

Make Companies Better by Playing Games



More than **80 million** questions answered
by over **260,000** users
in more than **+5,900** games

More than **200M** people around the world play trivia games for fun, to learn, and improve themselves.

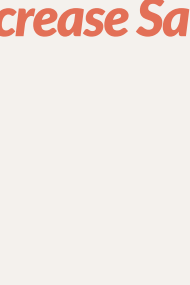
What would happen if the same game mechanics were applied to business processes in the workplace?

The knowledge game platform to create your own trivia app.



A powerful way to train and engage teams

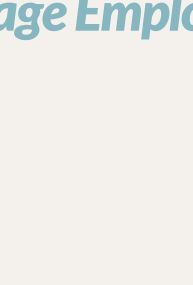
Companies use Atrivity to



Increase Sales



Boost Marketing and Internal Communications



Engage Employees

Resulting in remarkable Atrivity player engagement

Participation rate

95% internal use
62% retail
50% channels

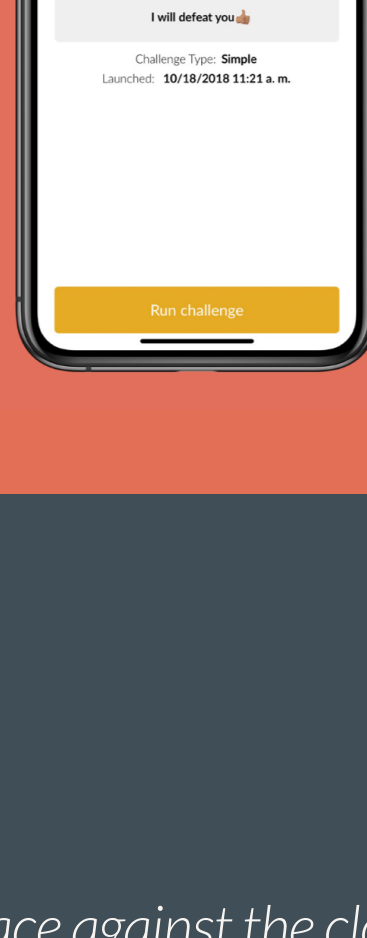
Activity level

10-11pm
hour most played
worldwide

Knowledge increase

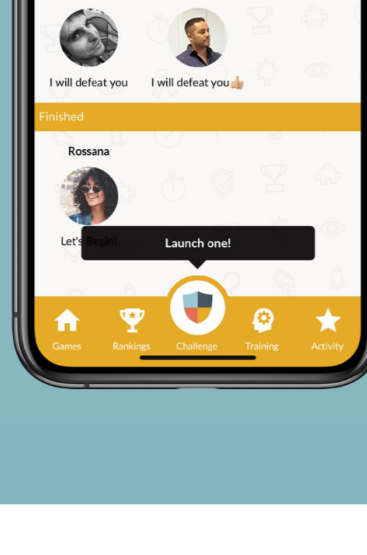
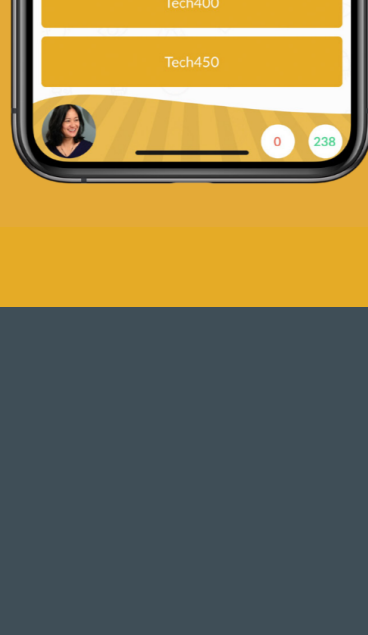
+24% in 5-day
games

How Atrivity Works



Start the game by challenging a colleague

Race against the clock to answer questions and gain points



See your ranking and winning streak

+145 minutes of educational playing time per player



Each game has between **11** and **35,000** players

When employees choose to play



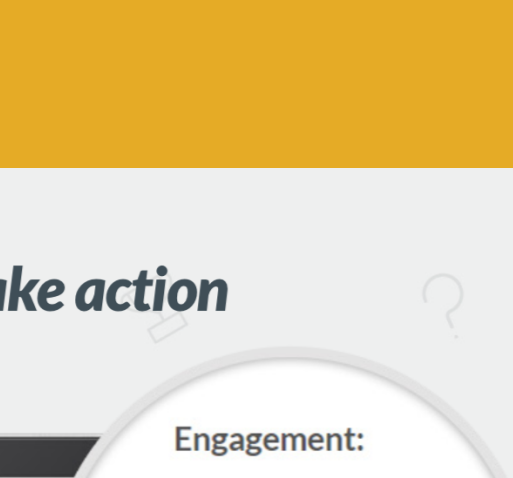
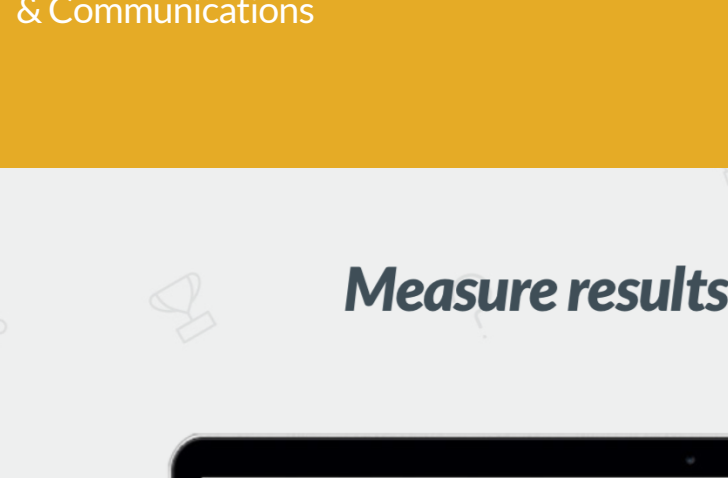
How many questions are answered?
650 per player in **5 day** games
140 per player in **30 minute** games

