gamification elements

Gamification is the application of game-playing elements to another type of activity. Common gamification elements include points, timers, badges, and leaderboards. Games are collaborative or competitive activities played according to a set of rules. Games usually have an end-goal or win-state.

=How many elements are there in gamification?

In this epic post, we will take you through the Gamification elements and mechanics you might need for your future gamification strategy.

=What are gamification techniques?

Gamification techniques use elements and principles of gaming to create an engaging learning experience. Some of the associated gains are: Higher learner motivation (to participate and complete). Higher engagement levels.

=What are the game elements?

Game Elements

* Goals -Game Goals -Instructional Goals.
* Rules -Operational Rules-Describe how the game is played.
* Objectives -The introduction of an objective or a goal is what differentiates a game from play.
* Story.
* Stories provide, context, meaning and purpose.
* Characters Story Elements
* Feedback.

last benefit of playing games is elaborated in the study's results. Ten students and three gamers played games to improve their skill at gaming and learning. Finally, this study verified these elements based on the purpose of playing games from the two-perspective evaluation. Subsequently, the perspective of real users is evaluated in

terms of fun and entertainment; motivation for students to challenge each other; and improvement of gaming and learning skills.

In conclusion, the main purpose that leads this study to conducted two perspectives of gamers and students (undergraduate and postgraduate) was to verify by existing

generation and to compare between them from them viewpoints. It was determined that all elements were agreed from all user perspectives because the result for each one is

more than 4.0. High rate shows that respondents have common agreements in the game elements.