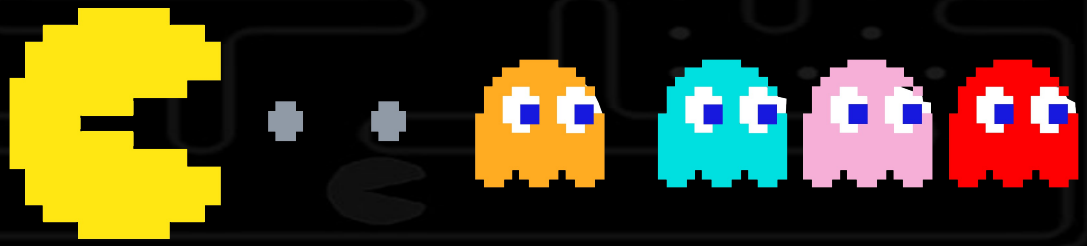
BUGFIXING

LEVEL III

Performance Boost Gamification



Andreas Scharf

Agfa HealthCare

WHO AM I

WHO AM I

AGFA HealthCare

INTRINSIC MOTIVATION

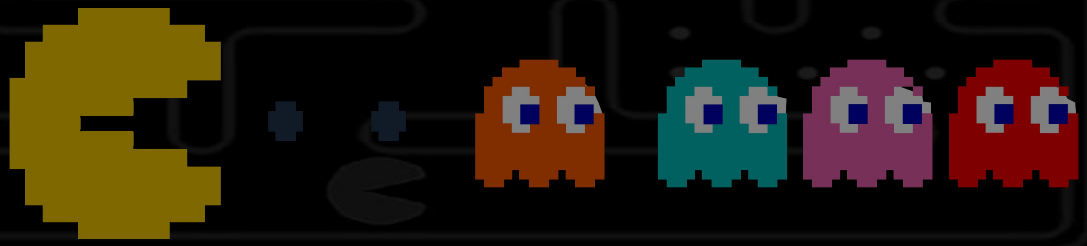
"There is a mismatch between what science knows and what business does."

Dan Pink

BUGFIXING

LEVEL III

Performance Boost Gamification



BUGFIXING

GAMIFICATION

GAMIFICATION

"Gamification is the application of game-design elements and game principles in non-game contexts."

Huotari, K., & Hamari, J. (2012)

