

THE GAMIFICATION AS A TOOL TO IMPROVE RISK MANAGEMENT IN THE ENTERPRISE

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Abstract:

The following article presents the application of the mechanism games, "gamification" as a tool to support risk management in the enterprise. After presenting the risk characterization, risk management and the concept of gamification, we present practical steps to be taken in accordance with the concept of gamification, allow for the efficient operation of Risk Management in any enterprise. We have chosen an enterprises, producing the small plastics objectives, as an example how the Risk Management System might be improved by adding the action taken from the gamification mechanisms.

Keywords: risk management, gamification, tool, enterprise

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