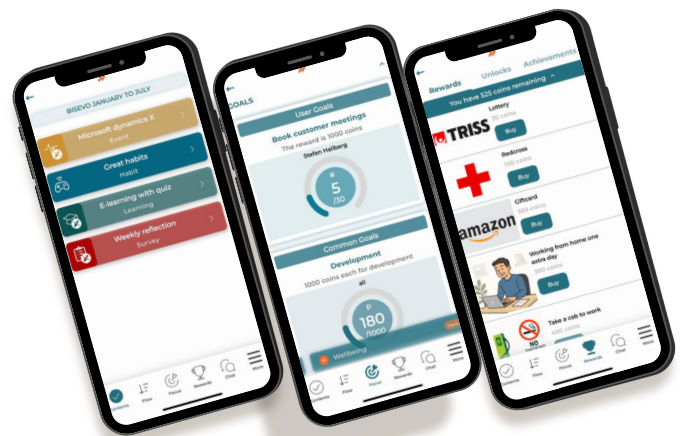# bisevo »

ENGAGE WITH REWARDS

From Habits to Impact - A Platform for Engaged Teams and Measurable Growth

Behaviour change is hard, and most initiatives lose momentum within weeks. Bisevo makes it easy to turn insights into action with rewards, daily micro-activities, e-learning and pulse checks.

The process starts by choosing what you want to improve ; CRM adoption, sales, customer service, collaboration, leadership, safety or any workflow. Bisevo then helps you set clear, goals and track progress end-to-end in the app.

COMPONENTS OF BISEVO
Through gamification, achievements and rewards, both new and existing behaviours are reinforced until they become lasting habits. The outcome: motivated employees and measurable results.

FOR WHO?
The target group for training, surveys, and rewards includes employees, customers, and partners.

» BISEVO FEATURES

- Gamified key habits, learning, and development
- Points, coins, medals, campaigns, feedback, and leaderboards
- Customizable goals and challenges
- Available on iOS, Android, and Web

- Built-in e-learning modules, checklists, and surveys
- Integrated bonus and reward shop
- Open APIs for seamless integration with other tools
- Webadmin and dashboard

66-254 DAYS
The average time it takes to form a new habit

Positive reinforcement boosts engagement by
2-3 x

### Feedback Boosts Habit Adoption by
+38%

» GET STARTED WITH BISEVO

Bisevo streamlines team engagement, performance and collaboration. The platform makes it easy to collect meaningful insights and engagement.

CONFIGURE COMPANY AND ADD A PROJECT » ADD USERS AND SEND INVITATIONS » PERFORM TASKS » SEE & CELEBRATE THE REWARDS AND RESULTS

Survey
Learning
Rewards
Habits

» FLEXIBLE BY DESIGN

Start with a survey to pinpoint what to improve, then roll out e-learning and habits that support daily progress. Organize users into teams, follow results on live leaderboards, and motivate participation with rewards.

Bisevo can also integrate with your CRM to automatically reward the right behaviours. Habits turn intentions into consistent actions — and when many people do the right things more often, the impact scales fast.

PROJECT

SURVEYS | HABITS | E-LEARNING | E-EVENTS

OPTIONAL ADDITIONS

GOALS | CAMPAIGNS | REWARDS
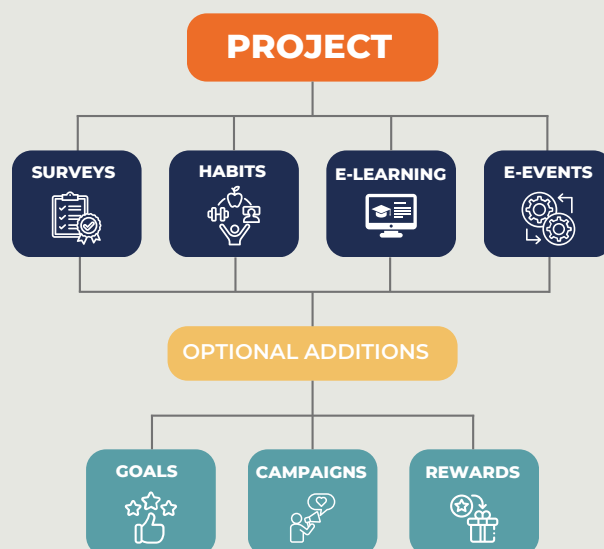
» PROVEN CUSTOMER OUTCOMES

increase in sales among sales managers
+10%

improvement in profitability for project managers
+15%

more deals per person among customer service and sales
+67%

Available on Microsoft Marketplace
Free trial for 30 days

Microsoft Partner
Microsoft

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