GAMIFICATION

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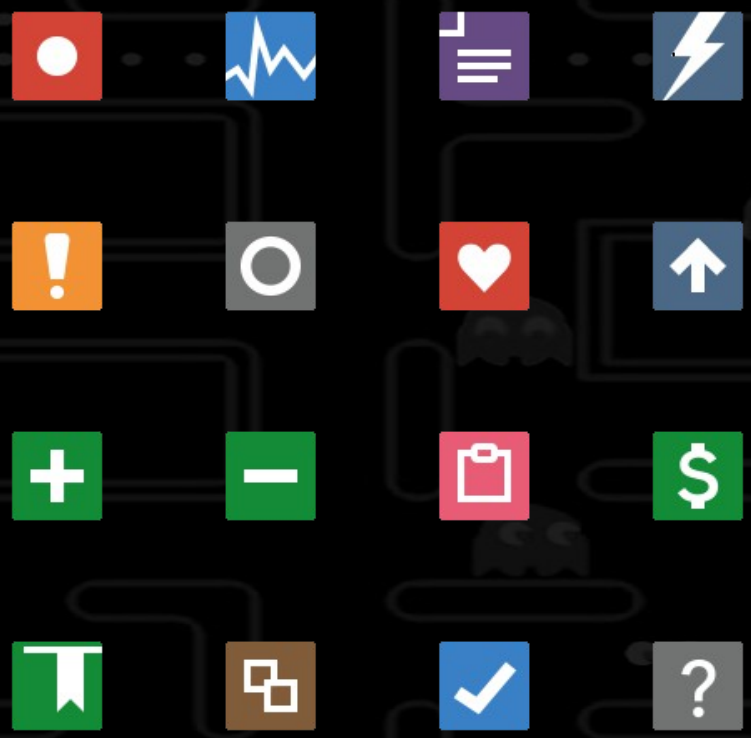
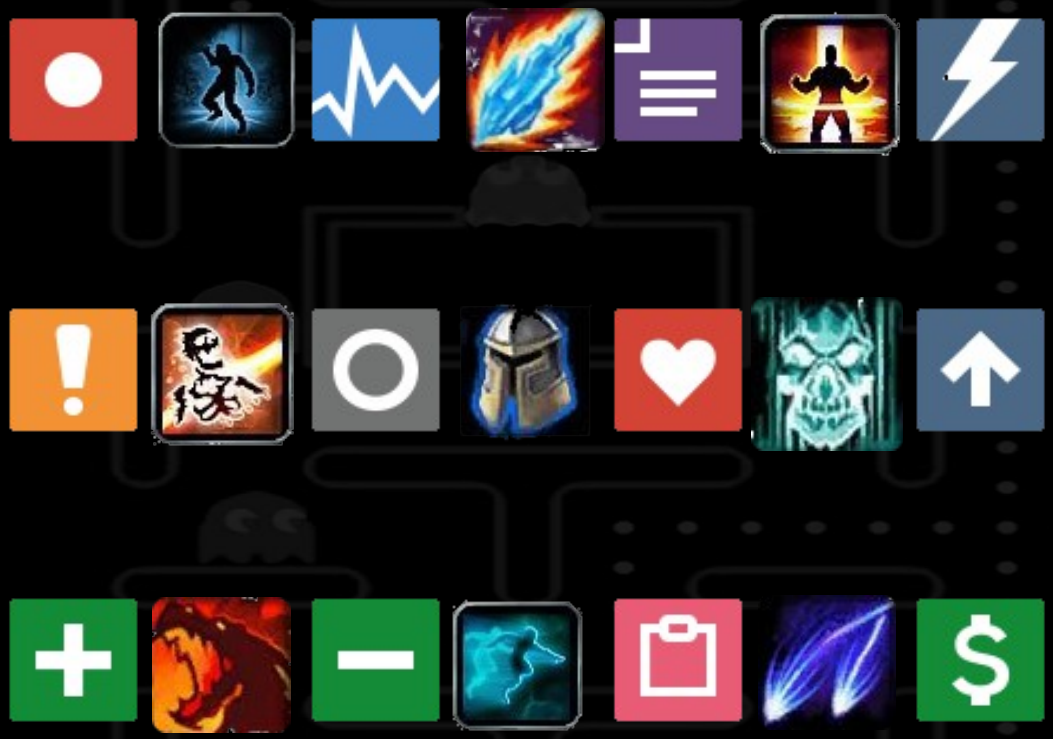
GAME DESIGN ELEMENTS

