

Panel Discussion [Gamification] Unlocking Interactive Experiences in Customer Engagement



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What successful gamified marketing campaigns have you implemented, and what made them effective?



USING GAMIFICATION TO ENGAGE THE SINGAPORE POPULATION IN GOVERNMENT HEALTH INITIATIVES

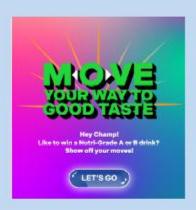






HEALTHY 365 APP

Clock steps, exercise minutes and sleep duration to earn Healthpoints









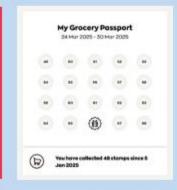
Win a free drink by catching Nutri-Grade A & B while dodging C & D





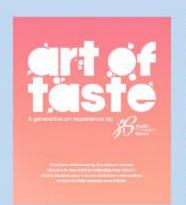


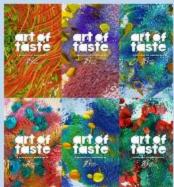




EAT, DRINK, SHOP HEALTHY CHALLENGE

Buy Healthier Choice items, scan QR code and redeem rewards





LESS SALT, MORE TASTE GENERATIVE ART INSTALLATION

Transform beloved local dishes into vibrant works of art with less salt







standard chartered

Apr 2025





MILLION REASONS TO BE HAPPIER

Creating re-usable gamified experiences building on familiarity and emotional connections



