Gamification in Leadership Development: How Companies Use Gaming to Build Their Leader Pipeline by Jeanne Meister

This article *Gamification In Leadership Development: How Companies Use Gaming To Build Their Leader Pipeline* is written by Jeanne Meister, a contributor for Forbes website. The article talks about NTT Data and Deloitte and how these two companies use gamification in leadership development. Since executive are facing issues of employee engagement level down by 30%, the actively disengaged accounts for 18% of the workforce. Actively disengage costing US business $550 a year, by undermining their colleagues’ work.

NTT Data offers The Ignite Leadership game is design to develop 5 important skills for leader: negotiation, communication, time management, change management and problem solving. The game is designed specifically for NTT Data employee engagement framework. This offers management with a tool to identify potential leader base on their game play. Deloitte applies the principle of gamification and behavior science to motivate learners to achieve their learning goals. They do this by awarding learner with badges as they complete the online learning program. The Academy’s leaderboards helps promote committed player.

I find the reading to be compelling because of the possibilities that comes with uniting gaming and developing leadership skills. With the rise of mobile gaming and gamers age group rising and humans playing games since the dawn of civilization, I can comfortably say most of us likes to play games one way or another. As a gamer myself, I always wonder what I could accomplish if I took the time spent on my hobby and used that time to developed by leadership skills.