**PROG7312 TASK 1**

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This research entails the details of the impact of gamification on learning. I will be outweighing five different features and concluding with one, while explaining my final decision on why I think it’s the best fit for this application.

Points.

This creates incentives to continue as the value of the points go up as it represents their salary or savings. They are very complex to properly implement as it takes in the entire app’s design.

Countdown timers.

These make sense in situations where it plays a role in the success or failure of a task. They are used to create a sense of urgency, stimulate real-world tasks with constraints and gamify decision making.

Leaderboard.

This feature brings a competitive aspect to learning as it displays everyone’s success, and you get to see how well you do against one another. This puts pressure on the user to want to perform, especially if they are going to be recognized for it.

Achievements.

Rewards, no matter how small they are, people naturally love them. It encourages the user to carry on progressing and learning. They can be earning a certain number of points of maintaining a streak.

Progress bar.

An effective way of displaying user’s progress. Because it is so visual, filling the bar gives a rewarding feeling that motivates the user to carry on, these are easy to implement and beneficial.

For task 1, I have decided to go with a countdown timer. Sorting Dewey decimals orderly under time constraints will encourage quick thinking, fast learning and inject a rather mundane experience with some adrenaline.