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PROG7312

Task 1

**Part 1: Research**

Gamification has become important when it comes to developing applications that. To understand why it is important firstly we need to understand what it is. Take any application, say for instance an application that allows the user to solve math sums for primary school students. The gamification features on the math application would be the user’s statistics such as the speed at which the user answers questions or what is the user’s success rate (Anastasia Khomych, 2021). Another feature that can also be implemented would be to upgrade the rank of the user as he gets more correct answer.

To engage a user gamification is very important as it motivates a user to use the application more frequently and get the best out of it.

The 5 features I am going to point out are:

1. Levels system (Pappas, 2019)
2. Accrediting scores/points (Pappas, 2019)
3. Progress reports/Statistical Analysis of user (Pappas, 2019)
4. The form of currency used in the application (Pappas, 2019)
5. Achievements acquired while leveling through (Pappas, 2019)

The feature that I find appealing for the system that’s required is the point system or accrediting scores. Reason being, that firstly for the library that are training users, accuracy is key to find. As we know that the requirement of task 1 is to teach a user to find the correct area to replace the book to so accuracy would be the key so that the books are put in order.

I would implement this gamification in a way that once a user enters the right order of the books the result will be given out of 10 and if a user is given all the marks, then they have learnt how to put the books in order.

# Bibliography

Anastasia Khomych. (2021, September 8). *Is Gamification the only way for apps to survive?* Retrieved from GetSocial: https://blog.getsocial.im/is-gamification-the-only-way-for-apps-to-survive/

Pappas, C. (2019, February 14). *8 Top Gamification Features To Consider For Your New LMS*. Retrieved from Growth: https://www.growthengineering.co.uk/8-top-gamification-features-lms/