(HAMARI; KOIVISTO; SARSA, 2014)

Introduced me to the concept of motivational affordance.

Makes a significant contribution to my understanding of the context and review of gamification literature available at the time and adds to my belief that gamification can be successful.

This is a review of literature discussing gamification specifically associated with motivation affordance. It takes a body of previously reviewed articles and discusses the variety of context and methodology across the different articles. This paper makes a significant contribution via the synthesis of Motivation Affordance with psychological and behavioural outcomes and its connection with gamification. One of the main short-cummings highlighted by the article is the lack of a single study that includes all motivational affordances, behavioural and psychological outcomes. Due to the different methodology and context of the studies it falls short of being able to draw a meta analysis of the studies. The collection of literature fails to provide enough points of information to be able to evaluate the success of any of the properties it evaluates.

(ZHANG, 2008)

Provided enough context and explanation for me to understand the term motivational affordance.

Motivational affordance is the properties of a thing that allow actors to satisfy needs.

Creates an acceptable framework that can be used alongside others to both: evaluate the design of a and provide requirements for a gamified system.

Enforces my understanding that a successfully implemented gamified system requires more than just points badges and leader boards.

Shapes my decision to not include demotivational techniques to increase motivation as such techniques cause anxiety in order to do so.

This article discusses motivational affordance and its relevance to computing. It then lays out a set of principles that can be used to for fill the needs relevant to user of an ICT system. This article connects psychological/social needs with design and arbitration principles of computer systems. Due to the non-specific context of this article it can be (and often is) applied to digital gamification.

(OPRESCU; JONES; KATSIKITIS, 2014)

Adds additional points to concider when developing a gamified app such as research gathering. Also reinforces some of the points provided by Zhang such as allowing for identity and enhancing community/ relatedness.

This article discuses some of the advantages to both employees and employers of gamifying work practices. The article is discussing gamification in particular to the workplace, something that poinyant and worth considering when designing an app for personell management. The major shortcoming with this article is that it doesn’t include any empirical evidance to confirm some of the claims made. Due to a significant overlapp between other research done a lot of the points made seem to be relivant and worth taking on board.

HAMARI, J.; KOIVISTO, J.; SARSA, H. **Does Gamification Work? — A Literature Review of Empirical Studies on Gamification**. 2014.

OPRESCU, F.; JONES, C.; KATSIKITIS, M. I PLAY AT WORK-ten principles for transforming work processes through gamification. **Frontiers in psychology**, 5, p. 14-14, 2014.

ZHANG, P. Motivational affordances: reasons for ICT design and use. **Communications of the ACM**, 51, n. 11, p. 145, 2008/11/01/ 2008.