BUSINESS VS GAME



BUSINESS VS GAME



BUSINESS VS GAME

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GAME PRINCIPLES

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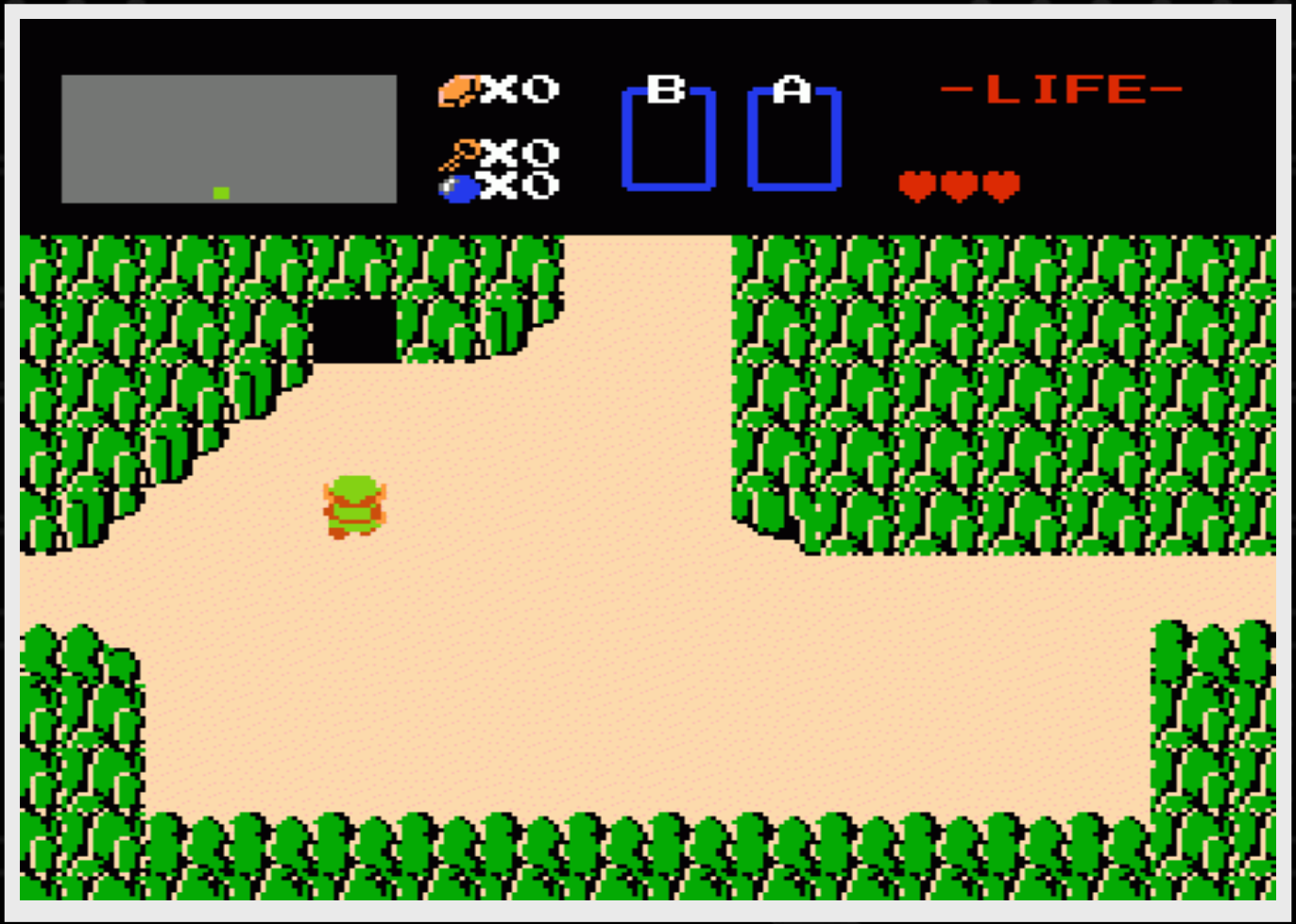

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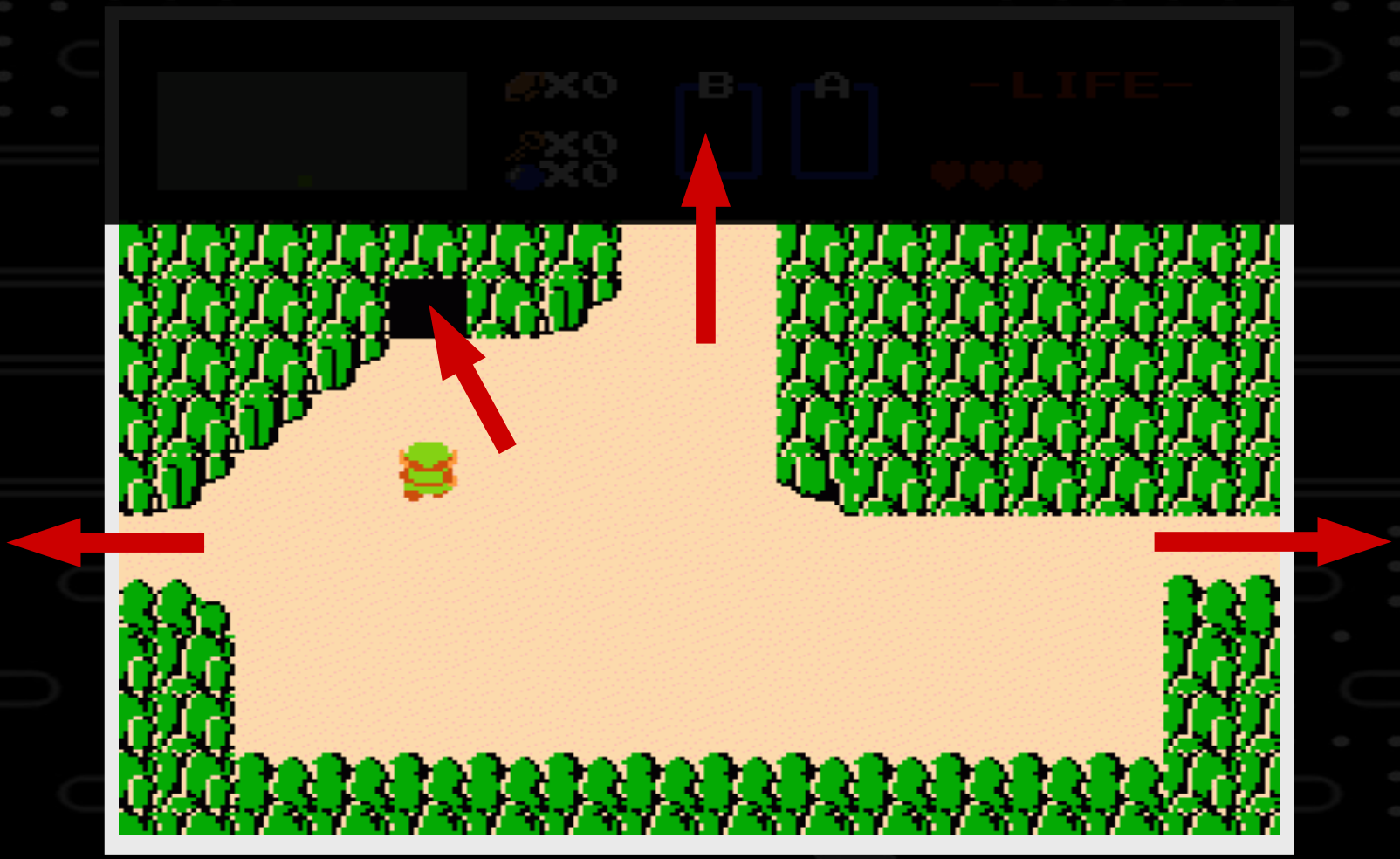

