

PART TIME EVIL

Gamified Training Brief

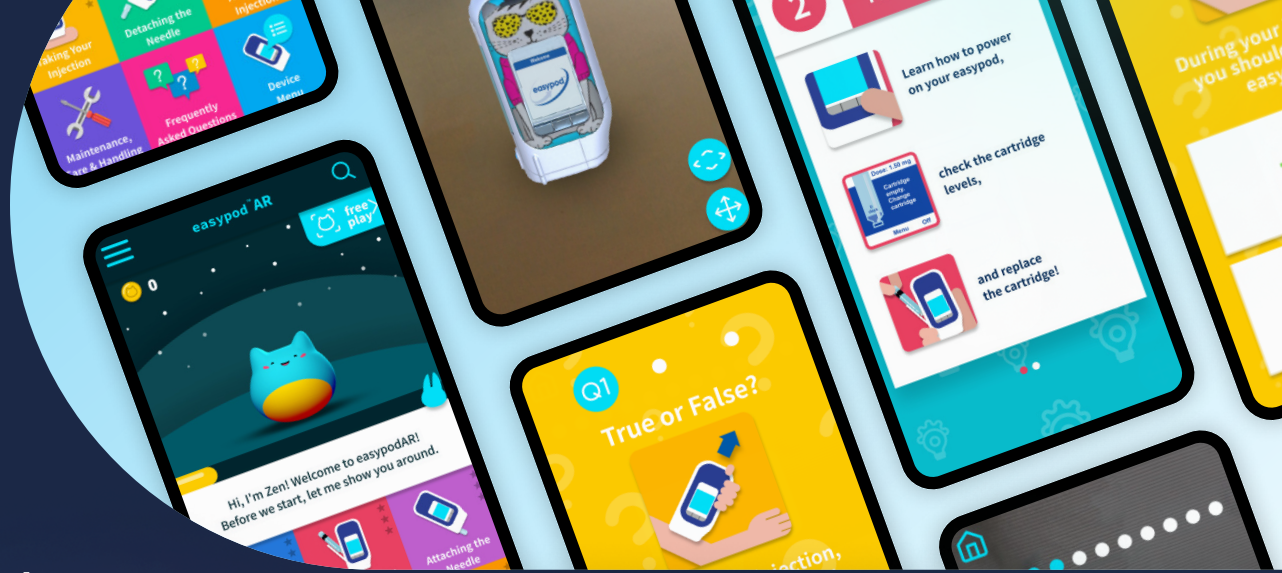
Skyrocketing liability insurance costs? Missed operational goals? Lack of engagement with training materials?

You don't need a temporary bump in numbers - you need a partner to deliver results that stick. We're here to help.

Part Time Evil, LLC is an immersive studio with deep expertise in AR, VR, 3D animation, gamification AND learning.

Together, we can improve outcomes and future-proof your business at the same time.





Our Services

ADVISORY CONSULTING

- Discovery and fact-finding
- Immersive and gamified operations consulting
- Change management and risk management
- User training and implementation planning
- Curricula and content research and advising
- User studies and focus groups

EXPERIENCE DESIGN

- Visual and experience concepting of current goals and curricula into user-verified, gamified digital curricula
- Proven ability to work across departments including HR, organizational development, recruiting, sales, and more
- In house experts include industrial designers, 3D experience designers, and 2D experience designers

GAMIFIED APPS

- Custom experiences designed around your specific goals and audience
- Available on any platform including native desktop apps, mobile apps, web apps, and in VR
- Story-based to humanize learning materials and increase engagement
- Fast-paced content repetition and quizzing to increase retention
- On demand or scheduled group play + learn sessions
- Full analytics to guide curriculum development and training outcomes
- Designed to accommodate any age group or tech experience level

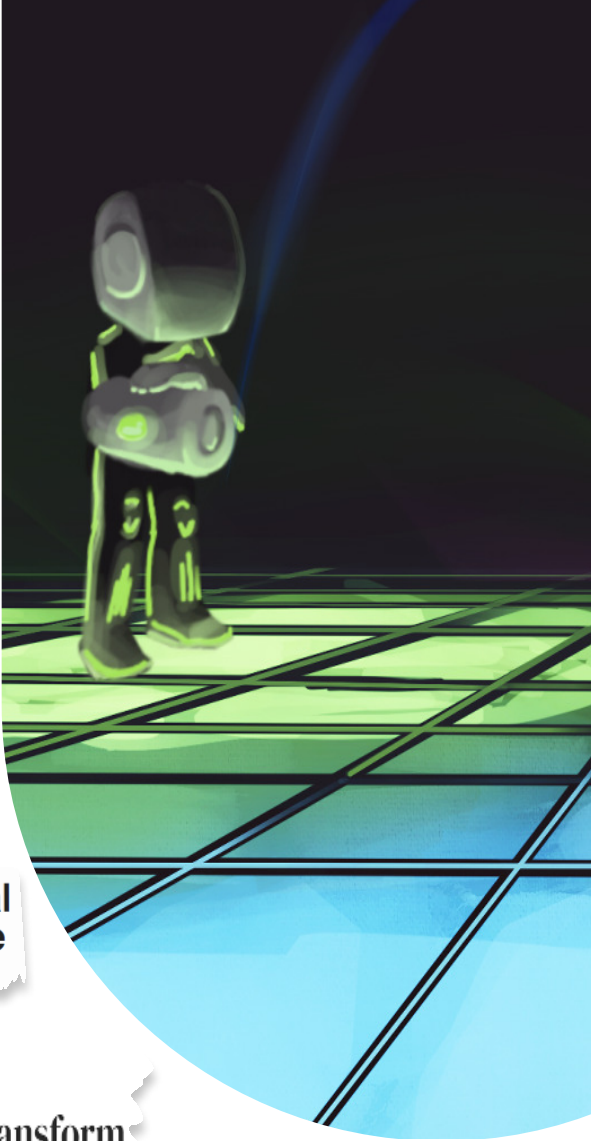
3D MODELING & ANIMATION

- Custom character design and animation
- Modeling and animation of existing corporate characters and assets
- Professional voice acting and motion capture



Gamification works across topics and departments

- ★ Onboarding
- ★ Diversity & Inclusion
- ★ Management
- ★ Sexual Harassment
- ★ Operations
- ★ Anger Management



Gamification in corporate training: 10 examples and techniques

Brands like BMW, Walmart, and IBM are seeing big wins from the use of gamification in corporate training. Here's how.

5 Ways Gamification Can Improve Learning

MARKETPLACE EXPERTS
You got game: How fun benefits continuing education

Researchers examine impact of gamification on the effectiveness of digital health interventions

Singapore General Hospital shifts to gamified VR nurse training

4 Ways To Use Gamification In Your Retail Training Program

Written by The Dubrovnik Times | Jan 24, 2023 | Print | Email

How incorporating gamification can transform your LMS

Reimagine Onboarding: Creating an impactful 90-day experience through gamification

Strong user growth helps gamified learning app Duolingo beat expectations

Our Successes



Tell me, what does
a win look like for
you?

You know your work and your goals
better than anyone. Our first step in any
engagement is to listen.

We cross-reference your needs with our
knowledge base to pinpoint the most
impactful solutions - even if they don't
involve our services.



If you're ready to talk,
I'm ready to listen.

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