

# Project: Gamification Platform

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du Canton de Vaud

# What is gamification?





**WIKIPEDIA**  
The Free Encyclopedia

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**Gamification is the application of game-design elements and game principles in non-game contexts.**

Gamification techniques strive to leverage people's natural desires for socializing, learning, mastery, competition, achievement, status, self-expression, [altruism](#), or closure.

Early gamification strategies use [rewards](#) for players who accomplish desired tasks or [competition](#) to engage players. Types of rewards include points,<sup>[27]</sup> achievement badges or levels,<sup>[28]</sup> the filling of a progress bar,<sup>[29]</sup> or providing the user with virtual currency.<sup>[28]</sup> Making the rewards for accomplishing tasks visible to other players or providing leader boards are ways of encouraging players to compete.<sup>[30]</sup>

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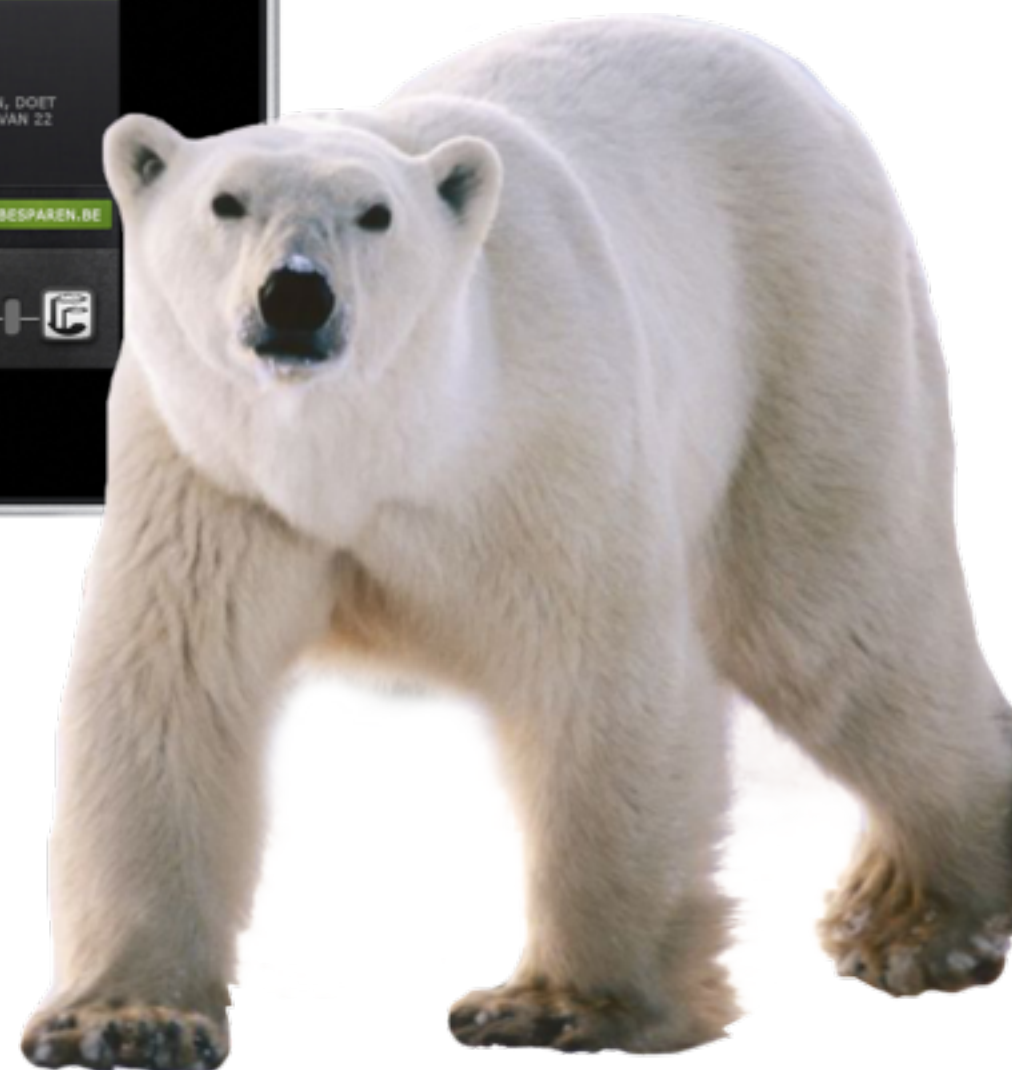
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GetBadges - Level 6 (71739 / 84000 XP) Justyna Wojtczak

