

## Looking for playfellows...

Farkas Máté | MarkCon Group





#### Once upon a time...

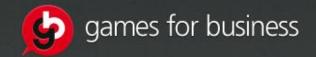
MarkCon | Awards | Games for Business | Gamification

#### Live happily...

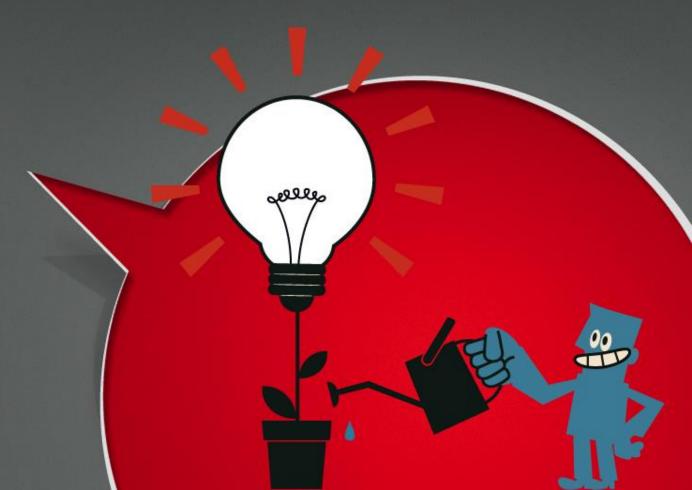
Tenders | Products | Projects

In a galaxy far, far away...

Goals



### Once upon a time...





- Founded: 1999.
- Group: MarkCon Informatics Ltd. & MarkCon Communications Ltd.
- Activity: online marketing agency
- Employees: 25 people | offices in Pécs and Budapest
- Services: software development, online communication, game development
- Awards: 9 Hungarian Awards | award winner of The Intercultural Innovation Award, which is backed by BMW Group and hosted by United Nations (IDResearch Ltd.)



- Developing business games since 2006
- 5 game engines
- 23 succesfully managed projects



- 2007: Southern Transdanubian Quality Award
- 2008: Innovation Award of Baranya County | Hungarian Society for Quality Award
- 2010: Educatio Kht. Innovation in Education Award Category: "Research & Development, Innovation in Higher Education"
- 2010: Award from the Board of Pécs-Baranya Chamber of Commerce and Industry "Innovation for Culture" tender
- 2012: United Nations "The Intercultural Innovation Award"
- 2013: 1st place on People's Choice Award in HR category on Gawards (Multipoly)



In Games for Business (a brand new project from MarkCon Group) we create a product which supports corporate HR and marketing proccesses in a revolutionary new way. Our main goals are:

- Become a top Business Game provider in the EU, and an international leader in gamified video simulation training tools. Create well-known campaigns and be among the top 10 Gamification provider companies in Europe.
- Become a market leader and pioneer Gamification company in Hungary by developing complex gamified softwares for large enterprises. Educate Hungarian market by our Games for Business blog.









# Gamification is the use of game elements and game mechanics in non-game processes for better...

- reception,
- motivation, and
- engagement.
- Nowadays it is a buzzword in education and marketing, and probably in the next years more and more fields will use it, like HR, R&D, or politics.



Gartner predicts over 70% of Global 2000 organisations will have at least one gamified application by 2014.

M2 Research predicts **Gamification market to reach \$2.8 billion in 2016.** 



### Live happily...





- PWC multipoly.hu Online recruitment game
- Huawei Promotional game
- Univer Ketch Me Up online promotional game
- Magyar Termék Nonprofit Ltd. One Million Steps in Hungary online game
- IDResearch Ltd. Immigropoly Online game about migration
- University of Pécs Uniface Online student recruitment game
- University of Szeged Uniface Online student recruitment game
- Takarékbank Tablóverseny
- Pécsi Vízmű Zrt. VízműCorner online CSR game
- Elcoteq Magyarország Ltd. Bontakozz Ki! recruitment game

