



**"We've found that by gamifying cyber training, making it fun and engaging for learners, learning retention rates increase."**

*~ Keenan Skelly, VP of Global Partnerships & Security Evangelist, Circadence*

**How do we begin to think about using gamification in cybersecurity?** Gamification is a perfect technique to help engage cyber learners. Traditional, lecture based training methods generally fail to motivate professionals who want to build competency and applied skills in their profession. Plus, the cyber industry needs a new way to help professionals refresh their skills and stay aligned to ever evolving

## FACTS ON GAMIFICATION



87% of employees agree that gamification makes them more productive and improves their engagement.<sup>6</sup>



81% of individuals say gamification helps them learn and develop personally and professionally.<sup>7</sup>



People remember more of what they do when engaging with games and simulated activities.<sup>8</sup>



Information retention increases to 75% when individuals engage in active-learning activities.<sup>9</sup>

Game-inspired learning can help professionals acquire new skills, hone existing abilities and keep learners focused on relevant tactics and best practices. Thus, closing the industry skills gap and empowering cyber professionals to take the reins of an evolving and dynamic industry ripe for improvement and a brighter, safer tomorrow.

## [LEARN MORE ABOUT GAMIFIED CYBER LEARNING SOLUTIONS](#)

<sup>1</sup> [www.cyberseek.org](http://www.cyberseek.org)

<sup>2</sup> <https://www.uscybersecurity.net/insider-threats-2018-statistics/>

<sup>3</sup> <https://www.industryweek.com/technology-and-iiot/cyberattacks-skyrocketed-2018-are-you-ready-2019>

<sup>4</sup> <https://www.gallup.com/workplace/231668/dismal-employee-engagement-sign-global-mismanagement.aspx>

<sup>5</sup> <https://securityintelligence.com/news/survey-84-percent-of-it-professionals-are-considering-new-cybersecurity-employment/>

<sup>6</sup> [https://www.talentlms.com/blog/gamification-survey-results/?aff=eli&utm\\_campaign=elearningindustry.com&utm\\_source=%2F30-facts-gamification-in-elearning&utm\\_medium=link](https://www.talentlms.com/blog/gamification-survey-results/?aff=eli&utm_campaign=elearningindustry.com&utm_source=%2F30-facts-gamification-in-elearning&utm_medium=link)

<sup>7</sup> [https://www.talentlms.com/blog/gamification-survey-results/?aff=eli&utm\\_campaign=elearningindustry.com&utm\\_source=%2F30-facts-gamification-in-elearning&utm\\_medium=link](https://www.talentlms.com/blog/gamification-survey-results/?aff=eli&utm_campaign=elearningindustry.com&utm_source=%2F30-facts-gamification-in-elearning&utm_medium=link)

<sup>8</sup> <https://archive.org/details/motionpicturesin00amerrich>

<sup>9</sup> <https://cdns3.trainingindustry.com/media/3203537/game%20based%20learning.pdf>