PROG7312

Poe Task 1

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**Grimoire Catcher Gamification breakdown**

Gamification is making a normally boring task more fun by implementing features that would normally be found in a game ,I feel more applications need this to make life a little more fun , here’s why for this application to teach librarians the Dewey decimal system I want to implement some gamification. This document will go through some of the most common and popular methods of gamification.

(Baraishuk, 2018)

**Here are 5 types of gamifications :**

1. Levels system – (Baraishuk, 2018)

As the user completes tasks in app, they get experience points to level up ,as the user levels up they get in app perks and by hitting level milestones they get work bonuses like a single use voucher to finish 1 hour early when they want (Zent, 2018).

1. A trophy system – (Baraishuk, 2018)

The user will get a trophy for completing the stage within a certain time and or with a big score and could be in tiers like gold silver and bronze.

1. In App currency or a points system – (Baraishuk, 2018)

This would be a points system they users can get by many means like completing stages , finding easter eggs and daily logins.

1. Stage based leader boards – (Baraishuk, 2018)

Each stage can have a leader board so that the user can always retry the stage to beat their friends high score and maybe even try for the best (Growth Engineering, 2021)

1. Implementing an actual game – (Baraishuk, 2018)

Like a quiz ,matching or another mini game .

For my Application Grimoire Catcher, I choose to implement a leader board where the participants can compete against each other to get to the top of the leader board I would implement this by (Laning, 2020)logging the score to the Database every time a user completes a game, and the leader board will show the game the user played ,their username ,and their score , by showing only the username it shows a sense of “anonymity ”which some people like.

The benefits of Leader boards include (Laning, 2020):

People love a visual representation of a competition like in F1 there is a live leader board during races (Laning, 2020)

The ability to compete more easily (Laning, 2020)

Players can set goals for themselves like wanting to beat their old high score or beat a friend, (Laning, 2020)

It allows players so see progress with relation to other players (Laning, 2020)

And mainly the bragging rights if you are above another aspiring Librarian or friend (Laning, 2020)

And those factors were instrumental in me choosing to implement a leader board into Grimoire catcher.

To conclude I would say gamification should be used in more places to make life a little more fun especially in something as stereotypically boring as being a librarian.

# References

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