

PerformX[®] – Incentives

- 1 Banner** – Allows clients to brand site with their corporate image and colors
- 2 Navigation Bar** – Contains user profile and navigation links
- 3 Program Earnings** – Provides points balance, transactions and links to online catalog with 1,000s of awards
- 4 REX Rules Engine** – Powers multiple types of promotions
- 5 Gamification** – Provides interactive games—participants earn tokens to play the game and a chance to earn
- 6 Learn n Earn** – Allows participants to earn points/awards based on completing online training objectives
- 7 Sales Claims** – Provides vehicle for participant to submit completed sales information
- 8 Content Cards** – Announce programs, show progress, expand and contract relevant information
- 9 Message Center** – Inbox for user targeted motivational messaging and alert
- 10 Leaderboard** – Ranks user or region, with/without units display
- 11 Gamification Earnings** – Provides tokens available

The screenshot displays the PerformX user interface for Adam Joseph, a One10 PerformX Team Member. The interface is divided into several sections:

- Header (1):** PerformX logo and navigation menu.
- Navigation Bar (2):** Home, Earnings, Promotions, Messages, Reporting, Dashboards, Admin, Profile, Sign Out.
- Program Earnings (3):** Shows 379,225 available points as of 2/23/2021 2:50 PM. Includes a 'GO TO CATALOG' button and a 'Recent transactions' section.
- Claims (7):** Section for submitting sales claims, including a 'SUBMIT CLAIM' button.
- Content Cards (8):** Promotional cards for 'Make Every Second Count' (15 units remaining), 'Demo Hit and Earn - Game Play' (11 units remaining), and 'Every Sale gets you to the next Tier!' (\$425 estimated earnings).
- Announcements (8):** Includes a 'Webinar Now Available' notice and a 'Service Anniversary' congratulatory message for Dorothy Howard.
- Learn 'n' Earn (6):** Section for training opportunities, including a 'GET STARTED' button.
- Leaderboard (10):** Ranks users and regions. Individual leaderboard shows: 1. Jessica Thompson (8,340), 2. Anonymous (3,390), 3. Scott Wells (3,305), 4. Jacqueline Mendoza (3,250), 5. John Weaver (3,215).
- Gamification (11):** Shows 86 Tokens Available, with 'In It To Win It' (19) and 'WhirlWin' (21) options.