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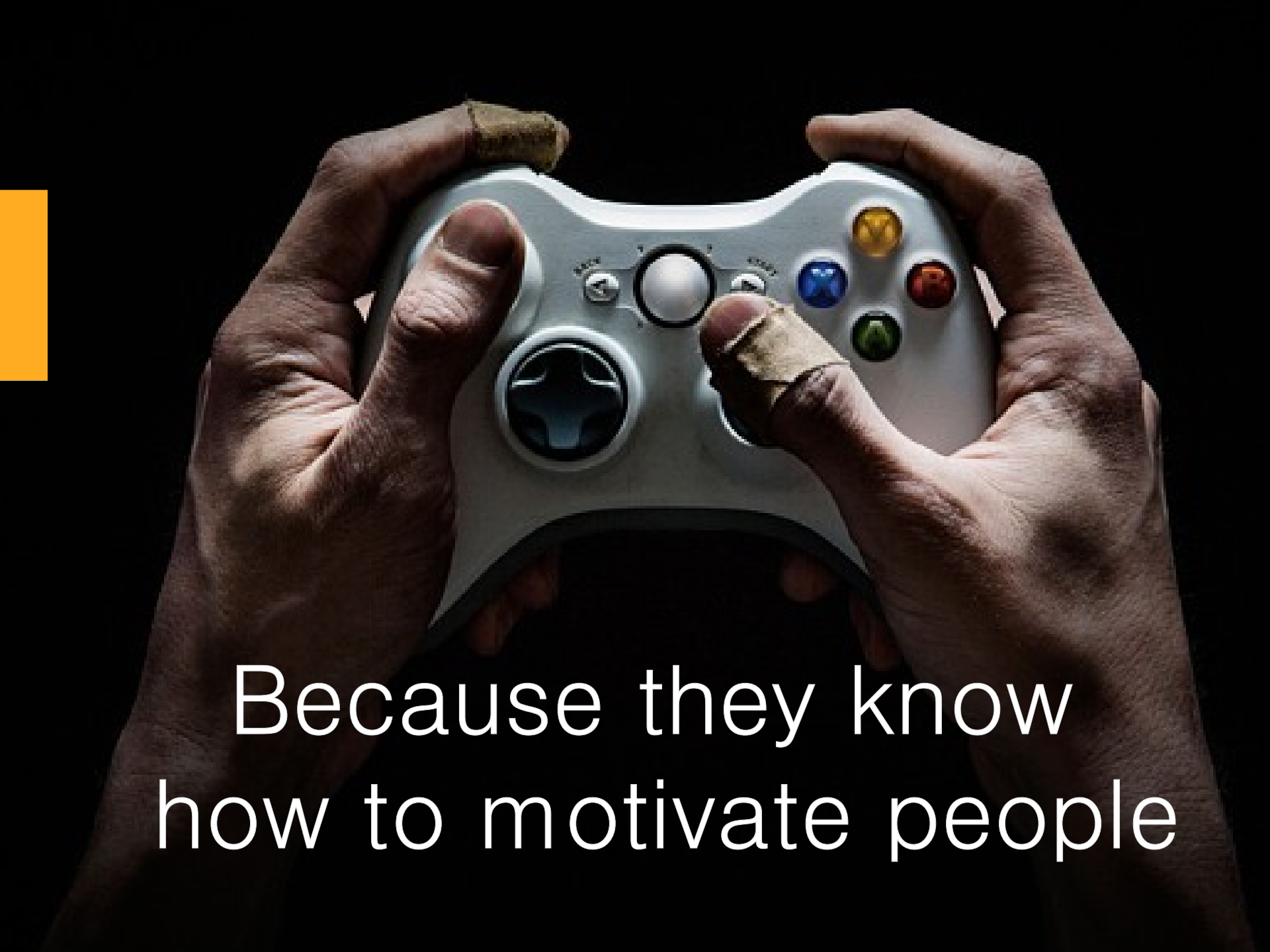
NON GAME CONTEXTS

