

# Hackathon Gamification - Paper Prototype Instructions

## Need

- Print out of the paper prototype PDF and cut necessary parts.
- One gamemaster
- At least two groups, or a person representing a group each.
- A whiteboard or something other, to hang up the hub page. This hub page and the items on it need to be visible for everyone taking part in the test.
- Interaction stickers (You can print these out on sticker paper or use something else. We highly suggest you use something self-adhesive, so points won't get lost)

## Procedure

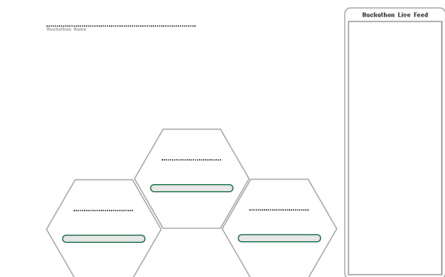
The paper prototype is designed to be tested live at a hackathon event, while the participants work with the existing infrastructure (opendata.ch).

### Hub Page

The **hub page** is hung up in a clearly visible position for the test groups, like a whiteboard or wall. The projects honeycombs will be labelled with the projects/groups participating in the test.

*Suggestion for more projects:*

*You can draw more honeycombs on the whiteboard if needed.*

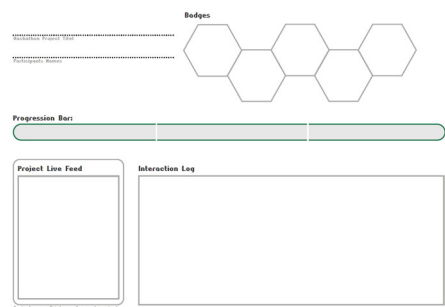


### Project Page

Each group receives a **project page** and **activity tokens** for this page.

While the group updates their project on opendata.ch, they also have to update their **project live feed** on the **project page** with **activity tokens**. The gamemaster observes the groups and gathers those **activity tokens** to put them to the **hackathon live feed** on the **hub page**. This imitates a life ticker of what's happening with everyone.

The taken activity tokens will be replaced with **interaction stickers** on the **interaction log**. See "Interaction Log and Badges" for details.



### Progression

When a group is making progress, the gamemaster fills up their **progression bar**, similar to opendata.ch.

Additionally, if a group reaches a milestone (filled up one part of the progress bar), the gamemaster upgrades their project honeycomb on the **hub page**.



## Interaction Log and Badges

With the **interaction stickers** in the **interaction log**, the gamemaster can see if the group has earned **badges** for their project. If the threshold is met, the gamemaster will hand the **badges** out.

These threshold values are a suggestion, feel free to customize them as needed.

