

## WHAT DO WE KNOW ABOUT VIDEOGAMES IN HR

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**Abstract.** The article provides a review of videogames and HR-sphere compatibility issue, as well as the possibility of transferring videogame mechanics in the HR-processes, such as a selection, an adaptation and a training, and in general — staff and human development. For this purpose the author overview firstly the history and role of gamification briefly. Then he provides a sociological description of the American gamers' image, which are millennials (or Generation Y), as a part of US labor power (as a category of economics) through print and online sources. Secondly, the author identifies five specific aspects of video games using the same sources, which are able to have positive affect on the millennials' interest to their work, being introduced into the HR-management processes. Thirdly, the author makes a description of video game mechanics and processes that can be useful for the HR-management, informs about personal experience.

**Keywords:** videogames; millennials; human development; human resources.

**JEL codes:** M12; M14; O15.

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