

gam•if•i•ca•tion

noun | /gāmificə'kāSHən/

1: The application of traditional elements of game playing (e.g., point scoring, competition with others, rules of play) to other areas, typically to encourage engagement.

2: the art of adding a fun component to unexciting content

ON-CUE™ Gamification

On-Cue has gamification down to a science...seriously. Don't believe us? Go ask any scientist!

Need a content heavy delivery system that is...

- Engaging
- Effective
- Energizing
- E...umm...Learning

On-Cue has the answer. Especially if the question is: who can supply the ultimate gamification experience?

Whether in a ballroom for a roaring 10,000 person sales team or a 20-person ultimate breakout room experience, On-Cue knows exactly how to bring any content to life through gamification:



Event Apps



Teambuilding



Game Show Parodies



Custom Game Experiences



Escape Rooms

Our team is highly successful at creating effective gamification content to...

- Re-enforcing product knowledge
- Tracking presentation retention
- Providing a meeting break fueled by your audience's competitive spirit

On-Cue is ready to make gamification your favorite word in the English language...next to On-Cue, of course.

Want to see and hear more?

