

Gamification

Thursday, October 18, 2018

1:19 PM

<http://3d-tune-in.eu/gamification-elderly-old>

(similar objective)

- Old people are motivated to do things **with their grandkids** (this company looks into a gaming experience involving both the grandparent and grandchild - and location does not matter)

<http://www.gamification.co/2015/08/12/gamified-design-review-a-in-depth-analysis-of-duolingo/>

(good breakdown of 6 levels of game elements available)

- Suggested duolingo even have a badge for "longest streak" because when streak is over, you lose it and never will know your longest streak

<https://blog.captainup.com/how-gamification-makes-language-learning-even-more-awesome-on-duolingo/>

- Duolingo focuses you on your progress by indicating your progress and strength on each skill (mapping out your progress on a big language map)