**MAJORS: HRM** 

S. No. 16

# IMPACT OF GAMIFIED RECRUITMENT ON CANDIDATE MOTIVATION AND ORGANIZATIONAL ATTRACTIVENESS IN TELECOM INDUSTRY OF PAKISTAN



By:

Saba Khalid

Enrollment # 01-121182-032

MBA/HRM

Firdous Ahmed Shehri Supervisor

Department of Business Studies Bahria University Islamabad Fall-2019

## FINAL THESIS APPROVAL SHEET

## **Viva-Voice Examination**

Date	/_	_/

		Δ.	
Topic of Rese	earch: IMPACT OF GAMIFIED REC	RUITMENT ON CANDIDATE M	OTIVATION ANI
	ONAL ATTRACTIVENESS IN TELECO		
Names of Stu	dent(s): Saba Khalid	Enroll # 01-12118	2-032
Class: MBA/F			
Approved by:	<u>:</u>		
	Firdous Ahn	ned Shehri	
	Thesis Su	pervisor	
	Dr. Syed Haio	ler Ali Shah	
	Exami	ner-I	
	Madih	a Ali	
	Examir	ner-II	
	Dr. Syed Haid	ler Ali Shah	
	Research Co	oordinator	
	Dr. Muhamm	ad Ali Saeed	-
	Head of De	epartment	

iii

Management Sciences

#### **ABSTRACT**

The purpose of this study is to find the impact of gamified recruitment on candidate motivation and organizational attractiveness in telecom sector of Pakistan. Businesses are fighting in a "war for talent," and every single hire of a key employee is a battle of increasing strategic importance A gaming environment has the potential to motivate the actions of players or could trigger desirable changes in their behaviour. Gamification has the potential to convert the entire process or at least a part of it into bite sized manageable steps for engaging the applicants. Therefore, for the purpose of clarity, we refer to Gamification in the context of assessment as the process of applying such elements to assessment processes, in a deliberate attempt to either make them more appealing, enjoyable, engaging or less onerous to candidates. 292 questionnaires have been collected which were filled properly. In light of the findings of this study, positive results have been found between independent and dependent variable for a positive effect of employees. A gamified recruitment is more attractive for organization to get available information about the candidates under a number of conditions. Organizations should recognize that these conditions could either benefit or harm the intrinsic motivation of their employees.

**Keywords:** Gamified recruitment, candidate motivation, organizational attractiveness, telecom Industry

## **Dedication**

To my Beloved & Respected

**Parents & Family** 

**Declaration Form** 

I, Saba Khalid, Enrollment No: 01-121182-032, MBA hereby declare that the thesis has

been submitted by me in the partial fulfillment of the requirement for the degree of MBA and

this thesis present research carried out at Bahria University Islamabad Campus and aims

encouraging discussion and comments. The observation and viewpoints expressed are the sole

responsibility of the author. It does not necessarily represent positions of Bahria University

Islamabad Campus or its faculty. I also understand that if evidence of plagiarism is found in my

thesis at any stage, even after the award of my degree, the work may be cancelled and the degree

revoked.

Date 19/12/2019

**Supervisor** 

Saba Khalid

Firdous Ahmed Shehri

**Enrollment No: 121182-032** 

MBA/HRM

vi

Acknowledgement

All praises for the All Mighty ALLAH who is most Beneficent and the Most Merciful. I would

like to give my thankfulness to my supervisor Firdous Ahmed Shehri who due to his kind

support, motivation, experience and knowledge made me complete this research thesis. I also

thank to my parents, family and children for their sincere and continuous support during my

studies.

**Date** 19/12/2019

**Supervisor** 

Saba Khalid

**Firdous Ahmed Shehri** 

**Enrollment No: 121182-032** 

Reg. No: 59029

**MBA** 

vii

### TABLE OF CONTENTS

Fly leaf		I
Title Page		II
11	ificate	III
		IV
		V
	orm	VI VII
C	mentents	VII
CHAPTE		V 111
1. INTRO	DDUCTION	
1.1	Background of the Study	1
1.2	Research Gap	3
1.3	Problem Statement.	4
1.4	Objective of the Research	4
1.5	Research Questions.	4
1.6	Contextual Analysis	4
1.7	Significance of the study	5
1.8	Organization of the Study	5
2. LITER	ATURE REVIEW	6
3. RESEA	ARCH METHODOLOGY	19
4. RESUL	T AND DISCUSSION	23
5. CONCI	LUSION AND RECOMMENDATION	32
REFEREN	CES	36
Appendix Q	uestionnaire	43