

RaaS - Rewards As A Service

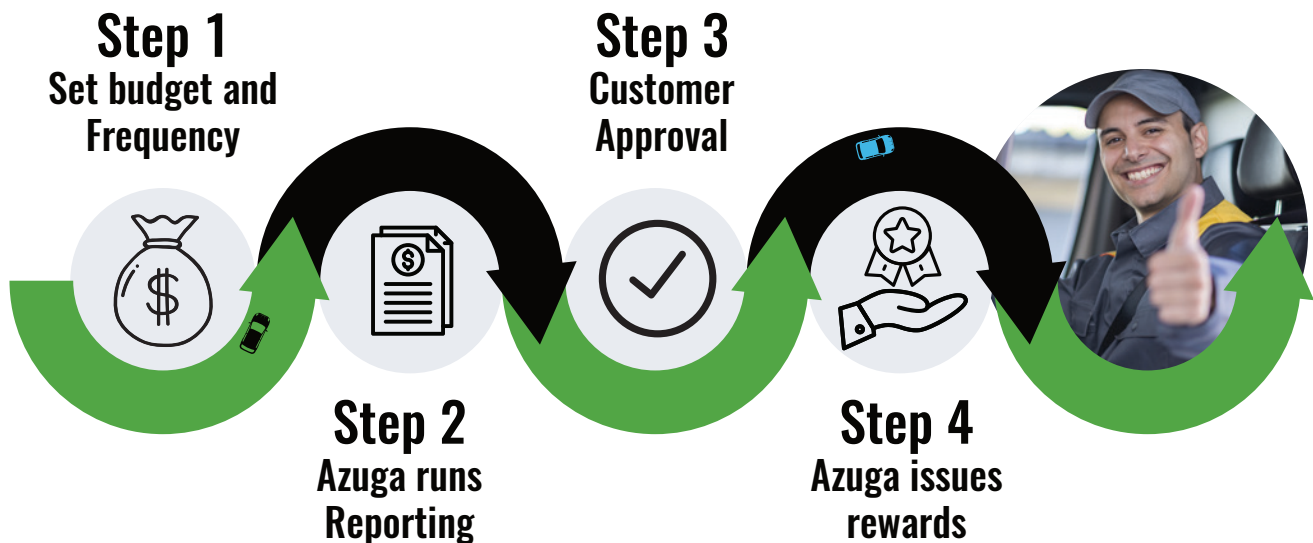
- ✓ Reward your top drivers.
- ✓ Let us do the work.
- ✓ You review and approve!



Azuga's founding principle was 'Go from Gotcha to Attaboy'. There are enough GPS Tracking solutions out there that focus exclusively on the gotcha. We've always had a rewards platform to reward your top drivers. This platform requires you to fund the program, run reports every week or every month to identify top drivers, push a button to send the rewards and check if they have been redeemed.

Now, we've made it even easier. We'll do all the work of identifying the top drivers, pushing the rewards, verifying that the driver redeemed it and then reporting back to you.

PROCESS





Key Features

- Azuga Customer Success (CS) identifies top drivers every month
- Azuga CS funds the rewards card with an amount specified by you
- We push the rewards to the drivers, either to their mobile app, or via email
- We verify that they received it and redeemed it
- We will then send you a report.
- The process repeats every month
- The amount rewarded is shown on your invoice, not a separate charge.

Social Telematics

At Azuga, we believe that this sense of overbearing management has brought tension to the manager/driver relationship and has likely contributed to an increase in the already very high turnover rate of drivers in the fleet industry. To solve the issue, we're taking an all-new, social approach to telematics.

The big question is how do you deploy telematics in a way that gets workers interested in smarter driving, rather than turning them off by making them feel like they are the problem. The benefits of telematics for fleet tracking are well-proven, but when rolled out without due planning and without buy-in from the people behind the wheel, the results can be mediocre and you can end up with unintended cultural consequences.

The answer is gamification and rewards. Gamification motivates workers to participate in the safety program by making smart driving a fun and competitive aspect of your culture and a key part of how team members interact. Gamification makes driving better and more inviting for your team because it feeds on the innate enjoyment of playing, competing and winning.