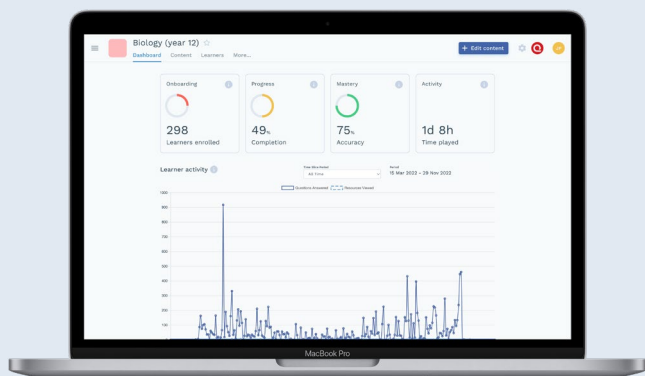


# Boost student success and maximise your ROI with Quitch

Universities are facing increasing pressure to enhance student engagement and improve retention, especially in high-fail first-year courses. With limited budgets, finding solutions that not only improve student outcomes but also offer a strong return on investment is critical.

Quitch is a proven gamified mobile learning platform designed to increase student engagement, improve academic performance, and ultimately reduce attrition. In partnership with Swinburne University of Technology School of Business, Law, and Entrepreneurship, Quitch has shown a remarkable impact on student success and institutional savings.

[Read the full case study →](#)



## Data-driven insights for educators

Quitch's real-time analytics dashboard empowers educators with actionable data to tailor content and better support students. This personalised approach helps keep students engaged and on track, leading to better academic outcomes and retention.



Student success at Swinburne:

## \$4.5M

### Savings from student retention

Quitch saved the Business School \$1.5M in lost fees in year one, or \$4.5M over an average degree cohort, as a result of...

## 35%

### Fail rate reduction

Up to 35% of students failing difficult first year subjects passed after Quitch was introduced, because...

## 81%

### Enhanced learning and engagement

76% of students reported they understood content better, and 81% experienced high engagement which led to...

## +19%

### Higher marks

Students who completed just 3 or more quizzes saw an average of 19% higher marks.

## Why Quitch?



Contemporary,  
gamified learning



Anywhere,  
anytime



Increase student  
engagement



Lift student  
success

# Quitch

Level up your learning, find out more at [quitch.com](#)