give workers motivation to do the tasks assigned—and then some.

A paycheck isn’t enough to motivate good performance.
The high of a new job doesn’t last long. After 6 months (or less), most workers become disengaged. Organizations are faced with how to keep that ‘new job high’ to stimulate production without changing the workflow.

Gamification improves teamwork and goal alignment.
Motivate everyone in your company with powerful incentives like displaying achievements and providing instant feedback. Gamification is the stimulus to influence your modern workforce to accomplish tasks, learning objectives, and corporate strategies.

With SumTotal you can:

DEVELOP
your people with active participation that increases their productivity.

LEAD
with peer-to-peer friendly competition and track learning or goal progress.

ACHIEVE
fewer absences, less turnover, and better performance.

"Where possible, gamification and collaboration tools should be integrated into the HCM suite to provide a common user experience for employees, which should result in higher adoption. Information from such tools, and other devices aimed at measuring engagement, can be used to gauge the success of employee initiatives and to help guide future organization changes."

Gartner, Employee Wellness: What You Need to Know Before Planning

50% of workers want to work for an organization that uses gamification

70% of business transformation efforts fail due to lack of engagement

35% higher productivity is experienced when gamification is optimized for collaboration

1, 2 http://www.gethppy.com/talent-management/gamification-better-employee-engagement
3 https://www.business.com/articles/5-statistics-that-prove-gamification-is-the-future-of-the-workplace/