### Activity feed

- Justyna Wojtczak contributed to a successful build - getbadges-prod build success  
GetBadges +25XP 5 hours ago
- NPC Tillman, Ticket Mage contributed to a successful build - getbadges-prod build success  
GetBadges 5 hours ago
- Justyna Wojtczak created a commit - Minor fix  
GetBadges +50XP 5 hours ago
- Justyna Wojtczak contributed to a successful build - getbadges-prod build success  
GetBadges +25XP 6 hours ago

### Next challenges

- Bug z email confirmation,  
After that you are closer to earn this badge:  
93/100 (93%) to gain level 3
- Style stron bledow 404 i 500  
After that you are closer to earn this badge:  
93/100 (93%) to gain level 3
- digitalnatives.hu  
After that you are closer to earn this badge:  
93/100 (93%) to gain level 3

1st  
2nd  
3rd  
4th

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What is a  
“gamified application”?

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The screenshot shows a web browser window with the URL `stackoverflow.com/users/1341338/olivier-liechti`. The page displays the profile of user Olivier Liechti, who has a reputation of 1,683, 8 gold badges, and 18 silver badges. The profile includes a notification about earning a new privilege, a list of badges (Educated, Custodian), and impact statistics (~473k people reached). Below the profile, there are tabs for 'Answers' (46) and 'Reputation' (1,683). The 'Answers' section lists several questions with their respective vote counts and the user's activity. The 'Reputation' section shows a bar chart and a list of questions with the user's reputation gain for each.

Stack Overflow

Questions Jobs Documentation Tags **Users** Badges Ask Question

Profile **Activity** Developer Story Edit Profile & Settings

Meta User Network Profile **Olivier Liechti**

**You earned a new privilege!**  
Thanks to your efforts, you can  
Create new tags  
[Track the next one >](#)

**BADGES**

8 18

Newest Next badge 0/1

Educated Custodian

**IMPACT**

~473k people reached

0 posts edited  
0 helpful flags  
214 votes cast

summary answers questions documentation tags badges **19** favorites bounties **205** reputation all actions **2** responses votes

**Answers** (46)

votes activity newest

66 What is dependency injection?

15 Best way to deploy on Glassfish V3

9 `getCurrentUser().role` undefined in DaftMonk/generator-angul...

5 EJB Container initialization error

4 Can I inspect a JBoss JMS Queue?

[View more →](#)

**Reputation** (1,683)

top 22% overall

+15 Javadoc equivalent to document javascript functions?

+78 What is dependency injection?

+5 Design pattern: how to implement a chain of actors processin...

+10 What is the best way to make simultaneous `httpURLConnection`...

[View more →](#)





Users perform activities & tasks.  
This materializes in a continuous  
stream of “application” events.



A gamified application is  
a source of events.

