

**Repo link:** <https://github.com/VCDBN/prog7312-poe-TrinityJayd>

## **Part 1**

Feedback: Talk about other systems which implement this feature successfully to motivate.

Implementation in bold with original answer:

### **Motivation**

Firstly, it offers users a structured learning path that eases them into the complexities of the Dewey Decimal Classification system (eLearningIndustry, 2018). Beginning with the foundations, students may gradually progress, avoiding an overwhelming experience that accompanies a complicated topic (eLearningIndustry, 2018).

Secondly, the feature generates a sense of achievement, motivating users to continue. Completing a level reinforces confidence and engagement (eLearningIndustry, 2018). This continuous reinforcement of success is instrumental in driving long-term engagement (eLearningIndustry, 2018).

**For example, Elevate implements the function well by measuring users' gaming performance across multiple categories, providing a complete proficiency quotient ranging from Novice to Master, (Elevate, n.d). It dynamically modifies users' level through constant training, game variation, and historical performance comparisons, stimulating growth and skill improvement, (Elevate, n.d).**

Moreover, the feature introduces an element of challenge and suspense (eLearning Industry,2018). As users advance through various levels, they are faced with more complex challenges, keeping them engaged and invigorated as they anticipate what is ahead in the following round (eLearningIndustry, 2018).

Importantly, personalization is embedded in this feature. Users can progress at their own pace, devoting extra time to difficult areas or quickly completing familiar content (eLearningIndustry, 2018). This versatility ensures a tailored learning experience that caters to individual needs (eLearningIndustry,2018).

Lastly, the clear objectives related to each stage remove ambiguity and uncertainty (eLearningIndustry, 2018). Users know exactly what is expected of them, which improves their overall grasp and recall of the Dewey Decimal Classification system (eLearningIndustry, 2018)

Feedback: Video or pictures please.

Implementation: Added to readme.

## **Part 2**

I achieved full marks so there was no feedback to implement.

### **Bibliography**

eLearning Industry. 2023. The Leveling-Up Approach to Gamification And Learning Management Systems, 2 August 2018. Available at:  
<https://elearningindustry.com/leveling-up-approach-to-gamification-learning-management-systems#:~:text=The%20leveling%20up%20approach%20to%20gamification%20turns%20game%20mechanics%20into,CZ1%5D%20in%20a%20useful%20manner.>  
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Elevate. 2023. What is EPQ and how is it calculated?, n.d. Available at:  
<https://support.elevateapp.com/hc/en-us/articles/4402971643803-What-is-EPQ-and-how-is-it-calculated-> [Accessed 18 November 2023]