Module 13 - Gamified Mock-up

<div style="border:1px solid #2b7bb9; display:inline-block; padding:10px 20px;">Start Assignment</div>

- Due Sunday by 11:59pm
- Points 40
- Submitting a file upload
- Attempts 0
- Allowed Attempts 1

This assignment is worth the same points/credit as a **one-page response,** but hopefully a bit more fun.

Your task is to design a mock application to gamify user response. You don't have to build the app. You can sketch it out on power point or other software of your choice. You can even draw it by hand and upload it. You must, however, answer the following questions:

1. What is the objective of your app?

2. What are the target behaviors?

3. Describe the user/player.

4. Describe the activity loops (at least two) and how a user progresses through the app.

5. Based on the lecture material, why do you think your app increases intrinsic motivation and target behaviors?

Post your response in the Module's discussion board.