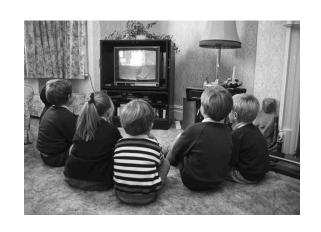
IS WORK A GRANE?

JOSH HART CTO OF YULIFE

Are you entertained?















We've had a busy decade...















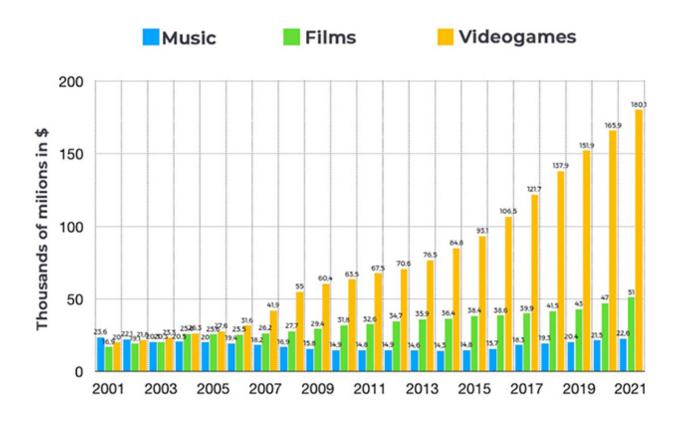


Entertainment is changing

- 35 MILLION
- □ £3 BILLION
 - □ 5TH
- GENDER SPLIT... WHAT GENDER SPLIT?



Entertainment has changed





This gave birth to something interesting







It's more than a game









Battle for the eyeballs begins



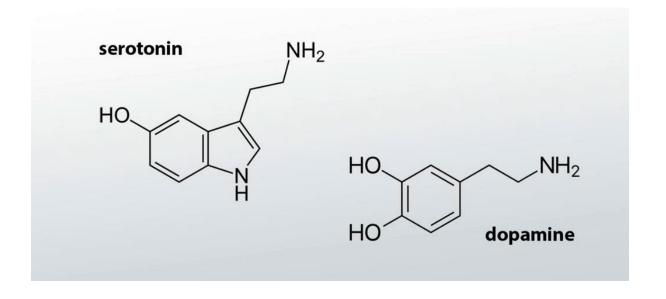






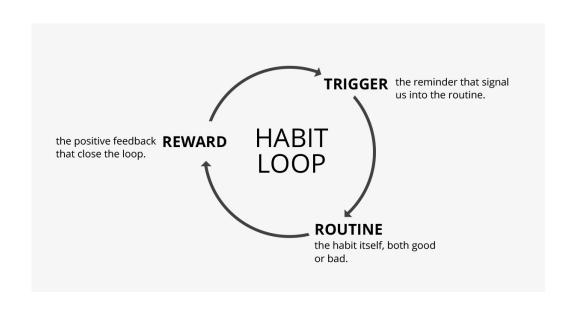


Games vs. traditional entertainment

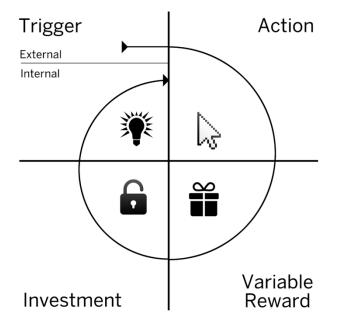




And now we understand it...



