

# **PANEL DISCUSSION: Gamification & Evidence-Based Assessment**



**Who is currently using  
game-based assessment?**

**2-years ago?**

**3-years ago?**

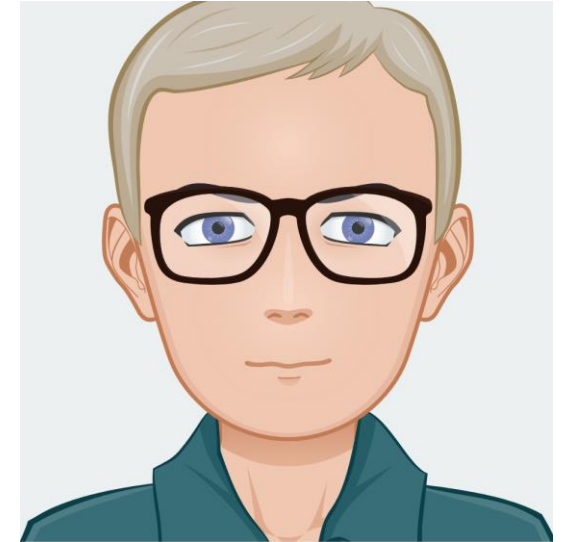
# Meet the panel:



**Philippa Riley**  
**R&D Director**  
**a&dc**

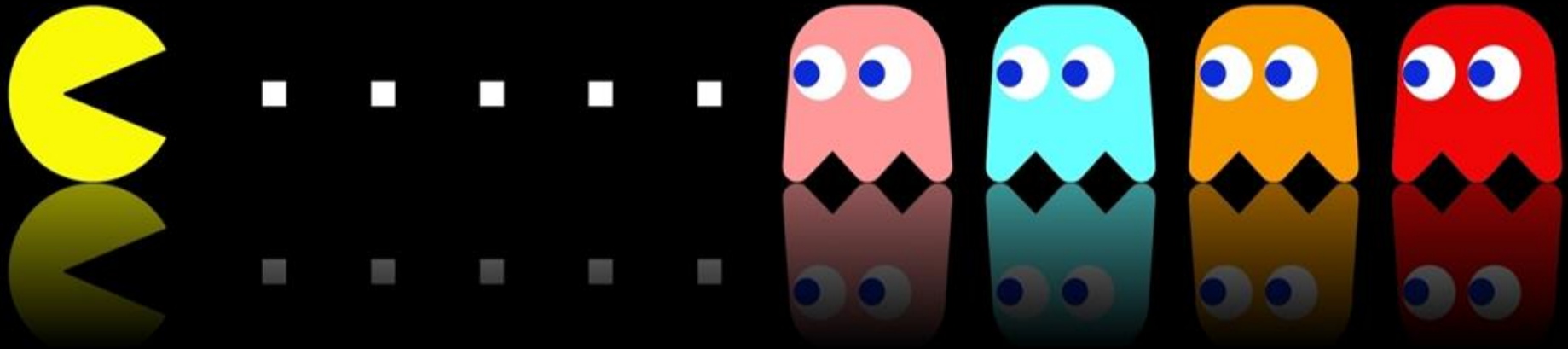


**Nicky Garcea**  
**Co-Founder & CCO**  
**CAPP**



**Robert Newry**  
**Co-Founder & MD**  
**Arctic Shores**

What do we mean by 'gamification'  
and 'game-based assessment'?





**What is the current 'state of the art'  
in GBA?**

**What evidence exists to support the  
use of GBA as part of an  
Assessment Centre?**

**Where have you seen  
GBA used inappropriately or less  
effectively?**


A hand holding a crystal ball that reflects a sunset over the ocean. The background is a blurred sunset over the ocean with a bright sun low on the horizon. The crystal ball shows a clear, inverted reflection of the sunset and the ocean. The text "The Future" is overlaid in white on the crystal ball.

**The Future**





**Will GBA make  
traditional Assessment Centres  
obsolete?**

A hand holding a wooden pencil is visible on the right side of the image, pointing towards the text. The background features a colorful, abstract brushstroke design at the top, transitioning into vertical stripes of teal, yellow, red, dark blue, and green.

**Where do you see the greatest opportunity to  
blend game-based & traditional AC/DC  
methods?**

What risks & pitfalls do we still need to consider when using game-based assessment?



propel

# Questions for the panel?