



Definition of Gamification

It is the use of **game elements** and **game design techniques** in **non-game areas**.



Game elements

- Toolbox
- Parts of the game : point system, levels, resource collection, avatars, quests, social graph,



Game design techniques

- Games do not only consist of game elements.
- These elements are not placed haphazardly. They are designed systematically, thoughtfully and artistically.
- It requires thinking like a game designer.



Non-game areas

- We have a different goal than game success.
- You play not only for fun, but also to learn, to work.
- What you do is similar to a game, but its purpose is not a game.