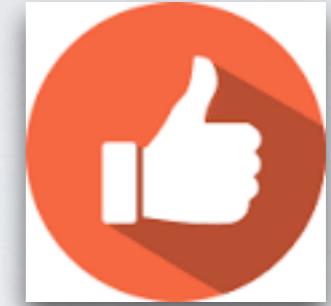
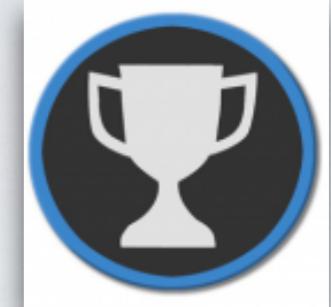


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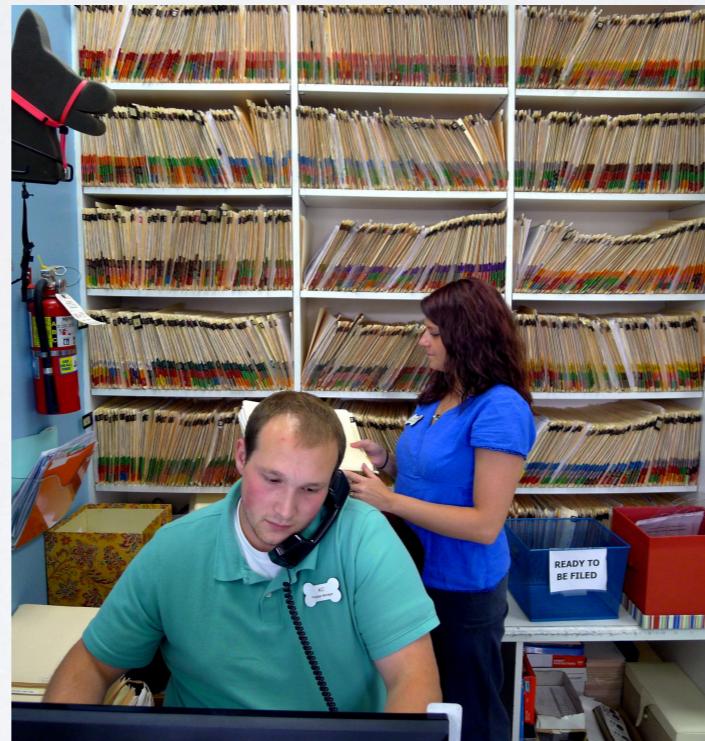
ShineOS+

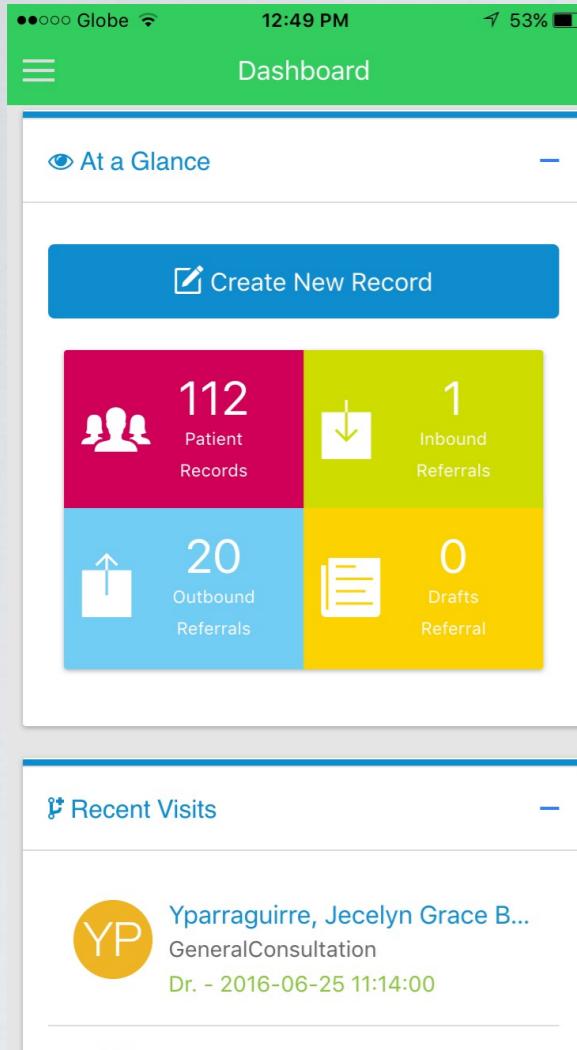
Games

USING GAMIFICATION THEORY FOR TECHNOLOGY ADOPTION OF AN ELECTRONIC MEDICAL RECORD: CASE STUDY OF SHINE OS+

Traditionally, patient information is noted down through pen and paper and then collated into folders.

