Dewey system Part 1 Demo: [Dewey Decimal System Demo](#) (expires Oct 5th 2023)

Git Hub repository: https://github.com/VCSTDN/prog7312-poe-part1-ThusoVC

5 Gamification features

According to (Doney, 2019) the following can be described as gamification features.

• Progress bar

• Point system to reward users

• Badges and Achievements

• Leaderboard to encourage communities

• Storyline

Chosen Gamification Feature

I've decided to employ a point system that rewards users when they interact with the system for the first task. According to Hsieh and Yang (2019), a reward system is particularly effective at encouraging user behavior. In these systems, gaining more points is a requirement for moving up the stages. A player receives "pleasing" feedback when they "level up." Getting experience is a goal that is doable. The user will receive a reward, for instance, if they successfully sort all of the call numbers in ascending order.

The system can be modified later by making it more challenging and by adding more complicated mechanisms and objects to use the points they have acquired, even though the initial point just asks users to sort 10 digits. The use of point systems can also be combined with other gamification elements like progress bars, leaderboards, and achievements.

References

Hsieh, H. and Yang, H., 2019. Incorporating gamification into website design to facilitate effective communication. Theoretical Issues in Ergonomics Science, 21(1), pp.89-111.

Dicheva, D., Irwin, K. and Dichev, C., 2018. OneUp: Supporting Practical and Experimental Gamification of Learning. International Journal of Serious Games, 5(3), pp.5-21.

Doney, I., 2019. Research into effective gamification features to inform e-learning design. Research in Learning Technology, 27(0).