

“SOUND GO” Gamification PLAN

11/July/2018 Megumi Aibara

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1. About Gamification Plan (Alone)

Sound GO is introducing game technology. We think to use 6 games technology. We are aiming at thinking about while players are enjoying Sound GO noise unintentionally by incorporating elements of the game.

- Active participations

Player can start or stop anytime

- Praise director

It makes a sound when player get noise

- Immediate Feedback

Display GPS and Display map

- Self-Expression

User name

- Grown Visualization

Display the number plyer get noise

- Achievable Goal Setting

Table 1

- Give the point

All noises are all the same one point because Player bestow name on getting noise in this game. This game does not have a system to check what type of noise the player got. And we do not use the following weights Because it is the opposite weight. (Table 2,3)

Table1 Achievable Goal Setting

Number of noise receive	Player Level
1	1
2	2
5	3
15	4
30	5
...	...

Table2 How much level is noise rare and Noise causing problem for health

	Frequency			
Noise rare	Low	<	Moderate	< Moderate
Noise causing problem	Low	>	Moderate	> Moderate

Table 3 Health problem caused by noise and typical example of noise

			Effect			
Health problems caused by noise			Sleep disturbance	○		
Typical examples of noise			Hearing impairment	○	○	○
				Low-Frequency	Moderate-Frequency	High-Frequency
Industrial noise	Roring machine	Fans		○		
	Reciprocation machine	Steam presssure relief valves		○		
	Operations involving machaninal impact	Stamping		○		
		Riveting		○		
		Road breaking		○	○	○
	Fix installation	Heat pumps		○	○	
		Ventilation system on roofs		○	○	
Transportation noise	The noise of road vehicles			○		
	Railway			○		
	Aircraft			○		
	A sonicboom			○		
	Noise from military airfields			○		
Construction noise	Cranes			○	○	○
	Cement mixers			○		
	Welding			○		
	Hammering			○		
	Other works			○		
Residential areas	Heat pumps			○	○	
	Ventilation system			○	○	○
	Neighbours	Voice		○	○	○
		music events		○	○	○
		Other kind of sound		○	○	○
	Sites for entertainment	Sports evebts		○		
		Music events		○	○	○
Leisure activities	Motor racing			○	○	○
	Off-road vehicles			○		
	Motorbote			○		
	Water skiing			○		
	Snowmobile			○		
	Shooting activities					○
	Tennis playing				○	
	Religious activities				○	
	Charch bell				○	
	Headphone			○		
	Toy			○		
	Firework			○		
	etc.			○	○	○

Reference: Birgitta Berglund, Thomas Lindvall, Dietrich H. Schwela "Guidelines for community noise",
 URL: <http://apps.who.int/iris/handle/10665/66217>,

2.About Gamification Plan (Group)

- Features of this system

There is not enough fun alone player style. Because it is a monotonous play that only takes noise. SOUND GO have the function of team play. Player cooperate and exchange of information whit group mate. Herewith they have time of thinking about noise with group mate.

Player is able to get more point if player get the same sound as their group mate. Herewith We think that improve players' continuity rate. It is the behavior of players seen in the Pokémon GO.

- Make group
- Cooperation
- System of information exchange

- How to make team?

Players has to find the online friends or connect local friends.

But It is a future task.