hemsp

Hybrid Employment Managed Services Platform

hemsp

1 Onboarding

2 Cybersecurity training

3 Knowledge center with gamification

88%

of employees claim that gamification increases their level of job satisfaction
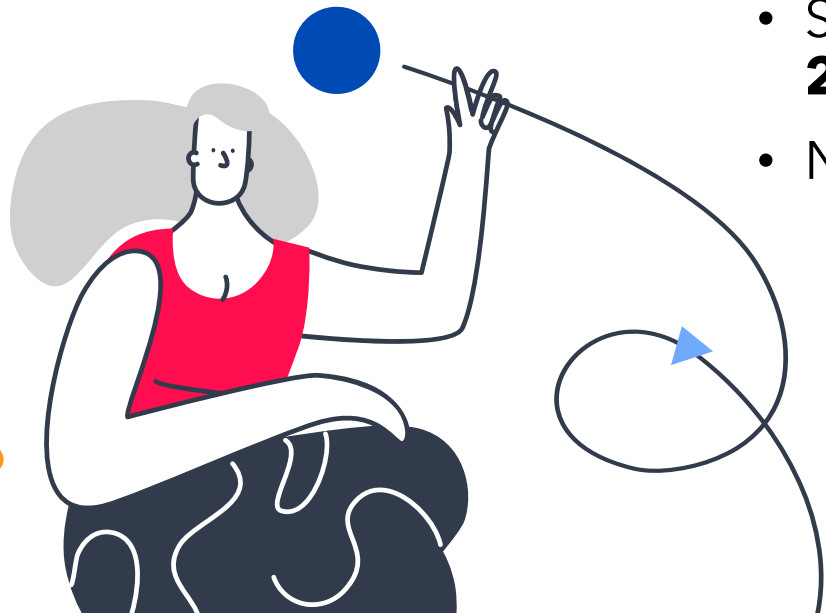(TalentLMS, 2019)

Onboarding with *hemsp*

increases employees retention

Properly conducted onboarding **significantly extends the time** a new employee spends in the company.

saves time

- HR employees – at least by **36%**
- IT department – at least by **12%**
- Supervisor/manager - by **21%**
- New hires – up to **42%**

lowers costs

Onboarding with HEMSP eliminates not less than ¾ of errors and misunderstandings, lowering process costs by **17%**.

Onboarding with *hemsp*

Pre-onboarding

This is the time to complete documentation, get equipment, and familiarise the employee with the plan for the first day of work. Thanks to HEMSP, it happens quickly and intuitively. Moreover, the progress bars allow you to follow the process so that no stage is missed.

Proper onboarding

During the trial period, the employee is introduced to the organisation and learns about its structure and processes, supported by the manager and the buddy. Using our platform, you can accurately define the responsibilities and priorities of everyone involved in the process, plan and carry out tasks, and track the estimated introduction time. All onboarding is monitored in real time.

First day of work

It is an especially stressful day for both the employee and the manager or HR specialist. The employer may easily plan this period with HEMSP by preparing the employee for a meeting with the HR department and the team, presenting them with the most important information or procedures, and arranging the first training session.

Ending onboarding

This is an arbitrary point when the process is completed and summarised. New employees receive feedback, but they also have the opportunity to comment on the implementation and cooperation with their buddy and the supervisor.

Training with *hemsp*

Cybersecurity training

Safeguard your business by equipping your employees with the knowledge to protect themselves from hacking attacks

They are the ones who open emails with malicious attachments, install software, give access to confidential data.

In an accessible format for employees, presenting real-life examples from everyday work and concrete solutions that can be applied immediately

Training with *hemsp*

Why should employees be trained?

Secure your company's resources. Avoid information leakage, data encryption, lack of access to key services.

Ensure compliance with regulatory requirements and standards. Information security training is a requirement of standards and regulations, such as RODO and ISO, among others. They can protect you from financial penalties.

Your customers and clients expect you to ensure the security of their data. Leakage of your employee's email can jeopardize your company's reputation.

Gamification with *hemsp*
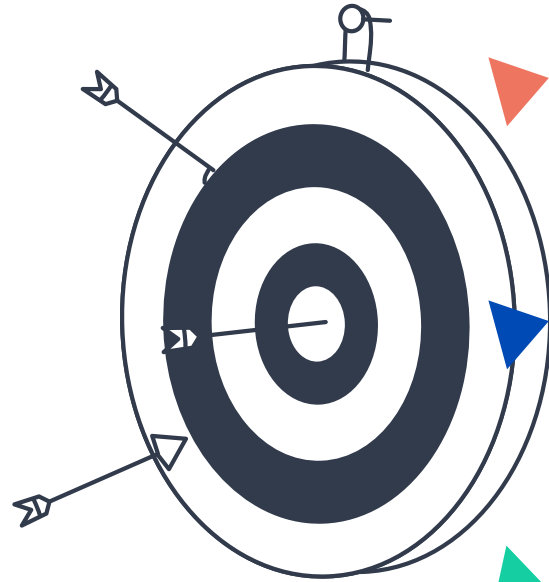
Challenges You Can Gamify in Your Company

