

Gamelearn launches Echo and Crypto, videogames on coaching and cybersecurity

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New York City, May 20, 2020 ([Issuewire.com](https://www.issuewire.com)) - Consistent and regular workforce training is crucial to remain competitive in the marketplace and keep pace with any changes that may arise. These days many companies have no choice but to move the bulk of their corporate training efforts online. With this renewed importance placed on online training, Gamelearn is rapidly expanding its [catalog of 'serious games'](#) in order to better serve our customers and give companies the tools they need to thrive during and after the current COVID-19 outbreak.

“Both games respond to the current needs of the market and those of our own customers. As always, we’ve listened carefully to what they are asking for and have worked to provide a timely solution to their training needs,” says Ibrahim Jabary, Gamelearn’s founder.

Leadership through coaching

Efforts to hone [coaching techniques](#) are becoming more and more prevalent in the professional sector, particularly when managing teams remotely, and many companies are moving quickly to incorporate these efforts into their corporate training plans.

Echo aims to head up this effort by taking advantage of e-learning and gamification elements that boost student information retention rates and engagement. Using a realistic simulator, and interesting storytelling, users are able to get first-hand practice in real-life coaching situations from the safety of the virtual world.

After trying Echo, Hernan Luna, Training and Development Manager at GNP Seguros and certified coach, stated that it's *"a one-of-a-kind simulator in the world of coaching"*. It's the perfect tool to develop and hone the skills of a good coach, 100% online, and with the efficiency and engagement with the material that traditional, in-person classes fail to offer.

Data must be protected at all costs

The [security risks](#) that any company assumes during normal, day-to-day activities are amplified when the vast majority of its employees are now working from home. For this reason, the importance of cybersecurity is receiving special attention recently. To address this need, we created Crypto.

Crypto intuitively lays out, in video game format, all the basic knowledge and information that employees need to safeguard the basic security elements of any company- an aspect we consider of heightened importance.

High-quality storytelling and graphics ensure high information retention rates and user engagement. Users play as a cybersecurity analyst, undercover at a Biotech firm, with one mission: find as many security holes as possible. The game's goal is to train employees to easily recognize common mistakes and bad practices in handling company equipment and software so that they can be avoided on both the professional and personal level, safeguarding any company's property.

Click to learn the ins and outs of [Echo](#) and [Crypto](#)!

About Gamelearn:

Gamelearn is the market leader in video game and gamified training for companies and organizations. The company, founded in 2007, has revolutionized the corporate training and internal communication sector thanks to its game-based learning platform.

Gamelearn currently has more than 2,500 corporate clients from over 50 countries.

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