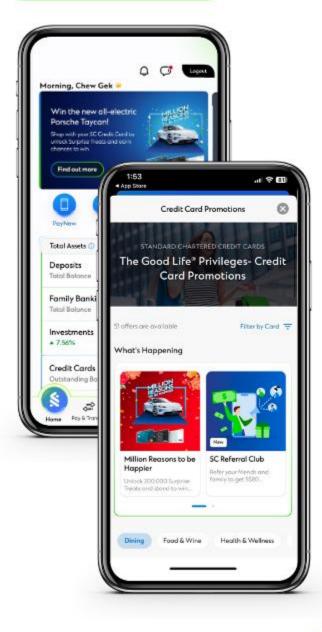










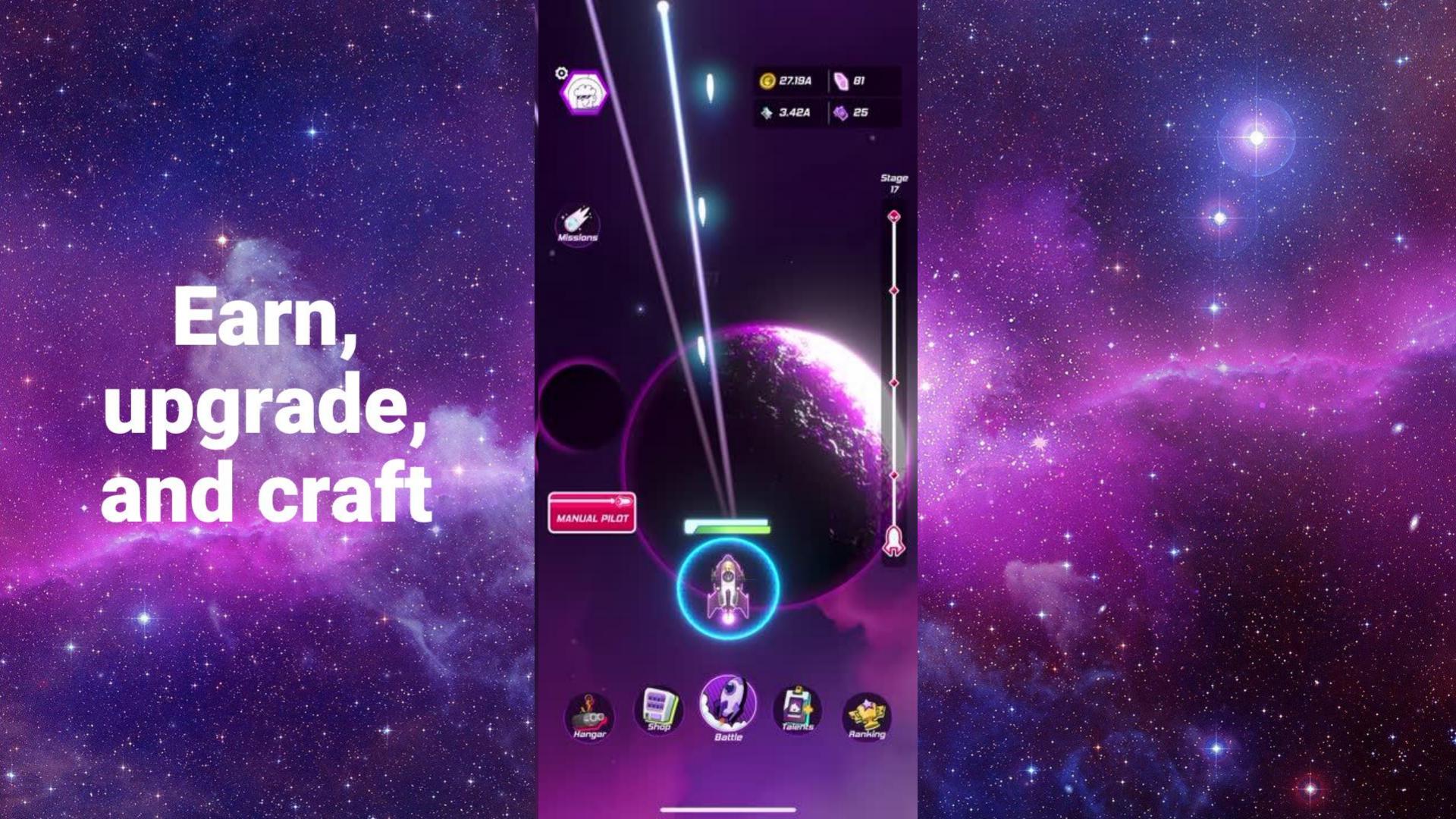




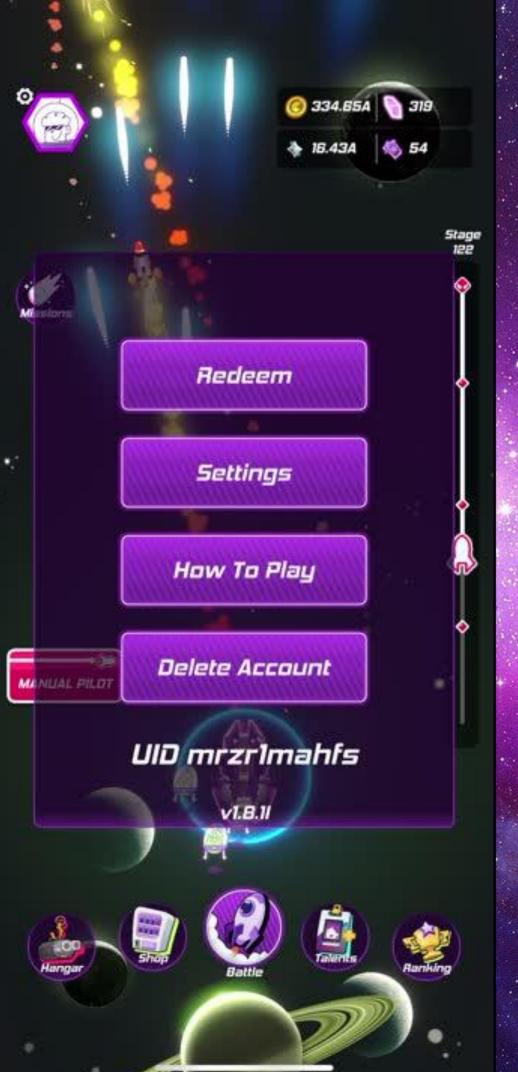


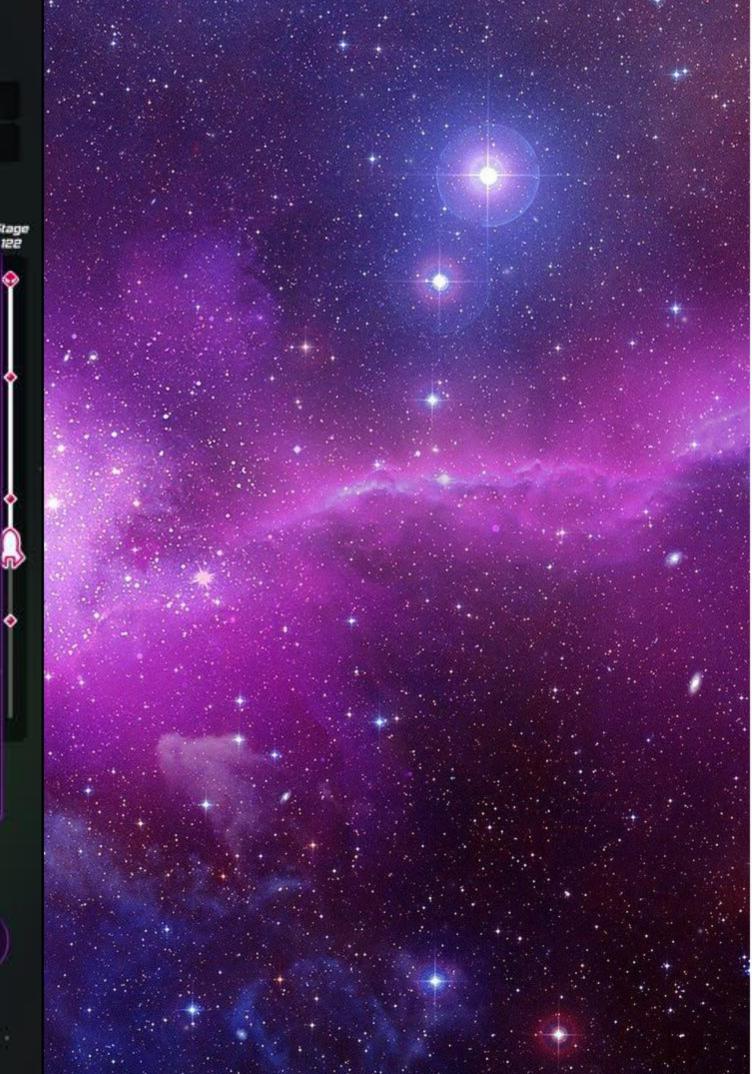
Play on idle or active mode





Redeem prizes on our mobile app















































Question 2

Why do we use gamified experiences as part of our campaign? How do we make it part of the campaign?















































How do you personalise gamified experiences for different customer segments? Any examples?



HEALTHY 365 APP NOW OFFERS PERSONALISED GAMIFIED EXPERIENCE AT SCALE BASED ON USER PROFILES



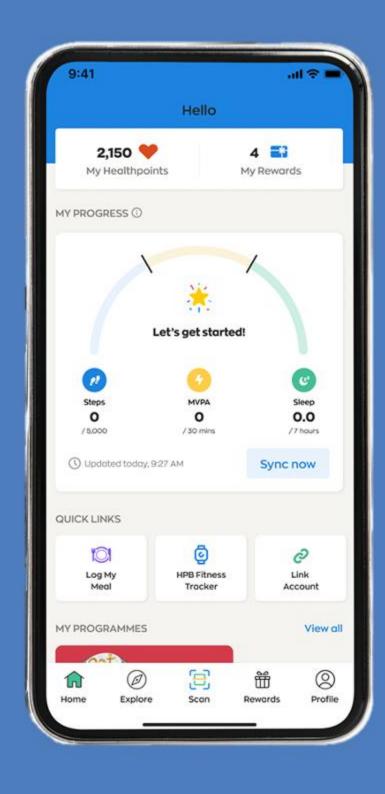
ACTIVITY GOALS AND CHALLENGES

Set personal goals for steps, exercise minutes and sleep and be rewarded for achieving challenge milestones



AGE STRONG

New health programme designed for seniors with customised daily tasks to complete for rewards



PERSONALISED RECOMMENDATIONS

Curated resources and programmes based on user profile



HEALTH AND WELLNESS

Personalised content and interactive tasks based on user profile and in-app interactions (Coming soon in May 2025)













































Question 4

How do you balance entertainment value with achieving business objectives in gamification?















































What emerging trends in gamification are you most excited about?

