Friday 20th April

# Attendees

Casey Huang

Thomas Kuehne

# Agenda

* Discuss gamification ideas from research
* Discuss some app features
* Scope of implementation

# Notes

* Visualisation through colour coding – near deadline == red
* Implementation Scope – proof of concept
  + Assignments
* Gamification idea – 50% of students are ahead of you
  + Create artificial goals – motivational ideas
    - Climbing monkey
    - Over taking race car
    - Mario – rescuing princess
  + Allow students to choose from several games
  + Research games that can be useful – competition
    - Unlocking things, harvesting, accumulating

# Action points achieved since Previous meeting

# Actions points not achieved since previous meeting

# Next Meeting Agenda Items

* Discuss gamification ideas