

TrainingIndustry.com announces its 2016 Gamification Watch List



As part of its mission to continually monitor and identify the best providers of training services and technologies, TrainingIndustry.com announces its **2016 Gamification Watch list**.

MOS – MindOnSite is proud to be part of this watch list again!

Gamification is a key element to learner engagement and a priority on both learning portal and content for MOS – MindOnSite.

Elements of gamification and Social Learning, intuitive navigation, game-based experience, user comfort and ergonomics are all key components we integrate in our learning portals. Our MOS Chorus LMS platform is indeed fully customisable in terms of graphics and features.

[Know more.](#)

On the content side, the LMS platform integrates serious games and simulations from partner editors, such as Serious Factory, ITycom and STS.

[See our partners.](#)

“The companies recognized in this year’s Gamification Watch List are focused on improving the impact of corporate training,” said Ken Taylor, President, Training Industry, Inc.

“Our Gamification Companies Watch List reflects the growth and impact gaming is having on corporate learning and its respective technologies,” said Doug Harward, Chief Executive Officer, Training Industry, Inc.

[See 2016 Gamification Watch List](#)

About TrainingIndustry - <http://www.trainingindustry.com/>

TrainingIndustry.com publishes annual Top 20 reports covering many sectors of interest to the corporate training function. Their focus is on helping businesses and training professionals get the insight needed to manage the business of learning.

About MOS - MindOnSite - www.mindonsite.com

Leader in developing innovative and customised learning solutions: eLearning, Blended Learning, Digital Learning, Mobile Learning for online and offline modes.

We assist organisations in implementing a complete and personalised learning environment that provides a seamless and unified learning experience.