Potential Gamification Features

Can You Save Sir Dewey? Application

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# Introduction

It is said that many learn best when interacting to real life scenarios. While traditional learning methods are becoming more out-phased, gamification is becoming more of a demand, especially in the learning sector. Consider the following advantages of gamification:

* Encourages Out-of-the-Box Thinking
* Maximizes Attention Span
* Encourages Accomplishment
* Creates A Healthy Competition, in most cases

# Feature 1 – Progress Bars

Progress bars help and show the user how far they are from completing a task and reaching the next level. The idea is to help the user progress through levels at their own pace without losing determination (Georgiou, 2020).

# Feature 2 – Achievements/Rewards

“Which is better- Hitting scores for a half-an-hour session or unlocking rewards after completing a task?” - Georgiou (Georgiou, 2020). This feature helps motivate and increase user engagement to application.

# Feature 3 – Leader boards

Leader boards create a powerful engagement for healthy competition and engagement towards fellow players. Appearing high on leader boards within a group of fellow players develops a sense of pride and enthusiasm for players.

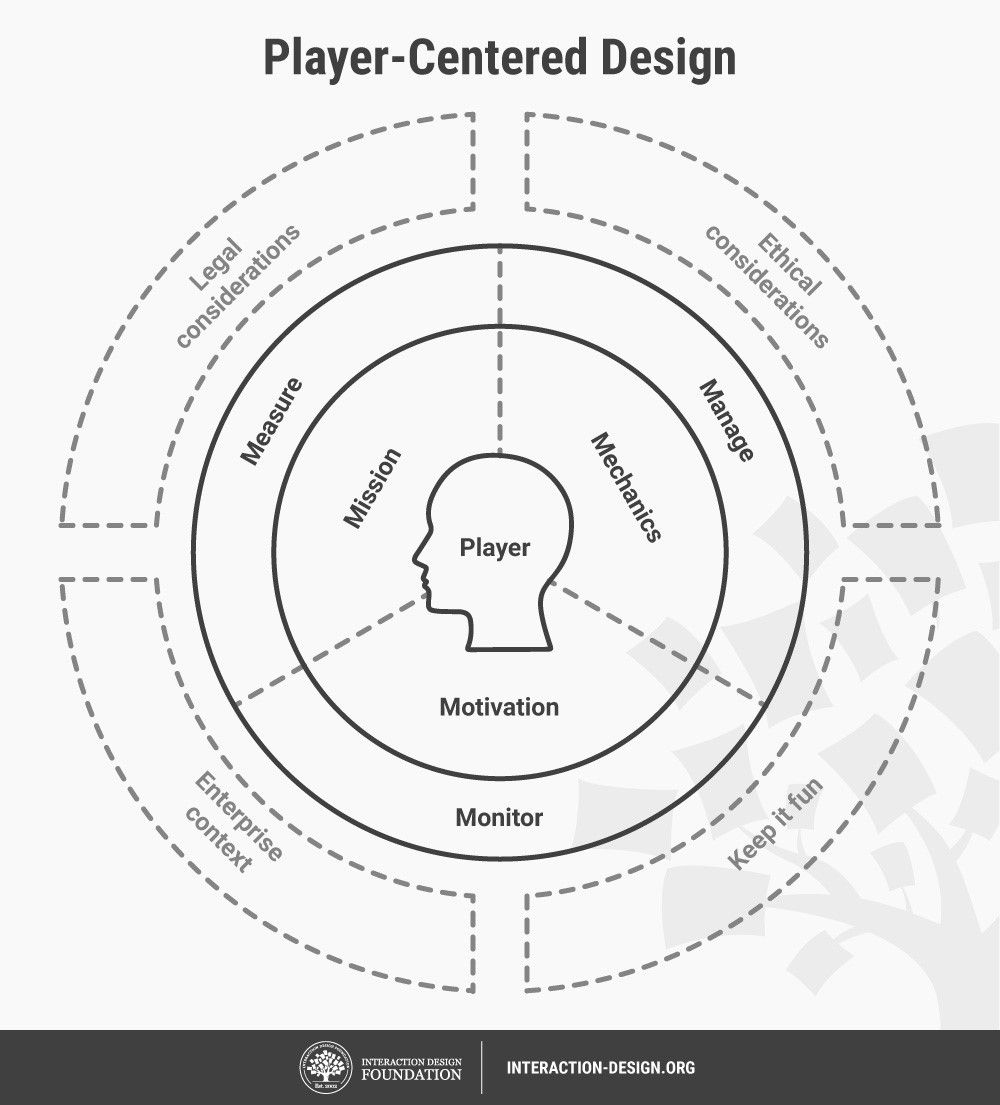
# Feature 4 – In-App Currencies

Experience points are usually enough by itself for beginner users to be proud of. However, an app having its own currency so that users aim to earn a certain amount to purchase what they desire. Consider RPG games in terms of XP outfits, new outfits, limited edition items, weapons, or extra lessons.

# Feature 5 – Points-based System

The point system uses a gamified strategy to reward the user. The difficulty in this feature is implementing the point system into the design thoroughly throughout application use (Brown, 2019). Its important that the point-based mechanics encourage positive behaviour which supports with the project objectives (Brown, 2019).

# Chosen Feature

When choosing a specific gamification feature, ability and complexity is important to consider. Consider the diagram below as a representation for gamification 

Hence, considering all factor with the model, I chose to mainly implement a point-based system since it was the feature I felt fits best towards the aplication idea at the moment. Within later progress of the application, I will intend to add some slight features based of the other mentioned features along with a bit of storytelling.

# Conclusion

To get gamification right, understanding that motivations will vary according to the task, objective and player is vital. Therefore, progress bars, leader boards, in-app currency, points-system, and achievements are a quick and straightforward way to gamify an eLearning project (Baraishuk, 2018). Gamification features do however set an investment for user loyalty and satisfaction (Baraishuk, 2018).

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