**PROBLEMS**

- Over 70% of employees felt engagement software would help them perform better at work.
- Over 25% said it would help them stay motivated.

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- 54% of respondents indicated that they would be much more likely to perform a task if it had game elements.
- Highly engaged employees receive feedback at least once a week, compared to only 18% of employees with low engagement.
- 43% of engaged employees receive feedback at least once a week, compared to only 58% of employees with low engagement.

- Unengaged employees cost the U.S. alone between $450 billion to 550 billion each year in lost productivity.
- Employee turnover that comes from poor company culture (in the U.S. alone).

- 70% of U.S.-based 200 companies are using gamified platforms as a way to boost staff engagement, employee retention and revenues.

- Unhappy employees take 15 more sick days each year than their happy counterparts.

- Disengaged employees cost the U.S. alone between $450 billion to 550 billion each year in lost productivity.

- 70% of employees felt engagement software would help them perform better at work. Over 25% said it would help them stay motivated.

**REFERENCES**

- Officevibe: [https://www.officevibe.com/blog/disengaged-employees-infographic](https://www.officevibe.com/blog/disengaged-employees-infographic)

**SOLUTIONS**

- 43% of engaged employees receive feedback at least once a week, compared to only 58% of employees with low engagement.
- There are 2.5x more revenues for companies with engaged employees versus those with low engagement among their employees.
- Highly engaged employees are 87% less likely to leave their companies than their disengaged counterparts.

- There are 2.5x more revenues for companies with engaged employees versus those with low engagement among their employees.

- Organizations who deploy gamification improve engagement by 48% and reduce turnover by 36%.