Traditional Courses VS Gamified Learning

Who’s using gamified learning?

What’s so good about it anyway?

Gamification is in Demand

Keeping our workforce engaged, educated, and satisfied at work is critical to ensuring organizations do not increase complexity in the already high-stakes game against cyber crime.

Grant Bourzikas, Chief Information Security Officer at McAfee

The benefits of active gamified learning:

And for good reason!

Pretty much everyone

Today’s learner requires stimulation, engagement, and healthy competition in order to learn effectively. The next generation of cybersecurity learning methods honor these needs and provide the highest degree of connection, mentorship and inspiration for our future cyber professionals.

Improved Security

Progress is Rewarded

Financial Institutions

Tech Companies

Government Agencies

Healthcare Providers

Energy Companies

MSSPs

• Improved Security
• Progressive Culture
• Increased Productivity
• Agile Strategies
• Empowered Employees
• Improved Innovation
• Competitive Environment
• Proactive Cyber Defense
• Open-minded Culture
• Enhanced Focus
• Elevated Problem Solving
• Advanced Collaboration
• Increased Threat Perception

Companies that use Gamification experience a lot of benefits

1. 75% of businesses and non-profits already offer video game-based teaching and plan to expand its use.
2. 70% of major employers utilize interactive software and games to develop employee skills.
3. 77% of senior managers agree that their organization would be safer if they used more gamification.
4. Automation and gamification key to cyber security

Circadence is proud to be on the leading-edge of cybersecurity innovation, revolutionizing the way cyber learning is done today, through Project Ares.

READ MORE ABOUT HOW GAMIFICATION CAN SUPPORT CYBER LEARNING