Hook Model

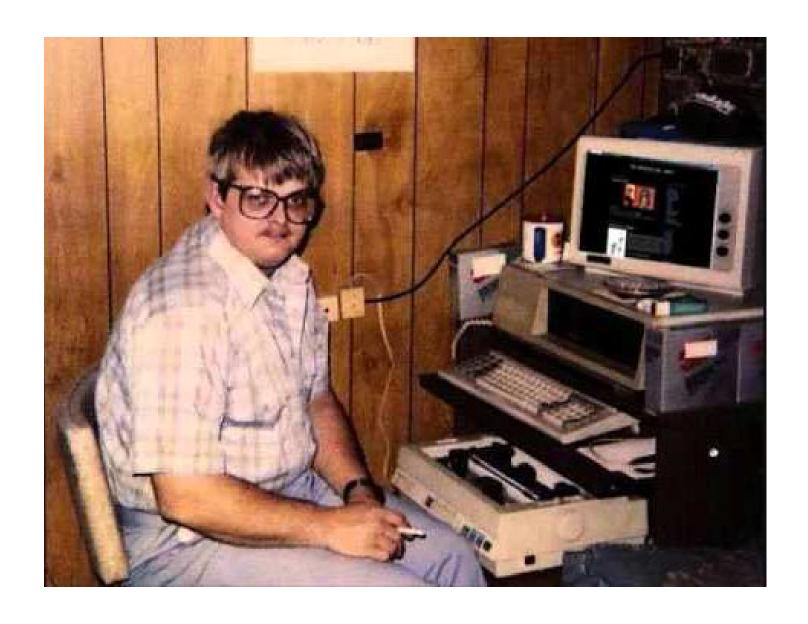




People Computer Games

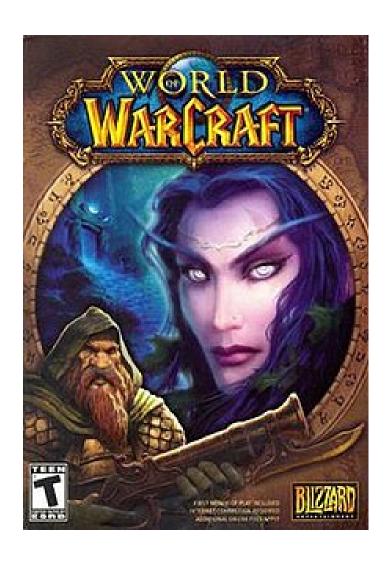


15 years ago



23rd November 2004





Dictionary

Enter a word, e.g. 'pie'



MMORPG

noun

an online role-playing video game in which a very large number of people participate simultaneously.



Translations, word origin and more definitions

















23rd November 2010











Games became cool!











HALF WAY POINT

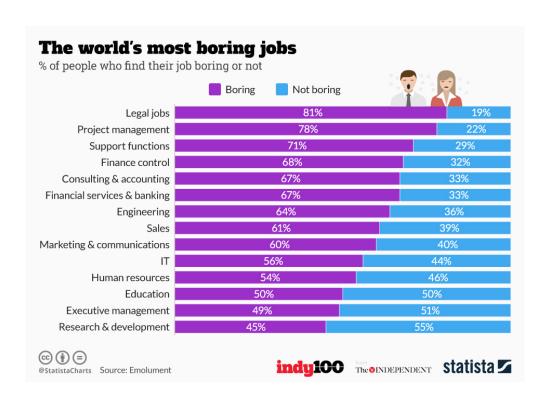


What does this mean for the world of work?

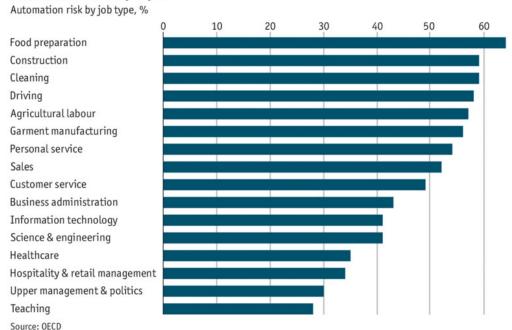


- ☐ ARE PEOPLE PASSIONATE ABOUT THEIR JOBS?
- □ ♂□ HOW DO WE MERSURE PERFORMANCE?
- □ □ WHAT DRIVES PRODUCTIVITY?
- ☐ IS IT ALL ABOUT MONEY?
- ARE JOBS BORING?

Are jobs boring?







Self-actualization

desire to become the most that one can be

Esteem

respect, self-esteem, status, recognition, strength, freedom

Love and belonging

friendship, intimacy, family, sense of connection

Safety needs

personal security, employment, resources, health, property

Physiological needs

air, water, food, shelter, sleep, clothing, reproduction

Maslow's hierarchy of needs

An example...

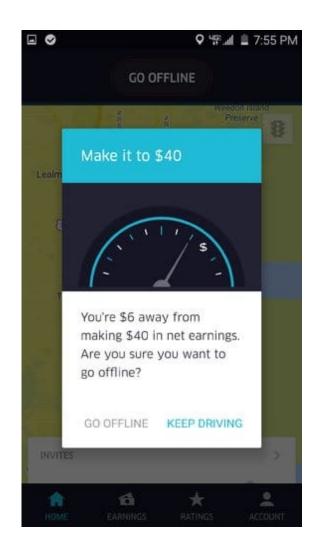


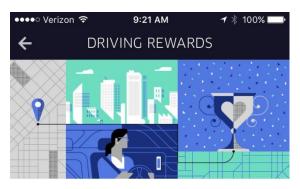


Uber



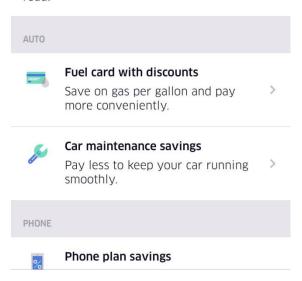






Get more for every mile

Earn and enjoy rewards, both on and off the road.