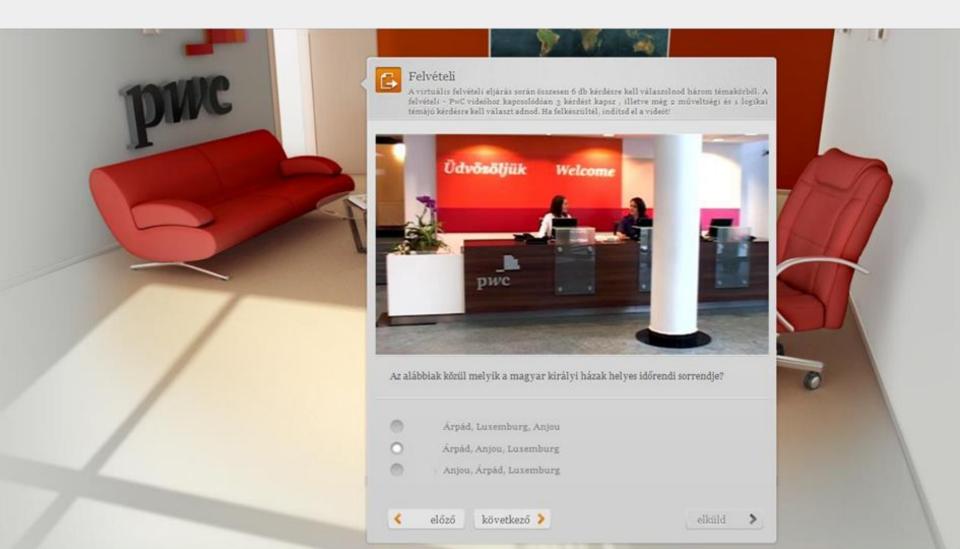


- Project: Multipoly online recruitment game (2012, 2013)
- Client: PricewaterhouseCoopers
- Goals: employer branding, "junior" recruitment and selection
- Summary: 814 players, 709 completed HR tests

