

Executive Overview

- Headquarters: Salt Lake City, Utah
- Cloud based Solution
- Sales, Collections, Service/Support, Field, Operations
- Data agnostic with CRM, telephony, Ticketing, BI, etc.
- Drives retention, culture, engagement, productivity

Product & Service Offerings

- Cloud Based Gamification
- Using performance inspiration to maximize employee performance
- Built in BI Tool with reporting and Dashboard capabilities
- Bring together KPI's, training, learning, and more

Key Features & Differentiators

- Retention increases 40% and more
- Badges. Levels, Recognition. Competition. Built-in store. One platform.
- QBR Reporting to show impacts within metrics
- Reporting and dashboards for real-time change
- Instant add on to existing solutions as overlay

Top Industries Served

- Other

Ideal Customer Profile

- Primary Target Prospect: Gamification Performance Inspiration CCaaS/UCaaS
 - Company currently using CCaaS or UCaaS solutions, CRM, or other
 - Companies 100-20,000 employees Companies who are looking to increase retention, drive culture, maximize engagement, and improve CX
- Primary Target Prospect: Outside Sales, Field, Operations, Installers, etc.
 - Companies looking to maximize engagement whether with individuals or large store chains.
 - Minimum 50 stores/locations or 100 field workers

Qualifying & Technical Questions

- What is your current attrition?
- What are you doing to retain employees?

- How are you solving for customer experience challenges?
- Do you currently recognize all or some employees and if so how?
- How much time do you spend currently on manually creating contests, events, engagement opportunities for employees? How do you differentiate yourselves in recruiting and then maintain the talent?