

Varsity College Durban North

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**Research**

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by

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## **Introduction:**

The purpose of this write-up is to explore and analyse various gamification features, aiming to make an informed choice for implementation in our learning platform. In the following sections, we delve into the motivation behind our selection and discuss how the chosen feature aligns with our application's objectives.

## **Gamification Features:**

### **1. Progress Bar**

- A progress bar is a visual indicator of how far along a user is in reaching a task or objective. It often takes the form of a filled bar that gradually lengthens as the user accomplishes particular tasks or reaches predetermined milestones. Users may easily understand their present status thanks to progress bars, which also encourage them to keep using a program or system until they achieve their goal. (Baraishuk, 2018)

### **2. Achievements**

- Users receive virtual incentives known as achievements when they complete tasks, hit certain milestones, or exhibit certain talents in a game or program. They are used to recognize and celebrate a user's successes, giving them a sense of pride and appreciation for their hard work. Achievements frequently have a visual badge or symbol attached, and they can inspire users to utilize the application in new ways or do things they might not have otherwise thought of. (Baraishuk, 2018)

### **3. In-App Currency**

- Users can earn or buy virtual money known as "in-app currency" inside of a game or program. It can be used to enable interactions, buy virtual goods, or unlock features. Users compete to earn or obtain more in-app currency in order to improve their experience or advance more quickly, which adds a level of economic engagement. If consumers decide to pay with real money to buy this currency, it may also open up a new source of income for the developers. (Baraishuk, 2018)

### **4. Leaderboard**

- Users' rankings according to their performance or accomplishments in a game or application are shown on leaderboards. Users are encouraged to compete with one another and improve their abilities or involvement in order to move up the scoreboard by comparing their progress to that of others. Different measures, such as points, levels, or completion times, can be used to organize leaderboards.

### **5. Actual Games**

- This phrase describes the main interactive games or activities found in a gamified system. The gameplay, mechanics, and goals of these games might be very different from one another. The additional gamification aspects listed above, such as progress bars, achievements, in-app currency, and leaderboards, frequently surround them and serve as the users' primary interaction element. (Baraishuk, 2018)

## **Implementation of Progress Bar:**

The Progress Bar has been selected as the gamification component to use. The Progress Bar in our application will keep track of users' accomplishments on a learning platform. The Progress Bar will gradually fill up as users completes the ascending order task, visually illustrating whether they are correct or incorrect.

Chosen for its motivational potency, the Progress Bar ensures users have a clear, visible representation of their progress. A user's progress is clearly visible and provides immediate feedback thanks to the Progress Bar. Users are incentivized to use the platform more by their visibility and sense of accomplishment.

The Progress Bar also fits in well with the objectives of our app. Since completing tasks is frequently a slow process, seeing progress visually can help reduce feelings of overwhelm. The process is made more approachable and pleasurable by breaking the chores down into manageable parts. Users are more likely to feel a sense of mastery and satisfaction as they watch the bar fill up over time, which strengthens their commitment to task completion.

The Progress Bar's inclusion creates potential for cross-pollination with other gamification features. Users can earn accomplishments as they reach checkpoints shown by the Progress Bar, and these achievements can then be shown on a leaderboard. Additionally, the Progress Bar enhances the idea of in-app currency. Users may earn currency for each segment of the bar that was finished, and they could then use that currency to access more difficult lessons or interactive tools.

In conclusion, adding a progress bar improves user motivation, contentment, and engagement with our product. It is a useful addition to our gamification strategy because of its visual feedback.

## References

Baraishuk, D. (2018, September 15). *5 Most Popular Gamification Features (With Examples)*. Retrieved August 31, 2023, from eLearning Industry: <https://elearningindustry.com/gamification-features-5-most-popular-examples>