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PART 1: RESEARCH

Introduction:

Gamification features is a technique which is used to insert gameplay elements into a non-gaming environment , features such as this will help enhance user engagement with the application. Therefore, implementing fun features such as leaderboards and badges into the system will thus tap into the users' intrinsic motivations which in turn will allow them to enjoy the app more.

List of gamification features:

- Points *(Harry, 2022)*
- Rewards *(Baraishuk, 2021)*
- Progress Bar *(Brown, 2021)*
- Leaderboards *(Georgiou, 2020)*
- Levels *(Anastasia Khomych Anastasia is a content marketing manager at GetSocial., 2022)*

Progress bar:

Allowing the user to "progress" through the application will give the user a euphoric moment , the progress bar will help the librarian complete a task and reach the next stage in the application. Implementing the correct gamification feature is paramount in order to keep the user coming back and ultimately providing better sales and exposure for the business. It's also important to implement gamification features in the Dewey system as the librarians trying to learn from this system may become overwhelmed or bored so having fun interactive feature will help enhance their learning experience. The progress bar can be used in a form of text and percent. The reason **why** we should implement a progress bar is to ultimately keep the librarians learning and to improve their overall learning experience while using the Dewey system. *(Brown, 2021)* Progress bars also do not force the user to complete the tasks in a certain timeframe rather complete the tasks at their own pace, this could help relieve pressure and stress for the librarian while using the Dewey application. *(Georgiou, 2020).* A progress bar is a great way to show how much progress the user has made, showing their progress in a visual manner will help the user a rewarding feeling and motivate the learner. The progress bar can be broken done into specific related assignments or tasks and then there could be an overall completion progress bar. *(Baraishuk, 2021)*

Conclusion:

The Dewey app has been created to help teach the librarians and give them important insight into the Dewey decimal system. To help them along their learning in the application we will make use of the progress bar to keep them motivated and help create a environment that while promote good work ethic.

<u>References:</u>

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