However, this method can get extremely disorganized, with information piling up after years and years. This can be inconvenient and susceptible to loss, as usually no other copy is made.

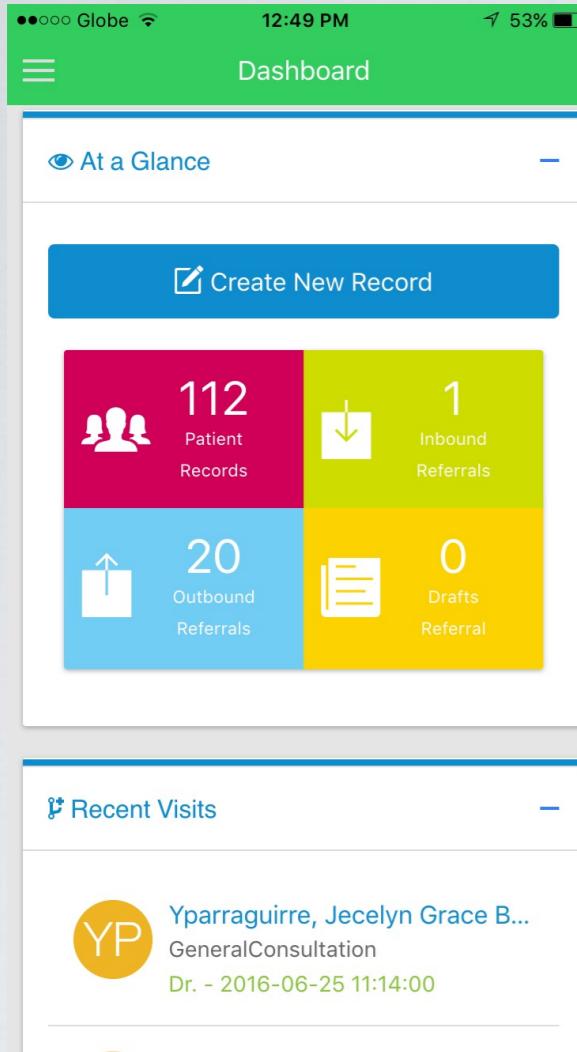




ShineOS+ is an electronic medical record application that is meant to be used by nurses, doctors, administrators, and other healthcare practitioners to record and save patient data.

ShineOS+

Medical Informatics



ShineOS+

The mobile version - which is still in beta - presents some problems that were not present in the desktop version, which was the original platform.

Mobile users are less inclined to fill up long forms. The sheer amount of information presented in one view of the desktop app can become overwhelming when transferred onto mobile.

Primary Question

How can gamification theory be applied to ShineOS+, an electronic medical record application, to incentivize healthcare practitioners to use the application regularly?

Subquestions

What specific gaming elements can it include to encourage users to use the application?

How significant is the change of user engagement and user satisfaction after gamification is applied to the application?

Primary Objective

This research aims to make ShineOS+, a medical informatics mobile app, more appealing and engaging to users through gamification, so that it can fulfill its vision of enhancing the workflow of healthcare practitioners.

Research Objectives

Focus on enriching the overall user experience by introducing gaming mechanics to reward users for completing tasks listed in the app.

Add extra functionality in events the app has missing features that would potentially enrich the overall user experience.

Analyze if there was a significant improvement in user engagement and user satisfaction after the implementation of gamification.

Direct Outcome: More users for ShineOS

Easy collaboration: Organised and smooth workflow

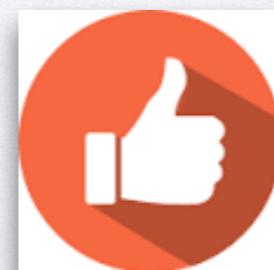
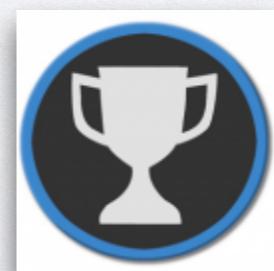
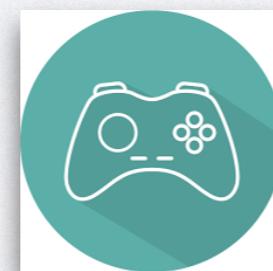
Transparency: Open and informed exchange between healthcare practitioners and patients

Fun User Experience: Gamification can serve as a bridge between the user and the app