The average knowledge increase attained by using Atrivity for 5 days

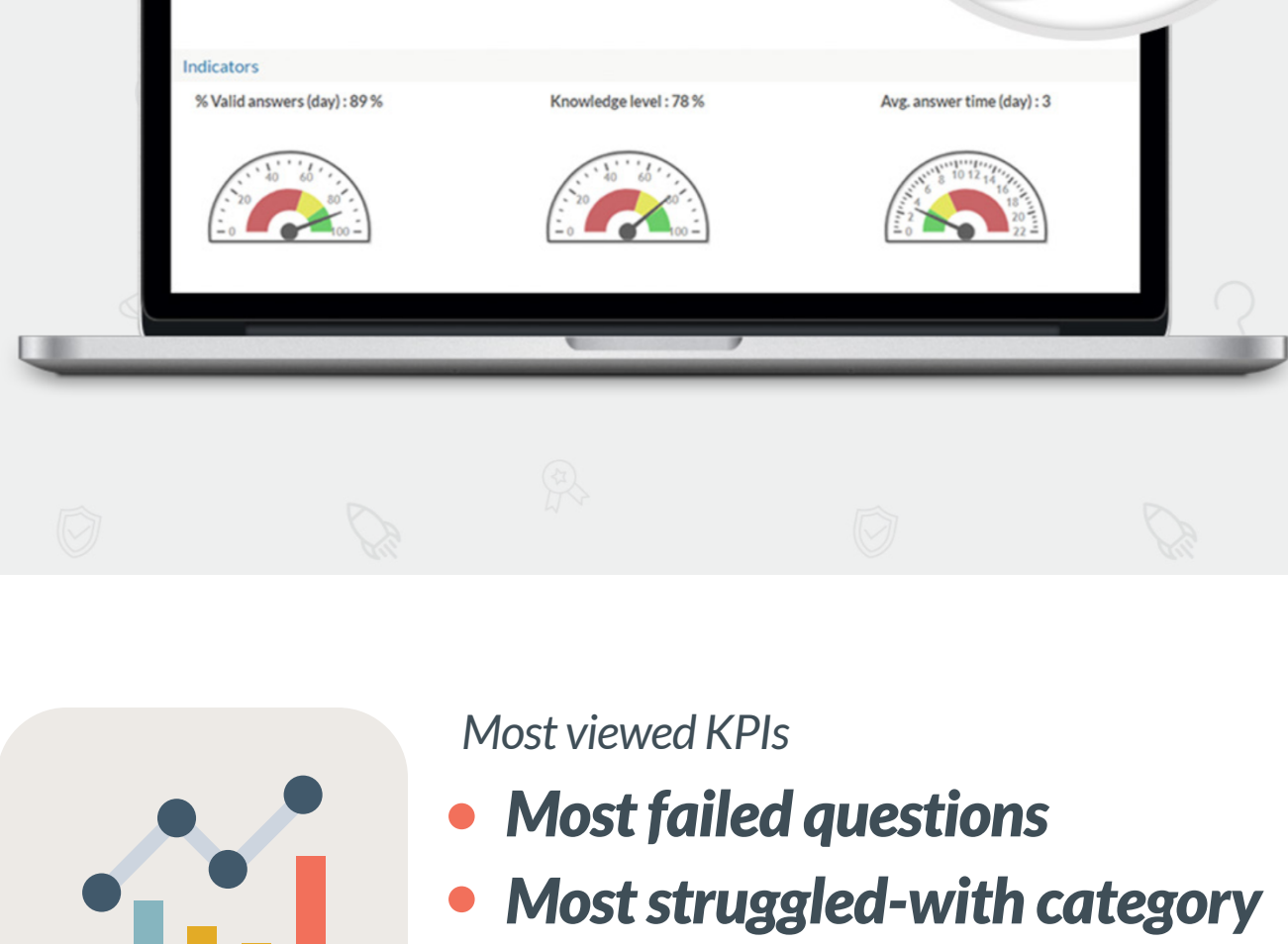
+24%

What do companies use it for?

Knowledge retention over 5 days with Atrivity



Measure results & take action



Most viewed KPIs

- **Most failed questions**
- **Most struggled-with category**
- **Analysis of individuals and teams**
- **Evolution of knowledge over time**
- **Engagement level**

Atrivity is used in **+50** countries



Languages:
Unlimited

Atrivity
A Competitia Product

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