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Part one: Research. 2

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PART ONE: RESEARCH

2 Five gamification features: 1. Game levels

2. Interactive progress bars

3. Badges 4. 3 In-app currency 5. Leader board

Introduction: Gamification is a fun and engaging way to attract users and keep them entertained while introducing a new skill for the user to learn. "This means that users engage with the system because they want to" (interaction design foundation,2002). The gamification feature of choice is badges.

4 Gamification feature of choice:

"badges are gamification elements in the form of rewards that symbolize the achievements of learner." (lambda solutions,2018). Badges are visual representation of the skill the user has completed and reminds the user how far they have come as well as builds drive to continue. Badges would show the user the number of skills they have completed thus making the user motivated to complete the current level as well the game and keep them more actively engaged in learning the skills and gathering as many badges as possible. The user may also feel appreciated for the work they had put in to learn the skill once they have received the badge. Friendly competition can be stirred up by the users as they race each other to collect as many badges as possible keep the user actively engage and learning efficiently all while keeping the user entertained.

Conclusion: Badges are a fun and engaging way to have the novice librarians learn new skills efficiently. This feature not only creates a drive for the user to complete the task and collect the badges but also creates a drive for the user to learn more and more skills therefore decreasing the chances of the user losing interest in the task.

References

eLearning Industry. 2021. ① 5 Most Popular Gamification Features (With Examples). ⑤ [online] Available at: ⑥ <https://elearningindustry.com/gamification-features-5-most-popular-examples> [Accessed 23 September 2021]. Growth Engineering. 2021. ① 8 Gamification Features You Have To Consider For Your New LMS. ⑤ [online] Available at: ⑥ <https://www.growthengineering.co.uk/8-top-gamification-features-lms/> [Accessed 23 September 2021]. Imaginovation. 2021. ① 8 Essential Gamification App Features The Education Sector Needs. ⑤ [online] Available at: ⑦ <https://www.imaginnovation.net/blog/gamification-education-app-features/> [Accessed 23 September 2021]. Solutions, L., 2021. ⑧ How Gamification Badges Motivate Learners to Succeed. ⑨ [online] Lambdasolutions.net. Available at: ⑧ <https://www.lambdasolutions.net/blog/how-gamification-badges-motivate-learners-to-succeed> [Accessed 29 September 2021]. ⑩ The Interaction Design Foundation. 2021. ⑪ What is Gamification?. ⑤ [online] Available at: ⑫ <https://www.interaction-design.org/literature/topics/gamification> [Accessed 23 September 2021].

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