Gamification designing

Games are an industry that has seduced millions of people, as it is an industry that enters millions of dollars annually as a result of people spending a lot of time in it and paying money, from prominent scientists who began to think about games as a source of motivation for learning and achievement. The web is making a strong comeback as a result of the cheap sensors that track activity today

Gamification has replaced the whole idea of creating saliva to the guiding idea of non-game contexts, products, and services for motivation.

(Changing Perceptions) Gamification changed old notions of work and achievement It is money and the search for information that is what is worth talking about It is that Internet watchers discover how many netizens can do for free with some motivation and work on merit values. Positive motivation, such as the Wikipedia Barnstars experiment (launched in 2003), where distinguished writers receive a reward for their efforts and a token prize for them. Studies The strength of educational attainment of students who have a good relationship with their teachers.

The most famous companies and institutions that use gamification are: Khan Academy, courses

(RibbonHero), Health (HealthMonth),

Task management (EpicWin), sustainability (Recyclebank), crowdsourcing science (FoldIt), and user-generated content

For programmers (StackOverflow)