What about the future?

















Elements of a game definition

Proceeds according to rules that limit players Conflict or contest Goal-oriented/outcome-oriented Activity, process, or event Involves decision-making Not serious and absorbing Never associated with material gain Artificial/Safe/Outside ordinary life Creates special social groups Voluntary Uncertain Make-believe/Representational Inefficient System of parts/Resources and tokens A form of art

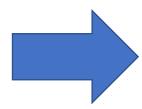
CONTROL / RULES



ESCAPE / DISTRACT































LIFE INSURANCE THAT INSPIRES LIFE

love being yu

our mission is to inspire people to live their best lives every day

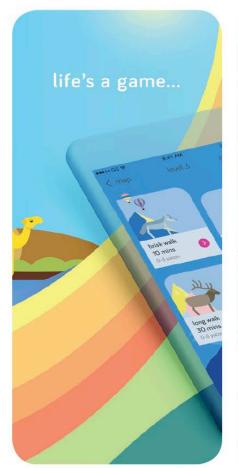
we believe in using financial services as a force for good

we deliver this by offering meaningful insurance products integrated with game based wellbeing services to catalyse real behaviour change

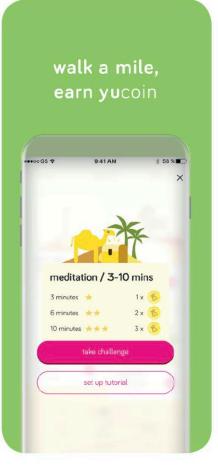




the yuniverse













reward and wellbeing partners

earn vouchers and redeem rewards

access exclusive discounts and offers







































the game of wellbeing

app engagement

In a recent survey, 67% of our users agreed that they now live a healthier lifestyle having used yulife*

yulife members walk 2x the UK average (7,507 v.s. 3,100)**

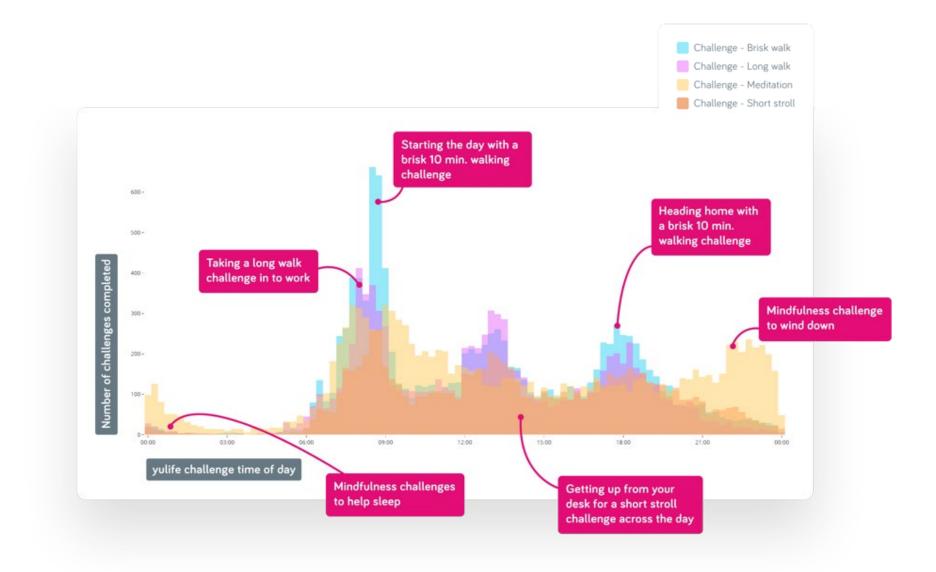
Members who meditate take an average of 50 mins of mindfulness challenges per week**

Source: *Internal survey Oct 18, **Internal data July 2019





positive behavioural change





yulife insurance products



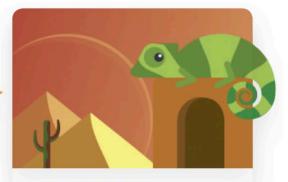
group life insurance (death in service)

Provides a tax-free lump sum following a death to the employee's beneficiaries.



group income protection (sick pay)

Provides a monthly benefit to support an employee if they are unable to work due to long-term illness or injury.



group critical illness

Provides a tax-free lump sum to an employee if they, their child or (if covered) their partner suffer one of the defined medical conditions



yulife policies are FCA regulated and underwritten by AIG



our customers agree





