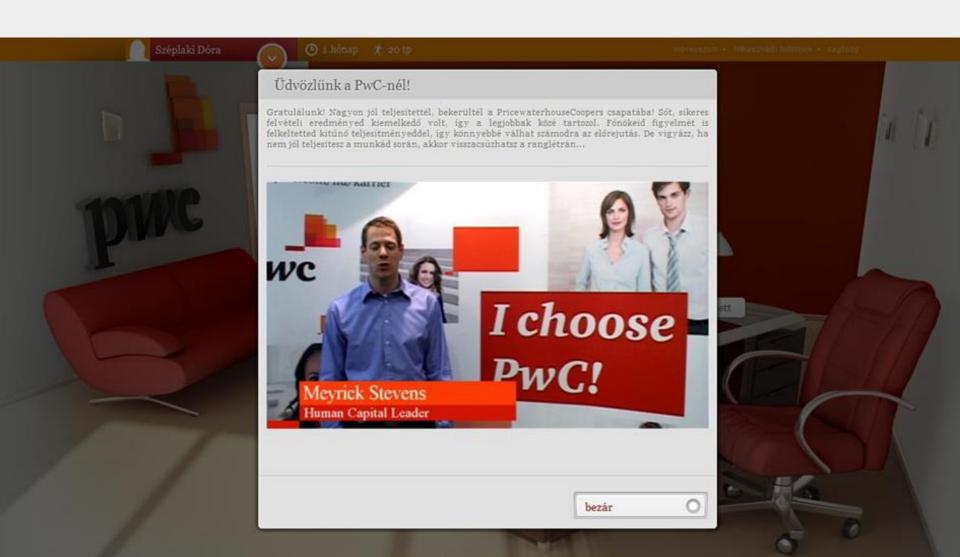














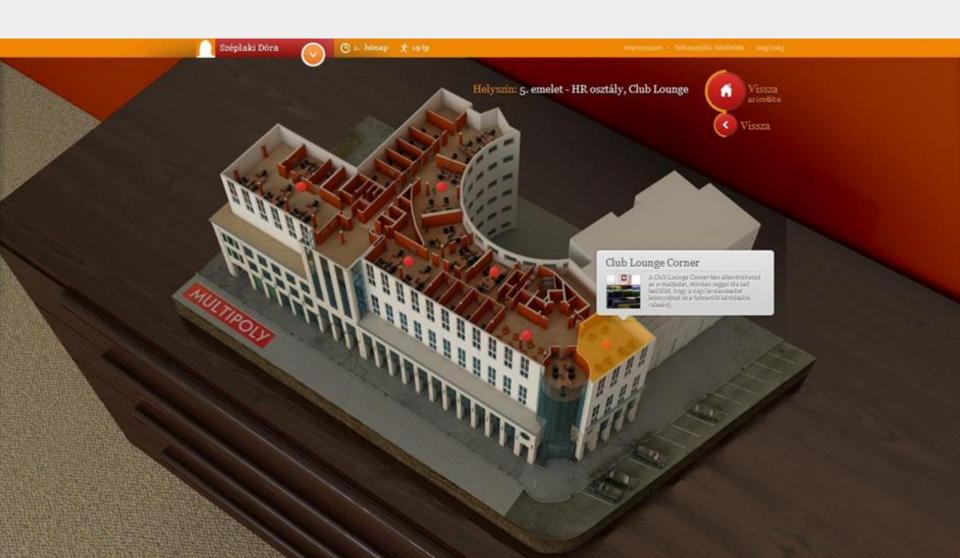




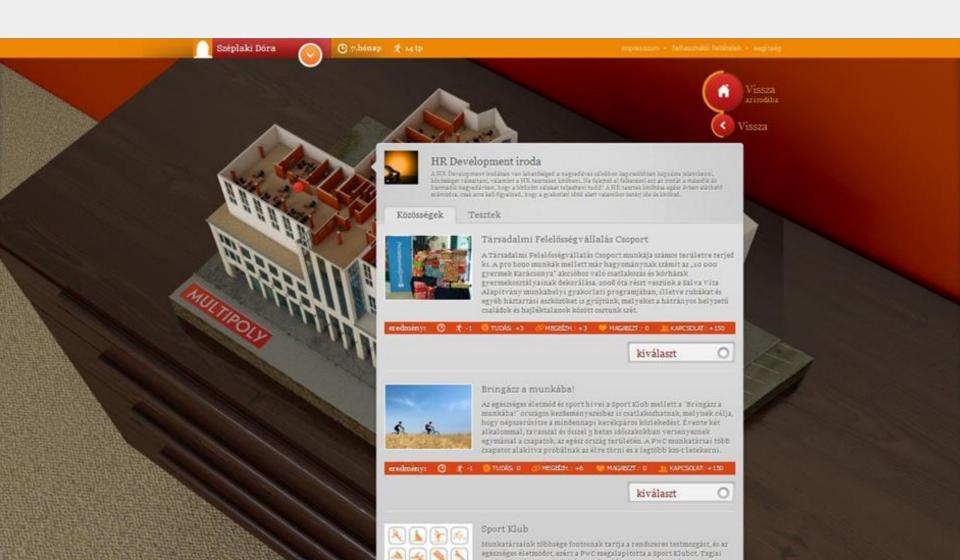






















- Project: Uniface online student recruitment game (2008-2011)
- Client: University of Pécs
- Goals: university branding, student recruitment
- Summary: 3400 virtual students









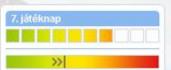






Karcsi! Rosszul teljesítesz a suliban, ha így folytatod, ki fognak rúgni a koliból!





4	TUDÁS	230
496	KÖZÖSSÉG	112

14 tevékenységpont



ABSZLOLÚT PONTSZÁM: 893

Lakhelyed: kollégium Munkád: szórólapozás



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#### It is the end...

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