Educating employees through gamification

Motivation through gamification

Effective sales using gamification

Team building through gamification

Wellness and **wellbeing**

'Gamifying' good **behaviour** among employees

Real life problems with *hemsp*

> The sales department needed to encourage its salespeople to broaden their range of interests. The introduction of gamification platform, equipped with a fun and relevant message, resulted in more than half of the sales force meeting their quarterly goals in less than 6 weeks.

Gamification with *hemsp*
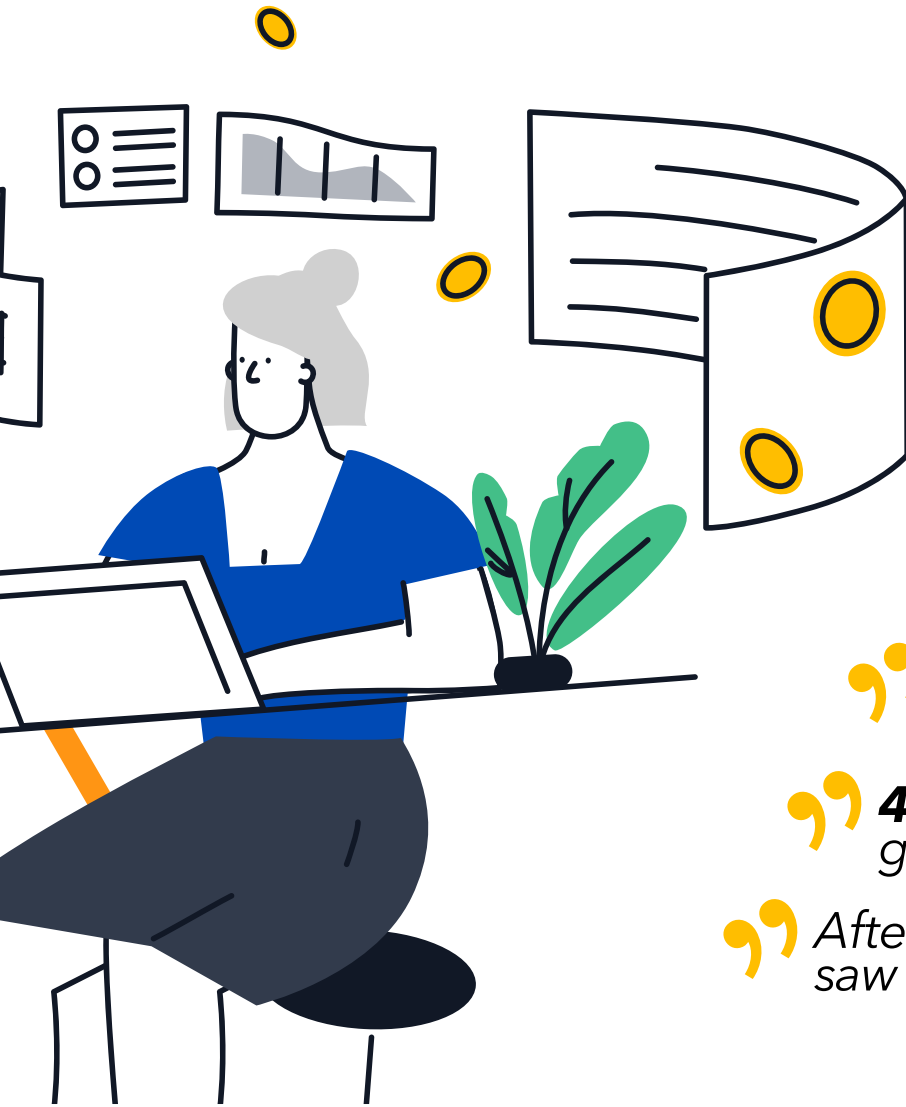
How does gamification work?

Gamification incorporates features familiar from games, such as **challenges, rewards, advancing to higher levels, rankings, and points** - that is simply healthy competition and fun – to make the employees more willing to engage in organisation responsibilities and processes.

" **72% of employees** say gamification motivates them to work harder. *(Review 42, 2021)*

" **49% of employees** feel bored during training if it does not include a gaming component. *(TalentLMS, 2019)*

" *After implementing gamification,* **71% of the surveyed companies** *saw an* **increase in sales of 11% to 50%**. *(Salesforce)*

Thank you

hemsp