PROG7312 GR8

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Gamification used in Dewey Decimal System Application

The gamification I considered using were: a Progress Bar, Achievements, Badges, Points and Levels.

I chose to implement a Progress Bar and Points. The progress bar is animated, this invokes emotion in the user as the progress bar fills up (Frustration if the user achieved a low score but a great satisfaction if the user achieved a perfect score), it fills up according to how many points the user obtained, it is also visually appealing as you can customize the progress bar and the progress fill up bar with beautiful colors and/or patterns. The Point system works hand in hand with the progress bar. The point system conveys important information to the user, when a user is playing a game, it indicates to the user the amount that the user got correct for a certain game. On completion of a game, the point and Progress Bar systems, motivates a user to improve their skill level and to try playing the game multiple times. It is important that the design of the point and Progress Bar systems match with the overall theme of the game, the music that the game has also complements the gamification features, so that the user has a wonderful experience playing the game. Each gamification feature will indicate its intention, by being empty or how much is required to complete a gamification feature.

References

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