# What will we build?

1

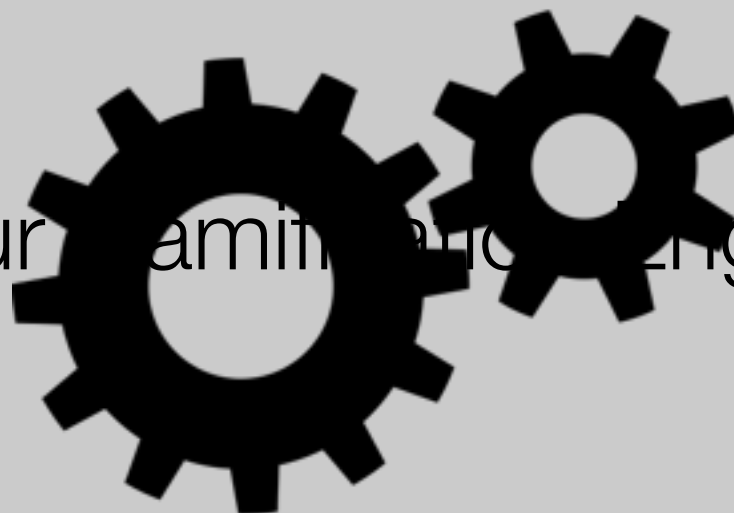
Your Gamification Platform

/events/



# 2

Your family and engine





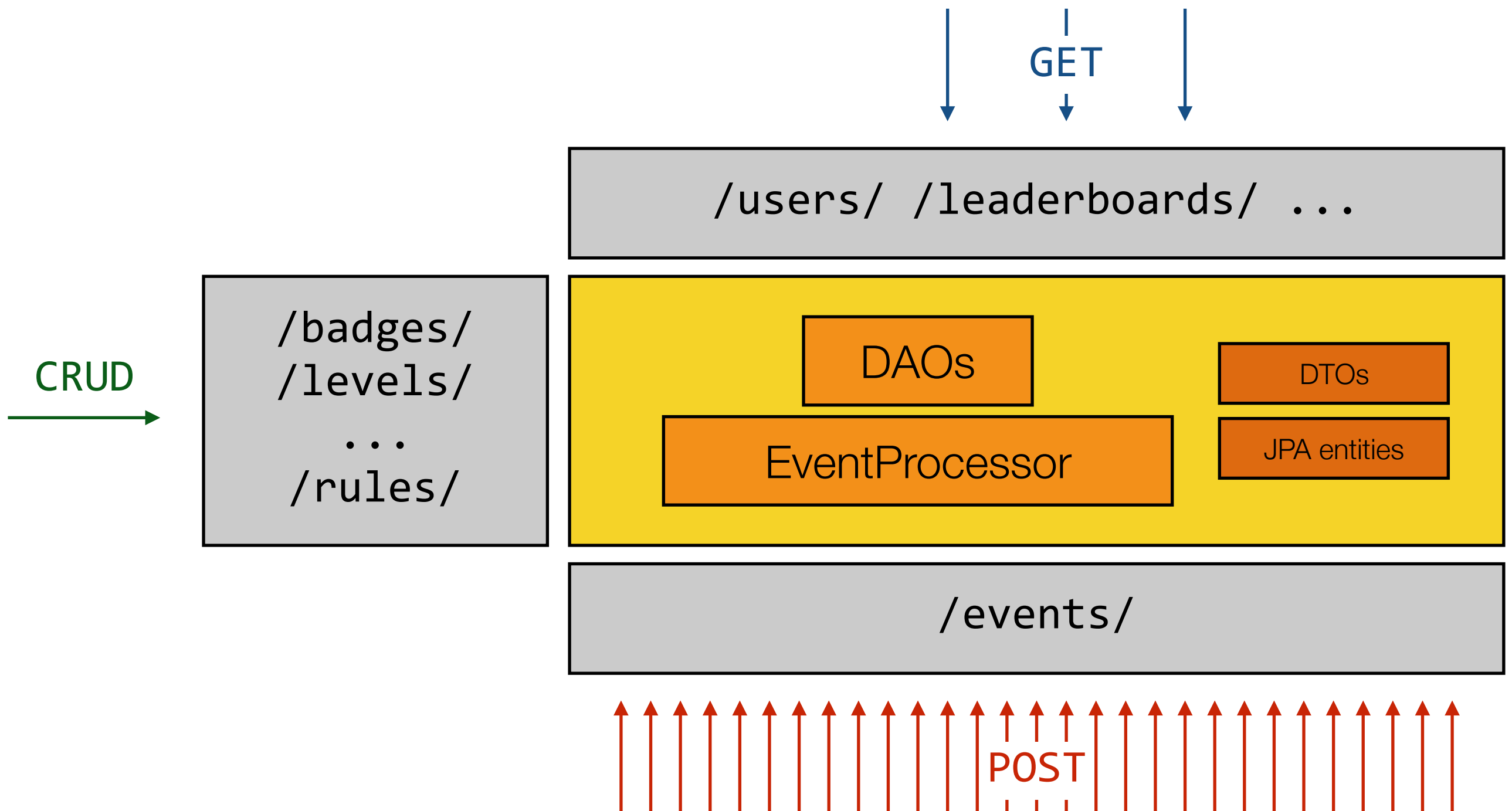
3

/users/4/badges, etc.

