

Skype Meeting 4 - Educational Gamification Group Meeting with Commissioner Martijn Koops

Date : 5th December 2013

Participants : Martijn Koops, Anika, Rashmi, Georgi

Location : Drebellweg Room

Contents:

- Clarity on Empire/structure style
- Clarity on levels
 - City = player
 - Province = class group
 - Country = whole class
- Leaderboard concept was not clear
 - Score board at individual city & group province level
- Considering gifting resources to each other
 - Students give gifts of resources only
- Oculus rift is good: really liked
- Status symbol idea is still there (and we are happy with it)
 - Flag
 - City
- New concept idea:
 - of locking elements until all people in province reach a certain level