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**Programming POE Part1:**

The 5 gamifications I considered during my research:

1. Leaderboards- This is where they display the top- performing users, by creating competition and motivating users to improve their ranking.
2. Points and Rewards- This is when the users earn points for completing the tasks.
3. Badges and Achievements- This is when the user can earn and receive virtual badges or achievements for specific accomplishments.
4. Progress Tracking- This is where the user can visually track their progress, they will see how far they’ve come and what’s left to achieve.
5. Challenges and Quests- This is where the user engage in challenges or quests

Gamification Feature Chosen: Points and rewards:

The gamification that I decided to implement is the “Points and Rewards” feature in our application. This choice was based on its effectiveness in motivating and engaging users for many reasons. A reason is tangible rewards, the points serve as a virtual currency that users can accumulate. This aspect makes the gamification more engaging and satisfying for users. The user can track their point accumulation and set goals for earning more points. This sense of progression and goal- setting keeps users engaged and motivates them to interact with the application consistently. The points system encourages the users to perform specific actions or accomplish certain goals within the application. By offering meaningful rewards, it creates a sense of loyalty among users. The points and rewards system can also be customized to cater to different user preferences and objectives. People like rewards so it will help with the engagement of the users. It is important that the achievements are well designed so that the user is motivated by them. In summary, the “Points and Rewards” gamification feature was chosen because of its ability to incentivize desired behaviors, by providing tangible rewards and enhance user loyalty. This feature aligns well with my application’s objectives to engage and motivate the users.

Reference list

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