

Dynamics

Here are some gamification dynamics that drive the action and activities of the learner. Determine which one or combination of dynamics makes the most sense for your gamification effort.

Dynamic	Description	Considerations	Your Implementation of Dynamic
Race and escape	Racing involves one or more individuals competing to cross some type of finish line.	<ul style="list-style-type: none"> Clearly define if learners are escaping or racing. Establish clear rules as to what is allowable and what is not. Decide if there are incremental winners in the race format. 	
	Escape learners or players are moving away from a threat or danger rather than toward a finish line or completion.		
Collecting, acquiring, and allocating resources	Collecting is one the learner attempts to collect pieces, cards, or other items.	<ul style="list-style-type: none"> Often a gamification experience will contain a combination of collecting, resource acquisition, and resource allocation. When creating resource-allocation gamification learning events, keep the rules as simple as possible. In resource-allocation games, it is important to ensure the right number of resources is available. 	
	Acquiring is when the learner takes items, resources, or territories from others or a central "bank," through various gameplay mechanisms.		
	Allocating has a limited amount of resources and must carefully consider the use of those resources.		

Element	Description	Considerations	Your Implementation of Dynamic
Mystery and discovery	Mystery is when learners have incomplete information and they must find the missing information.	<ul style="list-style-type: none"> • Use questions to drive the learner through the content. • Make it clear that the answers or information the learner is seeking can be found within the content if they know where to look. 	
	Discovery is when learners find new information through activities.	<ul style="list-style-type: none"> • Space the clues and information out proportionally. 	
Strategy	Strategy requires learners to outwit and outmaneuver fellow players through careful decision making, planning several moves ahead and attempting to predict outcomes.	<ul style="list-style-type: none"> • Include trade-offs and force the learner to make decisions based on those trade-offs. • Establish situations where the learner has to predict outcomes. • Reward learners for correctly determining an opponent's next move or decision. • Reveal information a little at a time to influence and shape a player's strategic decision making. • Provide knowledge or information that can help the learner manage complexity relationships among variables. • Reward learners for developing a solution that was not previously considered as a winning outcome. 	

Element	Description	Considerations	Your Implementation of Dynamic
Constructing and creating	Constructing and Creating utilizing resources to build or create something new or unique.	<ul style="list-style-type: none"> • Provide opportunities for learners to share their creations in a public space so they can "show off" what they have created. • Provide simple and specific instruction for basic building. • Allow flexibility in what can be built. • Provide plenty of time for the building process. 	
Pattern recognition	Pattern Recognition is the ability to recognize order in chaos or to see relationships in disjointed information. It involves creating, identifying, or predicting a pattern.	<ul style="list-style-type: none"> • Start with simple patterns and then work toward more complex patterns. • Start with more tangible patterns and then work toward abstract patterns. • Provide multiple opportunities to recognize a pattern. • For more knowledgeable learners, patterns can be more obscure; for learners who are newer with the subject matter, keep the patterns more basic. 	