PROG 7312

# Gamification

My 5 examples for gamification are:

1. Instant Feedback
2. Scores
3. Leader-boards
4. Badges
5. Levels

Someone posted a very nice summary of gamification stating that it leverages people’s natural desires revolving around social interactions that rewards players for their accomplishments with virtual currencies is a way of encouraging players to compete (Wikipedia, n.d.).

The gamification feature I’d like to use would be scores as it seems like a simple feature to implement that would provide very good feedback from the users. This will allow users to rate themselves on how well they did in each section of the application. It would rate each exercise and score them, and they would there be able to see the score they got for each exercise and try and improve their scores. This would for future iterations be nice to include with the gamification feature leader-boards. A scoring system would allow for users to see how well they are doing, where they are going wrong and then it would allow them to be able to grow their skills and improve themselves. Gamification good way to engage users within your app, this engagement helps users get more involved into your app which in-turn helps them keep using your app, as well as gives them a reason to share your app with people they know which can help grow your userbase.

# Bibliography

Pandey, A. (2015, October 6). *6 Killer Examples Of Gamification In eLearning (Updated In 2020)*. Retrieved from eLearning Industry: https://elearningindustry.com/6-killer-examples-gamification-in-elearning

Wikipedia. (n.d.). *Gamification*. Retrieved from Wikipedia: https://en.wikipedia.org/wiki/Gamification