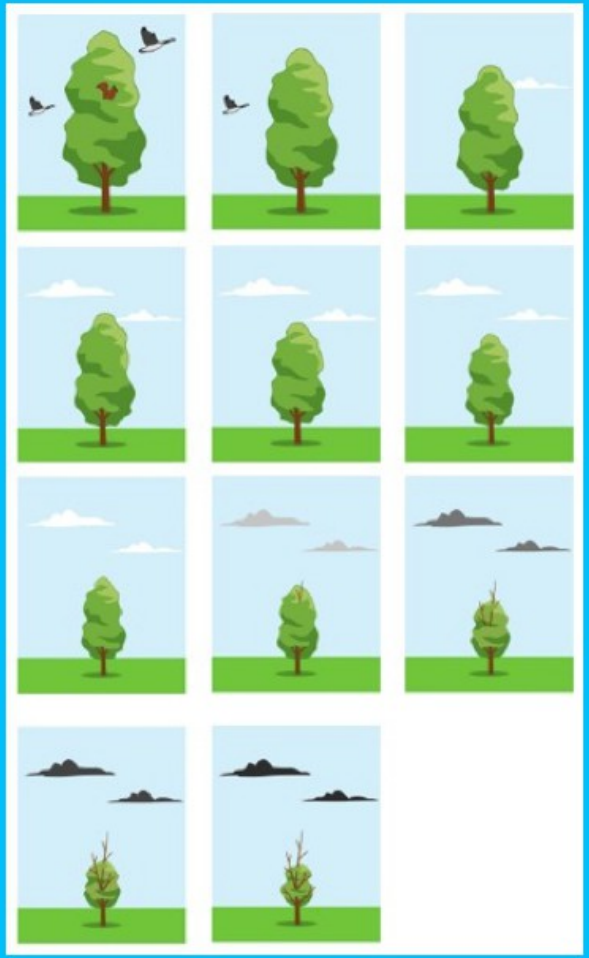


Because they know how to motivate people

GAMIFICATION EXAMPLES

GAMIFICATION EXAMPLES

EcoScore (April 2012)



