programming 3b

POE: Part 1 student number:ST10090417

Table of Contents

[Introduction: 2](#_Toc146718348)

[Five gamification features I considered are: 2](#_Toc146718350)

[Gamification feature that I chose to implement: 3](#_Toc146718351)

[Conclusion: 3](#_Toc146718352)

[References 5](#_Toc146718353)

# Introduction:

# This is a study about the exciting world of gamification features conducted online. Gamification has gotten a lot of attention and appeal in recent years across a range of industries, from marketing to consumer engagement to education and fitness. Gamification has showed promise in improving user experience, motivation, and overall performance by integrating game aspects into non-game environments. I will examine the numerous gamification elements, their effects in this study. I will dive into the fascinating world of gamification and examine its possible advantages.

# Five gamification features I considered are:

1. Points and Leaderboards: Completing activities or reaching objectives earns users points, and leaderboards show where they stand in relation to other users, encouraging rivalry and boost motivation as well as fulfilment for completing tasks. (Swainson, 2018)

2. Badges and awards: A straightforward approach of giving your user feedback and rewarding them for achieving certain milestones or completing particular activities. This motivation inspires determination and encourage them to explore new areas and complete additional tasks. (Swainson, 2018)

3. Challenges and Quests: Users are given tasks or puzzles to complete as part of challenges or quests, which give them a specific goal and a sense of advancement.

4. Progress Bar: Users can see their progress through a progress bar, and they may unlock additional features or material as they level up, which promotes ongoing engagement.

5. Social Interactions: Including social components, such as cooperative gameplay or multiplayer challenges, strengthens the sense of community and rivalry among users.

# Gamification feature that I chose to implement:

A progress bar is a graphic that shows how far a user has come towards achieving a goal or milestone. It may inspire and engage users by giving them a sense of success. Here are several benefits that can result from using a progress bar:

* Motivation and Engagement: Users might be motivated to keep working towards their objective by seeing their progress clearly shown on a progress bar. Users are more likely to remain concentrated and engaged with the programme, as the bar gets closer to the full position because they feel a feeling of accomplishment. (Baraishuk, 2018)
* Goal Orientation: A progress bar assists users in creating and completing goals. Larger tasks or goals are broken down into smaller, more manageable steps, making them more achievable and making it simpler to monitor progress. Users are encouraged to act by using this process-oriented approach because it gives them a sense of direction and purpose.
* Feedback and Transparency: Progress bars provide users quick feedback on their development and show them how far they have gone and how far they still have to go. This openness is particularly helpful in applications when users are aiming for a certain result or completion.
* Gamification and Rewards: The desire to achieve and compete is what drives the elements of gamification, such as this. When users can visually see how far they've come, they are more likely to feel accomplished and satisfied.

# Conclusion:

Overall, the introduction of game components, such as rewards, progress monitoring, and real-time feedback, acts as motivation for individuals in non-game circumstances. Gamification has the power to alter user experiences, encourage engagement, and improve performance by using basic drive for challenge and accomplishment. The user experience, motivation, and engagement of an online application may be improved by adding a progress bar as a gamification component. It gives users a clear sense of where they are in the process, and creates a sense of success, all of which can eventually boost their satisfaction and happiness.

# References

Baraishuk, D., 2018. *eLearning Industry.* [Online]   
Available at: https://elearningindustry.com/gamification-features-5-most-popular-examples  
[Accessed 29 August 2023].

Swainson, M., 2018. *Medium.* [Online]   
Available at: https://medium.com/@matswainson/gamification-user-interface-design-techniques-12d2ec0144f6  
[Accessed 29 August 2023].