



Explore more at <https://zyloquest.com>

Concept, Background & Objectives

- Gamification is the use of game design elements and principles in non-game contexts to engage and motivate people to achieve specific goals
- Gamification is effective because it taps into human psychology, leveraging our innate desire for achievement, recognition, and social interaction
- Key Elements of Gamification
 - Points: Users earn points for completing tasks or achieving certain milestones.
 - Badges: Visual symbols of accomplishment that recognize achievements.
 - Leaderboards: Rankings that allow users to compare their progress against others.
 - Feedback: Immediate response to actions, often in the form of rewards or notifications.
 - Rewards: Tangible or intangible incentives given for completing tasks or reaching milestones.
 - Competition/Collaboration: Encouraging users to compete or collaborate with others to achieve goals
- It can be applied to any area of industry where humans are involved like : Education, Health & Fitness, Marketing, Sales, Software, etc.

ZyloQuest Highlights

Discovery Services

- Identify areas where gamification can add value by analyzing organizational workflows
- Gamify HR operations with ZyloQuest
- Measure effectiveness of trainings by capturing feedbacks from trainees
- Enhanced productivity in development life cycle by capturing schedule variance, effort variance, audit metrics etc.

Boosts Motivation & Productivity

- Encourages healthy competition with leaderboards, badges, and rewards
- Enhances employee engagement through interactive challenges and real-time progress tracking
- Fosters a culture of achievement, leading to better performance

Quick Go-to-Market

- Low-code/no-code configurations reduce setup time and complexity
- Competition between individual employees as well as Teams
- Rapid onboarding process for organizations to seamlessly adopt the ZyloQuest platform

Flexible data integration

- API-Driven Data Integration : Connects with enterprise systems via RESTful APIs
- Direct Database Access : Reads data directly from existing databases (PostgreSQL, MySQL, MongoDB, etc.)
- ETL-Based Data Transformation : Transforms structured/unstructured data into gamification-ready KPIs

ZyloQuest Features



Engaging Competitions

- Supports Individual and team-based competitions
- Multiple competition formats for diverse engagement



Customizable Rules

- Define and configure competition rules effortlessly.
- Flexible rule defining framework in ZyloQuest.



Interactive Dashboards & Widgets

- Interactive leaderboards with points earned and ranking
- Easily integrable widgets in third party web & mobile apps



Branded Experience

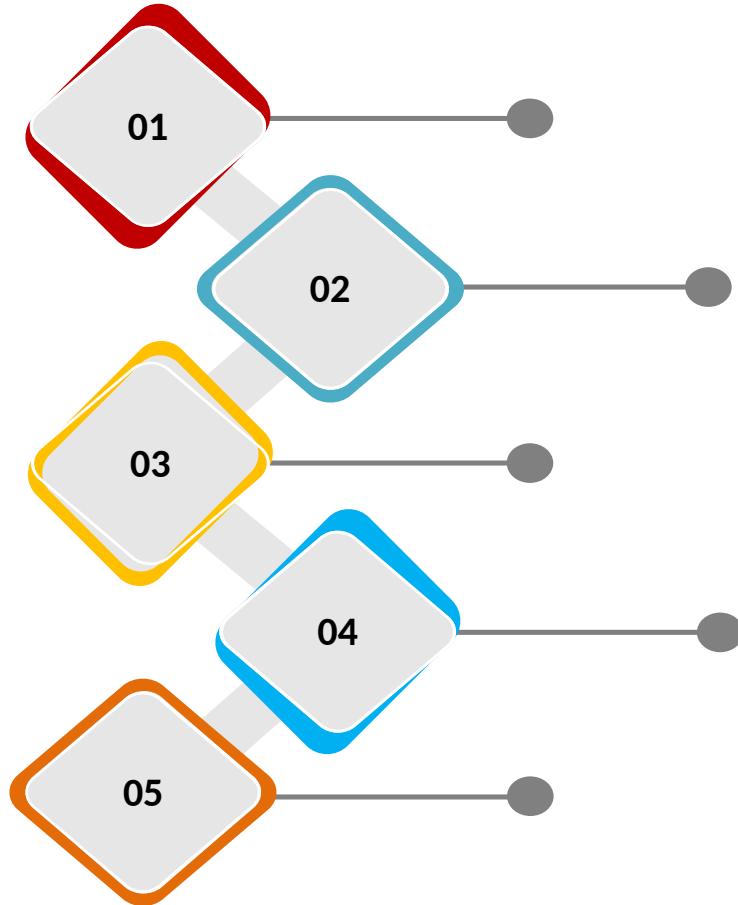
- Organizations can use their own primary & secondary colors
- Supports company logo integration for a personalized look



Social Feed for Engagement

- Players can post feeds from Dashboards
- Players can like & comment, driving more participation

Competition Configuration



Competition Details

- Competition Type: Players or Entity
- Competition Dates: Start and End Dates
- Repetition: Weekly, Monthly, or Quarterly (if enabled)

Add Players

- Select and register participants for the competition

Select KPIs/Achievement/Expertise

- Define key performance indicators and evaluation criteria.

Rules Configuration

- Define competition rules and scoring criteria

Rewards Configuration

- Set up rewards for winners up to 5 ranks