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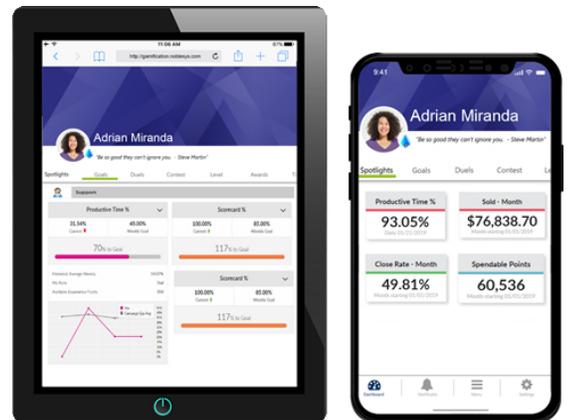
## Noble Systems Introduces Noble Gamification 2.0

*Unified contact center technology leader adds mobile app and new tools for employee recognition*

**Atlanta, GA – October 29, 2019:** [Noble Systems Corporation](#), a global leader in omnichannel contact center technology solutions, announces the release of [Noble® Gamification 2.0](#), adding powerful new functionality to its [award-winning employee engagement solution](#).

Noble Gamification is a unified employee engagement platform designed to increase agent productivity and reduce attrition in call centers. Noble leverages game mechanics across the employee generational spectrum to ultimately align the company's objectives with its employees' activities. The product's unique approach creates equity and normalizes KPIs across disparate groups and campaigns, and includes built-in redemption tools to quickly deliver rewards.

One of the highlights in the new version is Noble's Gamification Mobile application, a winner of the [2019 Communications Solutions Product of the Year Award](#). The mobile application allows players to see their goals and achievements from anywhere, see what other players are doing and open new challenges, view rewards, and update their profile. Players get push notifications when they win and can redeem prizes in off-hours, so they can maintain productivity while they are at work. Additional features include the new Bling Bazaar for non-monetary rewards, enhanced reward management tools with store and pricing tools to normalize the economy and location-based rewards, and upgraded security settings.



“Our introduction of Noble Gamification in early 2018 sparked a wide interest from the marketplace, as well as from existing Noble users. More companies are placing an increased operational focus on employee engagement, and our Gamification offering appeals to today's Millennial and Generation Z employee teams. We use both intrinsic and extrinsic motivation factors to promote and reinforce desired behaviors and gain greater buy-in. Companies are seeing multi-fold benefits across all levels of the organization, including increased productivity, decreased employee turnover, higher profits, reduced training costs, improved employee morale, and accelerated learning,” said Chris Hodges, SVP sales and marketing at Noble Systems.

Noble Gamification is available for on-premise and cloud platforms.

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*The world's smartest contact center software company.*

# PRESS RELEASE

## *For Immediate Release*

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NOBLE SYSTEMS

### **About Noble Systems**

Noble Systems Corporation is a global leader in the customer communications industry, providing innovative solutions for Contact Center, Workforce Engagement and Analytics technologies. Tens of thousands of agents at client installations worldwide use Noble platforms to manage millions of customer contacts each day. Noble offers a unified suite of inbound, outbound, and omnichannel contact processing, strategy planning, resource management and compliance tools for companies of all sizes. Our premise, cloud and innovative premise/cloud hybrid platforms include ACD, predictive dialing, blended processing, recording and monitoring, IVR, messaging, interaction analytics, robotic process automation, decisioning, workforce management, and gamification. With a portfolio of more than 200 patents and growing, Noble leads the way in pioneering solutions for the contact center market. For more information, contact Lee Allum at 1.888.8NOBLE8 or visit [noblesystems.com](http://noblesystems.com).

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