

LEO Learning Included in Top 20 eLearning Gamification Companies List

Tuesday 1 October, 2019

The Top 20 listing is the latest in a long line of recognition of LEO Learning's expertise in learning games and gamification.

Brighton, United Kingdom – 1 October 2019 – LEO Learning, the market leader in innovative digital learning solutions, has been named in eLearning Industry's list of top 20 gamification companies.

To achieve a ranking on the list of the Top eLearning Gamification Companies 2019, eLearning Industry chose and ranked the [best gamification companies](#) based on the following seven criteria:

- Gamification eLearning quality
- Customer reviews
- eLearning expertise
- Niche specialization on gamification
- Gamification industry innovation
- Company's social responsibility
- Gamification features and capabilities

"We're delighted to have been included on eLearning Industry's list of the world's top learning gamification companies," said Andrew Joly, LEO Learning's Director of Strategic Design. "At LEO, we pride ourselves on delivering engaging world-class digital learning that delights the end-user. Gamification techniques are just one of the ways we're able to achieve success for our customers and this recognition is a testament to the great work we've been delivering using game-based mechanics in our customers' learning programs."

The ranking comes a few months after LEO was named in [Training Industry's Top 20 Gamification Companies List](#) for the second year in a row.

Christopher Pappas, eLearning Industry founder, who compiled the list with the assistance of the site's editorial team wrote that the winning companies "are amongst the top performers and those who perform their utmost when it comes to the content they provide. They put great care and expertise into their ongoing development, and offer superb gamification experiences."

The full list of top gamification companies can be found [here](#).

Click here for examples of LEO's award-winning learning games and gamification programs for [Godiva](#) and [LOMA](#).

Ends.

About LEO Learning

LEO Learning believes that technology-enabled learning innovation has the power to deliver transformational results. Our purpose is to help clients deploy learning technology to deliver outcomes precisely aligned to their business goals. Backed by more than 30 years of experience, we design engaging learning architectures that fit seamlessly into businesses and improve performance throughout the entire organization.

LEO Learning has the deep understanding of learning design and technology, and pioneering creative approach, necessary to drive learning transformation.

LEO Learning's expanding global customer base includes organizations such as the NHS, Civil Service Learning, Jaguar Land Rover, Volvo, Suncorp, Fidelity, Virgin Atlantic, Novartis, Godiva, Volkswagen, Dunhill, KPMG, Roche and Mars.

LEO Learning is part of [Learning Technologies Group](#) plc's award-winning group of specialist learning technology businesses.

For more, visit [leolearning.com](#).

Media:



Related Sectors:

Business & Finance :: Education & Human Resources ::

Related Keywords:

ELearning :: Digital Learning :: ELearning Games :: ELearning Gamification :: Learning Games :: Gamification ::

Scan Me:



Company Contact:

—

LEO Learning

T. +441273468889

E. jared.orlin@leolearning.com

W. <https://leolearning.com/>

[View Online](#)

Additional Assets:

Newsroom: Visit our Newsroom for all the latest stories:

<https://www.leolearning.pressat.co.uk>