

7 TYPES OF GAMEPLAY

AND HOW THEY ENHANCE
LEARNING AND SKILL DEVELOPMENT



Gameplay is a powerful tool for developing both hard and soft skills in learners.

This eBook explores seven common types of gameplay that can effectively support learning objectives and skill development. This isn't a comprehensive list, but it's a strong starting point for building game-based learning experiences that feel fun, relevant, and impactful.



Matching & Sorting

Definition: These games involve grouping related items into sets or categories, promoting pattern recognition and recall.

Purpose: Require players to pair or organize related items based on specific criteria.

Skills Developed: Pattern recognition, categorization, memory recall.

When to Use: Ideal for teaching product knowledge, compliance training, or classifying information.

Example in Practice: A retail training exercise where learners match product features to customer needs or sort items by department to understand inventory layout.

Similar Game: *Candy Crush Saga*—match candies by color to create combinations, developing pattern recognition and strategic sorting.

The Training Arcade Templates: Sort-It, Wheel of Fortune®, Noodle™.





The **Training** Arcade®

Schedule a demo or start
your free trial today!

LEARN MORE