



MOTIVATE AND EDUCATE WITH GAMIFICATION 3.0

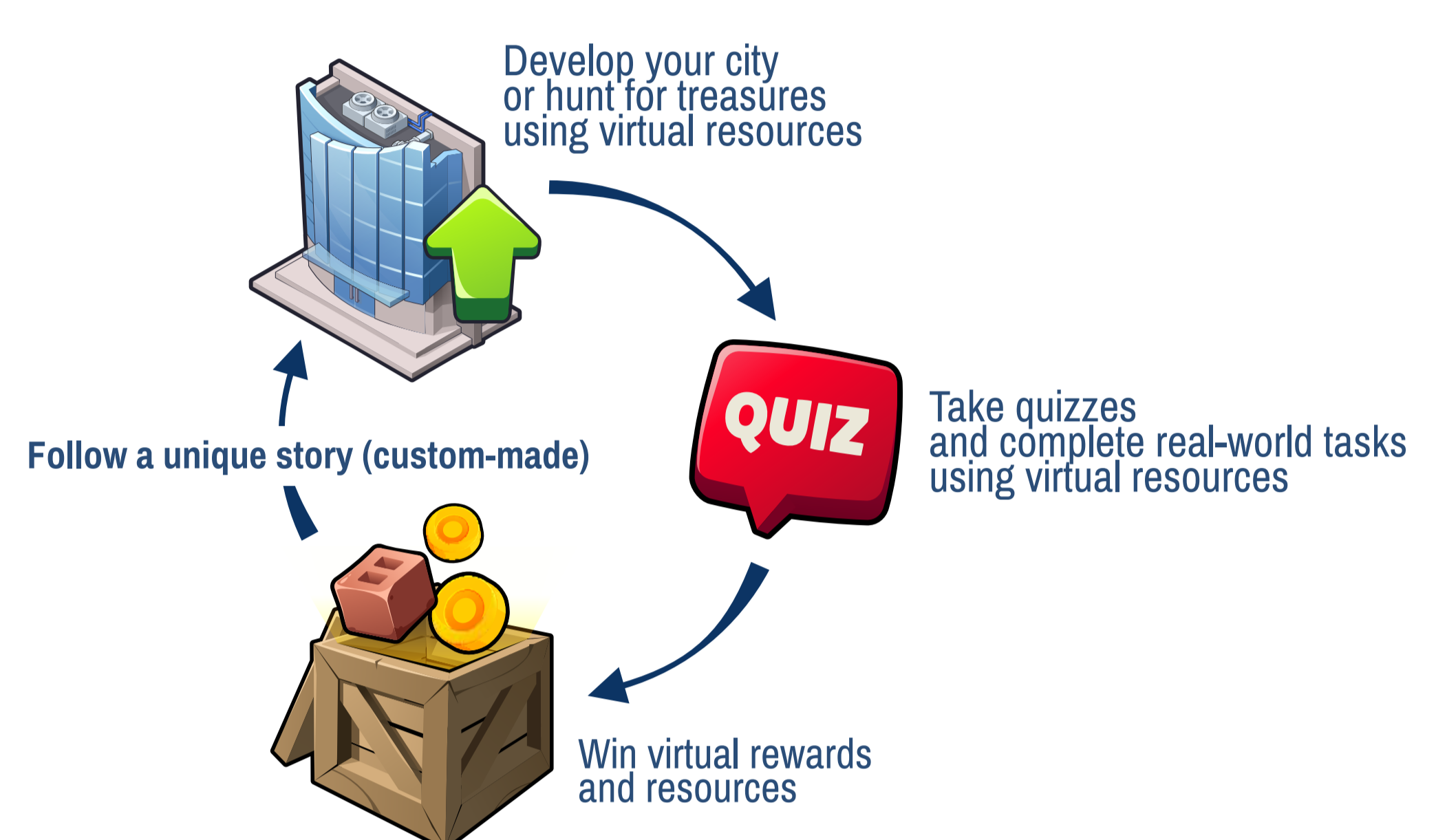
Play #stayathome to your advantage!

WHY NOW?

The coronavirus threat keeps at home billions of people around the world. While some work or study remotely, the majority remains idle and looks for viable options of home entertainment. Online gaming is hence increasingly gaining on popularity and is displaying record levels of traffic. You may now also take advantage of that trend by using Oskar Wegner GAMIFICATION 3.0 to reach your desired audience.

WHAT IS THE GAMIFICATION 3.0 PLATFORM?

Engaging, fun-filled real video game with an educational and business layer for your customers, employees or other stakeholders.



WHAT DOES THE GAMIFICATION 3.0 PLATFORM DO FOR MY AUDIENCE?

- Educates the players on your products, values and key attributes
- Strengthens emotional bond with your brand
- Creates social link between the players, i.e. your audience
- Supports communication of important corporate updates and messages

Customization options:

- Choice of two popular game formats
- Game plot based on your business values
- 8 comics with a running plot
- 3 dedicated buildings (your shop, HQ, factory etc.)
- Your products in our virtual world

Hunt for the Lost Treasures spreaded around the sea. Connect clues, reconstruct ancient maps, develop your diving equipment and find your way to own the whole collection of Lost Treasures.

Game development time: 7 weeks

TREASURE HUNTER
game format

CITY BUILDER
game format

Become the frontrunner of the great ecological change. Convert a neglected urban area into a modern benchmark of sustainable development! Create the very first fully sustainable eco-city.

Game development time: 3-4 weeks

Ask for a demo: gamification@oskarwegner.pl

OUR RECENT SUCCESSES:

- 87% of correct answers in quizzes and 77% of participation in education-based B2B project
- 6% absence reduction in B2E project
- Business targets fulfilled by players in 120% (from 107% at a start) in B2B project
- 65% increase of users site returning in B2C project



Contact via mail & phone

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These companies trusted us in last 5 years we've been developing gamification solutions
Santander Consumer Bank / Rockwool / Unilever / Media Expert / Boehringer Ingelheim / Volt Casino / and many more...