

**FOR IMMEDIATE RELEASE**

**Digitec Interactive Named a Top 20 Gamification Company to Watch by Training Industry**

**Orlando, FL-October 29, 2015-** For the second year in a row, Digitec Interactive has been named a *Top 20 Gamification Company to Watch* by Training Industry.

Selection to this year's Gamification Companies Watch List was based on the following criteria:

- Features and capabilities of the gamification products/services
- Company size and growth potential
- Quality and number of clients/users
- Geographic reach
- Awards, recognition, and competitive differentiation

"We are excited to announce our second annual Gamification Companies Watch List which highlights returning and emerging organizations in the gamification space," said Ken Taylor, President of Training Industry, Inc. "These companies are some of the best at creating engaging training through gamification products and services and we will continue to see them grow and positively impact this segment."

Digitec Interactive has been on the forefront of gamification as a learning tool since 2002, and believes that, used properly, gamification has the potential to increase retention, inspire learners to master subject matter, and get learners excited about learning and development goals. "We see gamification as part of the future of learning, and are proud of to be recognized as a Gamification Company to Watch in 2015," said Jack McGrath, President and Creative Director, Digitec Interactive. "We strive to transform the learning experience, and gamification has definitely been an area where we've been able to make a positive impact on the industry."

Christopher Caltabiano, Chief Program Officer for the Council of Economic Education has experienced Digitec Interactive's commitment to the future of learning through gamification, with the creation of [Gen i Revolution](#), an interactive learning game that teaches personal finance skills to middle and high school students. He states, "We had a great experience working with Digitec on *Gen i Revolution*. They were very creative but never forgot about learning objectives. They helped us make a game that is both educational and fun."

Digitec Interactive is proud to serve the needs of the Council for Economic Education, and honored to be recognized as a top provider of gamification services through Training Industry, Inc.

[View the 2015 Gamification Companies Watch List](#)

**ABOUT TRAINING INDUSTRY, INC.**

TrainingIndustry.com spotlights the latest news, articles, case studies and best practices within the training industry. Our focus is on helping dedicated businesses and training professionals get the information, insight and tools needed to more effectively manage the business of learning.

**ABOUT DIGITEC INTERACTIVE**

Digitec Interactive is an eLearning and learning management system provider, developing educational products for corporate, association, academic, medical and non-profit clients. It is best known for its signature learning management system, Knowledge Direct. Digitec has delivered courses for more than 600,000 annual users. Additionally, Digitec has created custom learning experiences for many Fortune 500 companies including Disney, P&G, Symantec, Cisco Systems, Yum Brands, Genentech and Hilton Worldwide.

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