

PROG7312 - POE Task 1

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# Introduction

Gamification is a concept that has emerged in the ever-changing landscape of education and training because of the union of technology and new pedagogical practices. Gamification, or the purposeful infusion of game features into non-gaming environments, has emerged as an effective method for increasing engagement, motivation, and learning outcomes. Libraries, which have long been seen as tranquil havens of knowledge, are not immune to this transforming tendency. Libraries have embraced gamification to make learning more interesting and successful in response to their users' changing requirements.

The article goes into the world of gamification elements and how they might be used in library instruction. It focuses on how gamification might be used to develop an interesting and dynamic software application for instructing library customers and inexperienced librarians on the complexities of the Dewey Decimal Classification system. The Dewey Decimal Classification system, a cornerstone of library organization, is a sophisticated framework that is frequently considered as dry and difficult to understand. However, by including gamification aspects, we can turn the learning experience into an interesting and rewarding adventure.

We will determine the most appropriate pieces to add into the software application through research and consideration of various gamification features. We hope to answer the problem given by the head librarian by developing a training tool that not only educates but also captivates and delights its users. We will have not only discovered the chosen gamification element but also offered a compelling explanation for its selection by the end of this exploration, paving the way for the construction of interesting and successful Dewey Decimal Classification training software.

# Five gamification features

In my research on gamification features to make the Dewey Decimal Classification training software more engaging, I considered several options. Here are five gamification features that stood out:

* ***Achievement Badges:*** Users earn virtual badges for completing specific tasks or mastering different aspects of the Dewey Decimal System. This feature provides a sense of accomplishment and motivates users to progress further.
* ***Progress Tracking:*** Implement a progress tracking system that shows users how far they have come in their training. This can include progress bars, levels, or a virtual journey through a library, marking milestones as they advance.
* ***Leaderboards:*** Introduce leaderboards where users can compare their performance with others. This competitive element encourages healthy competition and can spur users to engage more deeply with the material.
* ***Rewards and Incentives:*** Offer virtual rewards or incentives such as points, virtual currency, or access to additional content as users successfully complete training modules or answer questions correctly.
* ***Narrative and Storytelling:*** Create an engaging narrative around the Dewey Decimal System, turning the learning process into a story-driven adventure. Users can progress through challenges and quests, making the experience more immersive.

# Gamification feature I chose to implement

The Achievement Badges feature was chosen as the best fit for our Dewey Decimal Classification training program due to its numerous benefits in improving motivation and learning outcomes.

* ***Motivation***: Achievement badges are powerful motivators because they appeal to users' natural desire for acknowledgment and accomplishment. These virtual badges act as real markers of achievement, successfully tapping into users' desires to complete tasks and earn incentives. This motivating factor provides a positive reinforcement loop, driving users to engage with the training materials on a frequent basis. The attraction of gaining badges adds an element of excitement and expectation to the learning process, making it more dynamic and entertaining.
* ***Recognition***: The sensation of recognition provided by the Achievement Badges feature is a key benefit. Earned badges serve as honour badges, demonstrating users' knowledge of the Dewey Decimal Classification system. This appreciation goes beyond academic achievement; it promotes a strong sense of pride and success. Users who proudly show their badges not only demonstrate their growing understanding of the system, but they also gain recognition for their efforts, strengthening their dedication to learning.
* ***Feedback***: Achievement badges provide real-time feedback, giving users a clear picture of their progress and successes. This real-time feedback loop is extremely beneficial since it reveals specific areas of proficiency within the Dewey Decimal Classification system. As a result, users obtain a better grasp of their own strengths and weaknesses, increasing their drive to continue their learning journey.
* ***Competition***: While Achievement Badges may not foster as overt a sense of competition as leaderboards, they introduce a subtle element of rivalry among users. Users are more likely to interact with training software if they want to earn more badges than their colleagues. This healthy competition encourages deeper participation with the material, which leads to increased comprehension.

Overall, the Achievement Badges feature enhances the Dewey Decimal Classification training software by providing dynamic incentives and practical progress tracking, making learning enjoyable and captivating by leveraging users' natural incentive for recognition and achievement.

# Conclusion

Furthermore, Achievement Badges provide instant feedback, allowing users to track their progress and clearly identify areas in which they excel, encouraging their learning journey. While they are not as overtly competitive as leaderboards, they do stimulate friendly competition among users, which increases engagement.

Furthermore, the sense of accomplishment that comes with earning and displaying these badges can improve users' confidence and satisfaction in their expanding knowledge.

Finally, by enabling the Achievement Badges function, we ensure that the Dewey Decimal Classification training software not only educates but also entertains and inspires users. It turns learning into a thrilling and rewarding adventure, perfectly fitting with the purpose of making the software both interesting and effective. Finally, this gamification feature allows users to understand the complexities of the Dewey Decimal Classification system while having fun along the way.

# Reference

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