



What is A-GAME Xtreme? How does it work?

A-GAME Xtreme is a fantasy-sports style Executive Gamification solution developed by TouchPoint One and hosted on the Acuity Performance Management Platform.



Senior managers create Xtreme teams via fantasy draft and compete head-to-head in round robin tournament.



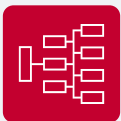
Each week, Xtreme team owners select starting lineups from their full team rosters.



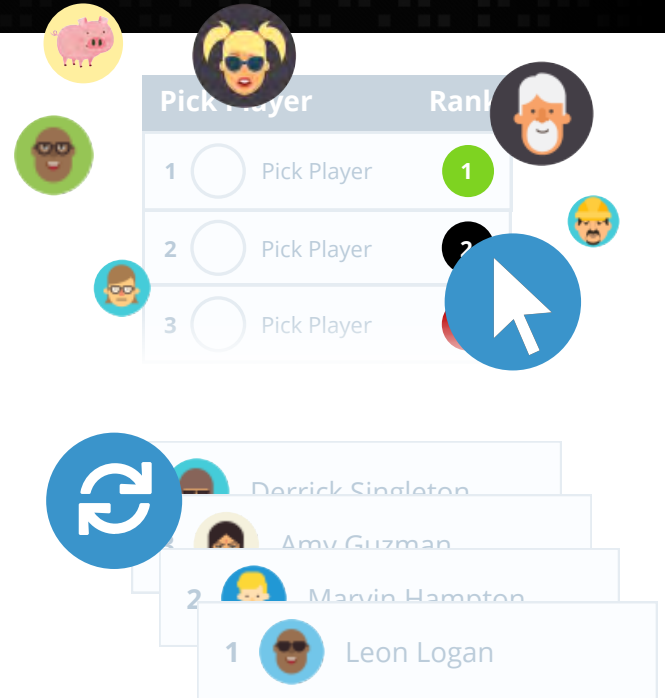
Xtreme team owners engage with peers and actively support, encourage, and mentor their teams!



Individual and team scores, based on overall performance or specific KPIs, are updated daily.

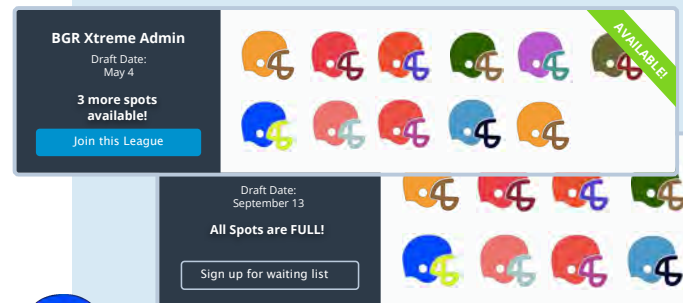


Regular season division champions advance to post-season and compete for regional and/or league championships.



Why Xtreme is different by design and critically important.

- Strengthens organizational culture, inclusion, and trust
- Reinforces supervisor coaching and support
- Engenders mentoring and motivation between senior and frontline staff
- Legitimizes gamification
- Fosters a sense of purpose, alignment, and belonging
- Recognizes and rewards high performance
- Relieves the social isolation of remote/hybrid work
- Makes work more meaningful
- Elevates the employee experience



Xtreme fun. Xtreme engagement. Xtreme benefits.



**Get in the Action. Make an Impact.
Get Started Today.**

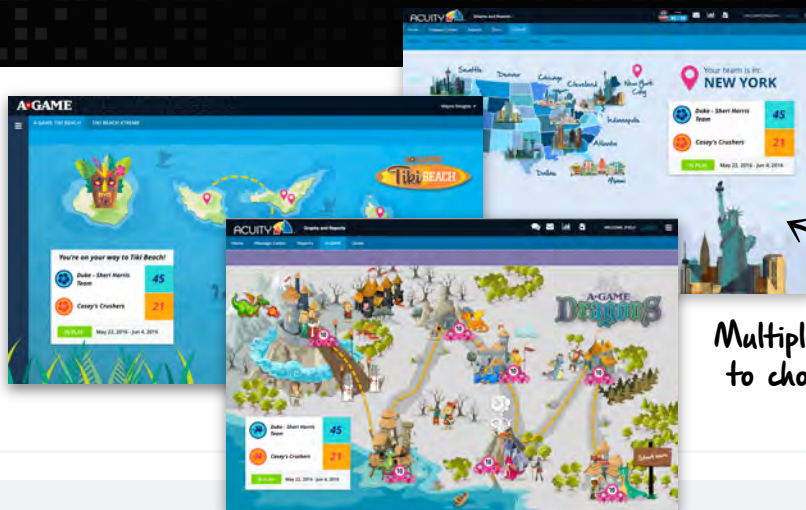


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Schedule a Demo at sales@touchpointone.com



**Employee Engagement
Excellence =
Business Boosting Benefits**



Multiple Themes
to choose from!

41%
better quality

23%
more profitable

81%
lower absenteeism

18%-43%
lower turnover

10%
better customer
loyalty/engagement

18%
greater
productivity

Source: Gallup, <https://www.gallup.com/workplace/285674/improve-employee-engagement-workplace.aspx>



Xtreme is your knockout counterpunch to the great resignation!

73% of currently employed workers say that they are actively thinking about quitting their jobs.

*91% of employees think that their leaders lack communication skills.
1 in 3 employees don't trust their employers.*

Managers Account for 70% of Variance in Employee Engagement.

Source: <https://sloanreview.mit.edu/article/toxic-culture-is-driving-the-great-resignation/>
source: Edelman Trust Barometer, <https://www.inc.com/marcel-schwantes/survey-91-percent-of-1000-employees-say-their-boss.html>
Source: <https://news.gallup.com/businessjournal/182792/managers-account-variance-employee-engagement.aspx>

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