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# PROG7312 POE PART 1

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AUGUST 23, 2023

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# TASK 1: RESEARCH

In my extensive research on gamification features that could elevate user engagement in the Dewey Decimal Classification system training software, I thoroughly reviewed various options outlined in the article by Krasko (2018). Each of these features has its unique advantages, but after careful consideration, I have opted to implement the "Progress Bars and Visual Tracking" gamification feature.

## Progress Bars and Visual Tracking

This feature involves incorporating a dynamic progress bar that visually represents the user's advancement through the training modules. As learners interact with the Dewey Decimal Classification training software, the progress bar dynamically fills with each completed module or task, offering users a tangible sense of their progress. This visual representation aligns with the psychological principle of closure and the innate human desire to see tasks through to completion. (Krasko, 2018)



(Krasko, 2018)

## Badges and Achievements

Another compelling feature is the implementation of a badge and achievement system. Users would be rewarded with badges upon completing specific sections or tasks within the training. This taps into users' intrinsic motivation for recognition and accomplishment. The accumulation of badges and achievements creates a sense of progress and accomplishment that keeps users engaged and motivated. (Krasko, 2018)



(Krasko, 2018)

### Points and Leaderboards

Assigning points to completed tasks and allowing users to compete on leaderboards introduces a competitive element to the training. Users can compare their progress with others, fostering a spirit of healthy competition and motivation to excel. The public nature of leaderboards encourages users to strive for higher rankings, contributing to sustained engagement. (Krasko, 2018)



(Krasko, 2018)

### Storytelling and Narrative

Integrating a narrative or storyline into the training can immerse users in a more engaging learning experience. By providing context and purpose for their learning, users become emotionally invested in the training journey. Engaging narratives create curiosity and intrigue, motivating users to progress to uncover more of the story. (Krasko, 2018)



(Krasko, 2018)

### Interactive Quizzes and Challenges

Incorporating interactive quizzes and challenges at key points of the training encourages active participation and reinforces learning. Users' knowledge is tested, and instant feedback adds an element of immediate gratification, enhancing the learning experience. This feature maintains users' interest and ensures active engagement. (Krasko, 2018)



(Krasko, 2018)

Having evaluated these features, I have selected "Progress Bars and Visual Tracking" as the gamification feature to implement in the Dewey Decimal Classification training software. This choice is based on its ability to visually convey progress, motivate users through closure, and align perfectly with the library's goal of creating an engaging learning experience. The progress bar offers users an immediate sense of accomplishment and a clear pathway to mastery, ensuring their sustained engagement throughout the training process.

## Reference List

- Krasko, A. (2018). 5 Most Popular Gamification Features (With Examples). eLearning Industry. Available at: <https://elearningindustry.com/gamification-features-5-most-popular-examples>