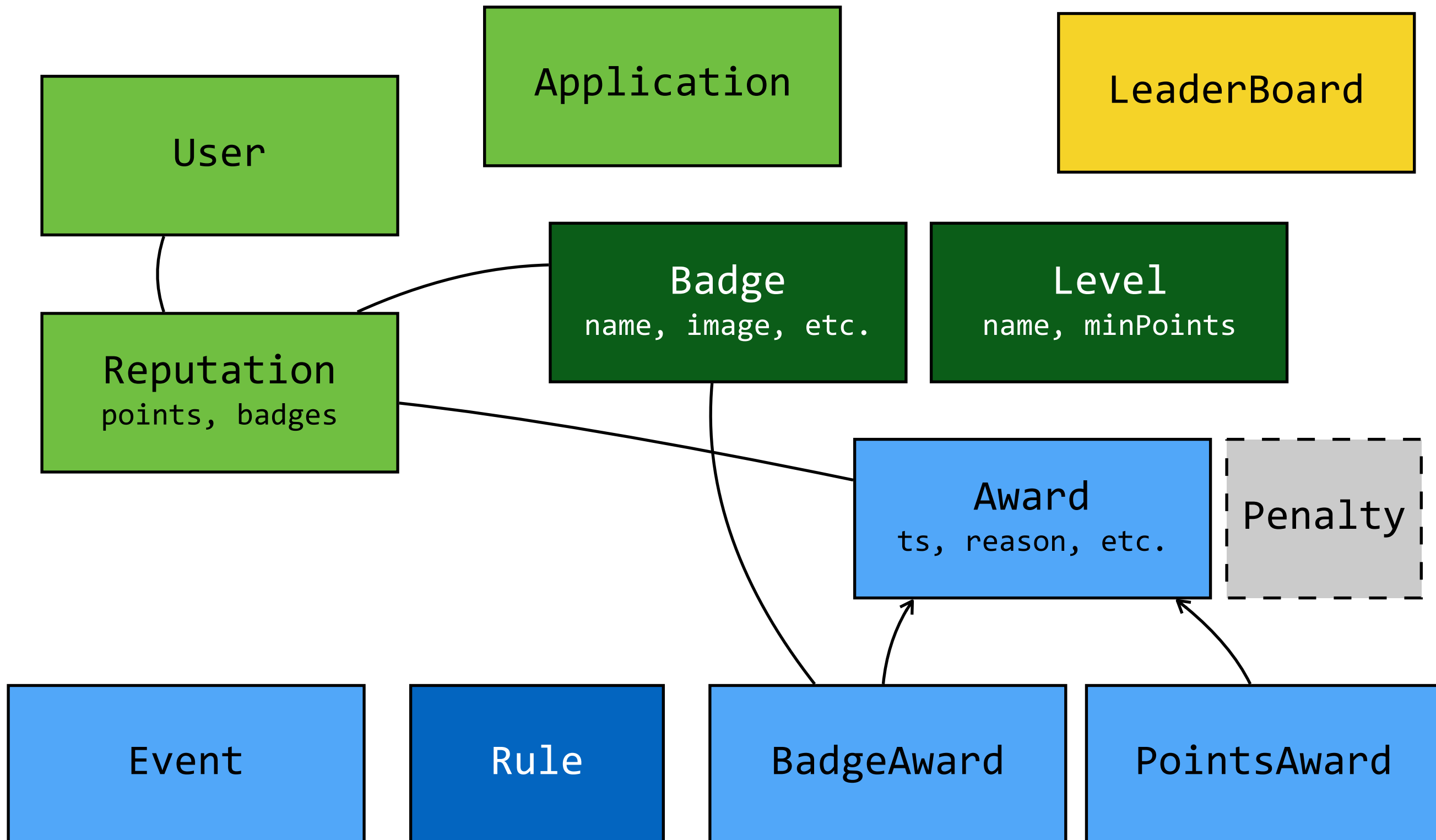
Your Gamification Engine

# How will we build it?

# High-level architecture



# Domain model (illustrative and partial)



31.10.2016	Itération 1	<b>Le tiers d'accès aux données</b> JPA	<b>INTRODUCTION TO THE GAMIFICATION PROJECT</b>	
07.11.2016		<b>La documentation et les tests d'API</b> Swagger, (RAML), Jersey client, supertest		
14.11.2016	Itération 2	<b>Les micro-services</b> Spring Boot et Spring Data	migration à Spring Boot	As an app owner, I can define a list of badges via the /badges endpoint As an app owner, I can define a list of point scales via the /pointScales endpoint
21.11.2016				
28.11.2016	Itération 3	<b>Les architectures orientées événements</b>	As an app, I can send a stream of user events via the /events endpoint As an app owner, I can define a rule to award a badge when some conditions are met (via the /rules endpoint)	
05.12.2016				
12.12.2016	Itération 4		As an app owner, I can define a rule to award points (via the /rules endpoint)	
19.12.2016				
09.01.2016	Itération 5		application de démon	
16.01.2016				



**Deliverables =**  
Executable platform +  
Automated validation +  
Documentation +  
Demonstration

**Automated validation =**  
API tests +  
UI tests +  
Performance/scalability tests +  
Code quality tests

**Team =**  
2 software developers +  
2 software quality engineers