

Gamifikácia v realnom živote

Obsah prezentácie

1. Úvod
2. Antropológia
3. Definícia
4. História

| ID | Country | fbUsers | fbUsersPerc |
|----|---------------|---------|-------------|
| 1 | India | 329.65 | 28.98 |
| 2 | United States | 179.65 | 15.79 |
| 3 | Indonesia | 129.85 | 11.41 |
| 4 | Brazil | 116 | 10.20 |
| 5 | Mexico | 89.7 | 7.89 |
| 6 | Philippines | 82.85 | 7.28 |
| 7 | Vietnam | 70.4 | 6.19 |
| 8 | Thailand | 50.05 | 4.40 |
| 9 | Egypt | 44.7 | 3.93 |
| 10 | Bangladesh | 44.7 | 3.93 |
| | Spolu | 1137.55 | 100 |

Leading countries based on Facebook audience size as of July 2020 *(in millions)*