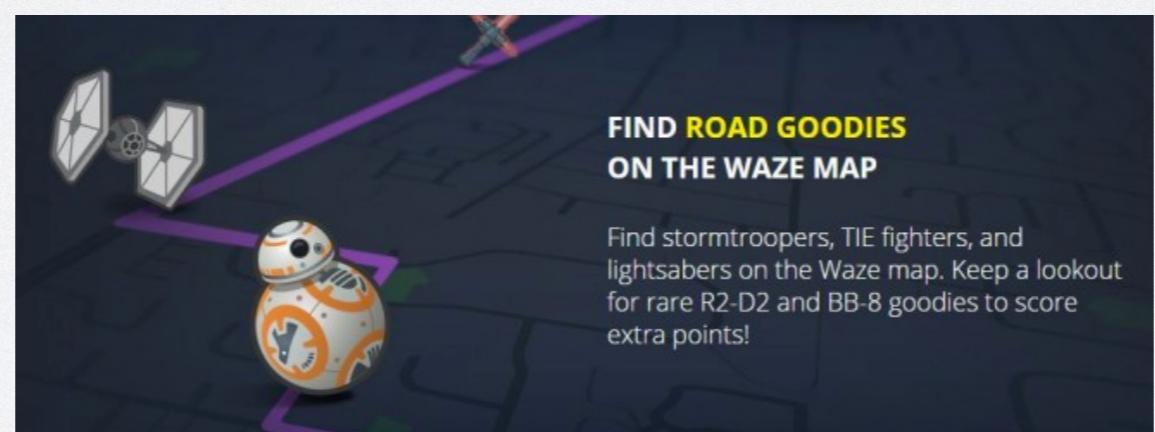
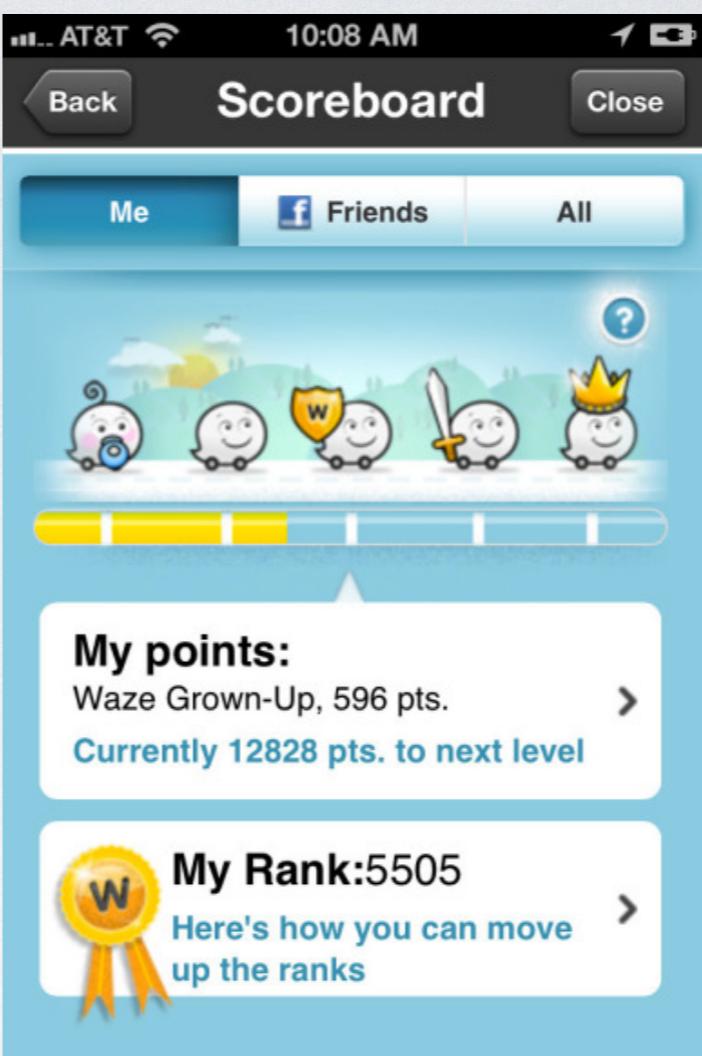
Significance of the Study

Gamification is the use of game elements in non-gaming systems to improve user experience and engagement.

Gamification brings the promise of new design patterns and a more interactive user experience.



What is Gamification?



Waze

Types of Motivators

Intrinsic

- autonomy
- belonging
- curiosity
- love
- learning
- mastery
- meaning
- ...



Extrinsic

- badges
- competition
- fear of failure
- fear of punishment
- gold stars
- money
- points
- rewards
- ...



Intrinsic Motivation > Extrinsic Motivation

User psychology

Organismic Integration Theory

Users do better when the activity is aligned with their personal values and goals

Universal design for learning

Courses should adapt to different learners

As opposed to reward-based gamification

The user is driven by intrinsic motivation rather than extrinsic

User-centric Design

The user must be put in the center and gamification should first concern itself how to help the user

Play

Has to be an activity someone chooses and has to provide freedom for exploration

Exposition

Presenting a narrative through game design elements

Choice

The player is in control of how he or she engages with the system

Information

Providing the player with the “how” and “why” of the system

Engagement

Social engagement and creating an engaging player experience

Reflection

Can connect what happened in the game to elements of his or her own life