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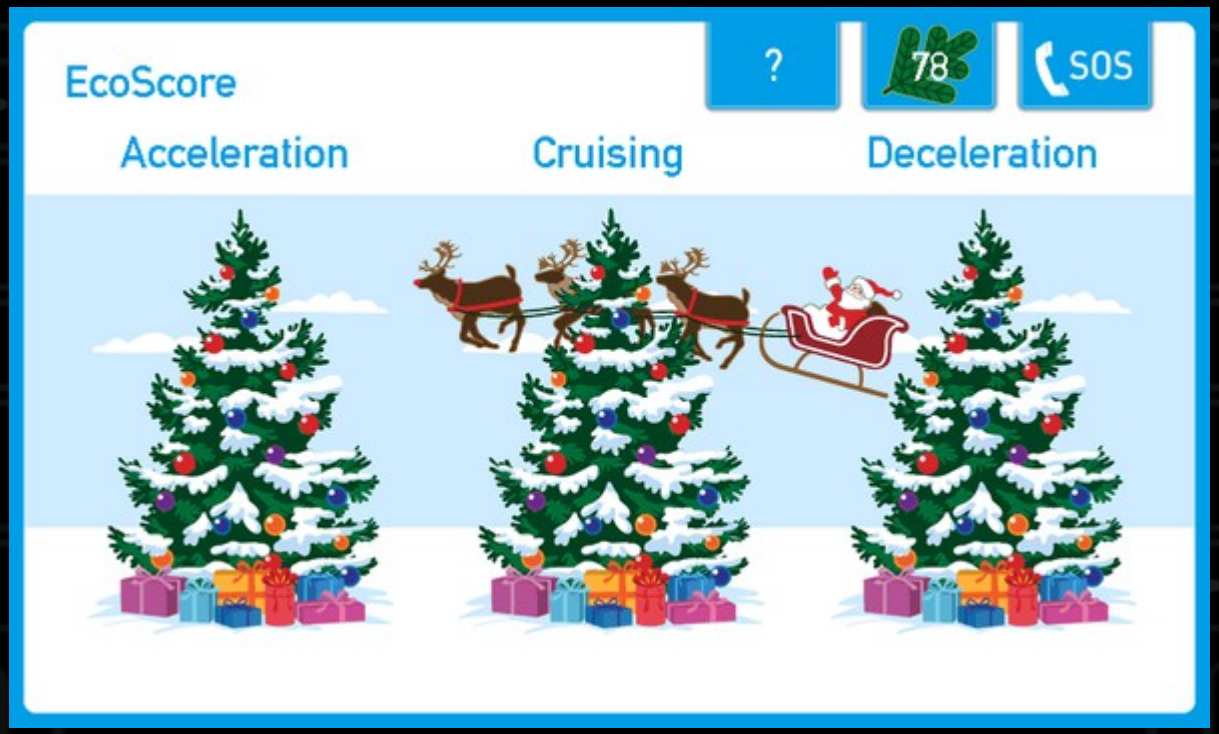

GAMIFICATION EXAMPLES

GAMIFICATION EXAMPLES

www . TheFunTheory . com

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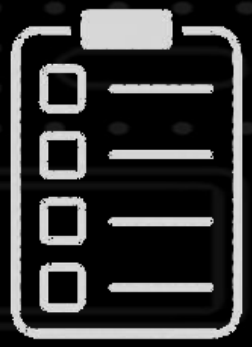
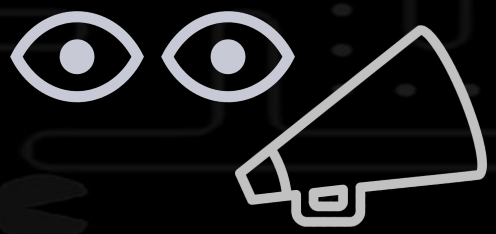
Dan Pink

Autonomy — Mastery — Purpose

Level II

LEVEL II INGREDIENTS





LEVEL II GAMEBOARD

GOAL OF THE WEEK: Fix at least 10 of these artifacts

Multipatient / Teaching File Archive

Artifact	Title	Assignee
~~artf205083~~	~~[MULTIPATIENT] If a patient has multiple studies and issuer and PID are the same, than the system...~~	~~Thomas L~~
~~artf207023~~	~~[TAGGING] ConcurrentModificationException during tagging~~	~~Sanjit~~
~~artf205975~~	~~Print & Export and Delete image disappear from context menu after an export~~	~~Thomas L~~
artf202071	no patient integrity check on loading and possible to export corrupted Dicom image	
~~artf205967~~	~~java.lang.IllegalArgumentException: Study to add was already disposed! Cannot add this view... at ...~~	Michaela

State Handling

Artifact	Title	Assignee
artf206172	[CMTSK0028131] The "Scale Font to Box" Alignment option doesn't seem to save with the presentation ...	Andi
artf203499	missing arrow gsps on multiframe studies	[redacted]
~~artf207765~~	~~Image displayed with wrong w/l (pure white) in some HPs~~	~~Mitch~~
artf204551	[SNAPSHOT] Value profile is wrong in snapshot	Michael Wor
~~artf199050~~	~~[SNAPSHOTS] IllegalArgumentException at org.dcm4che2.hp.HangingProtocol.initImageSets~~	~~Andi~~ Mitch

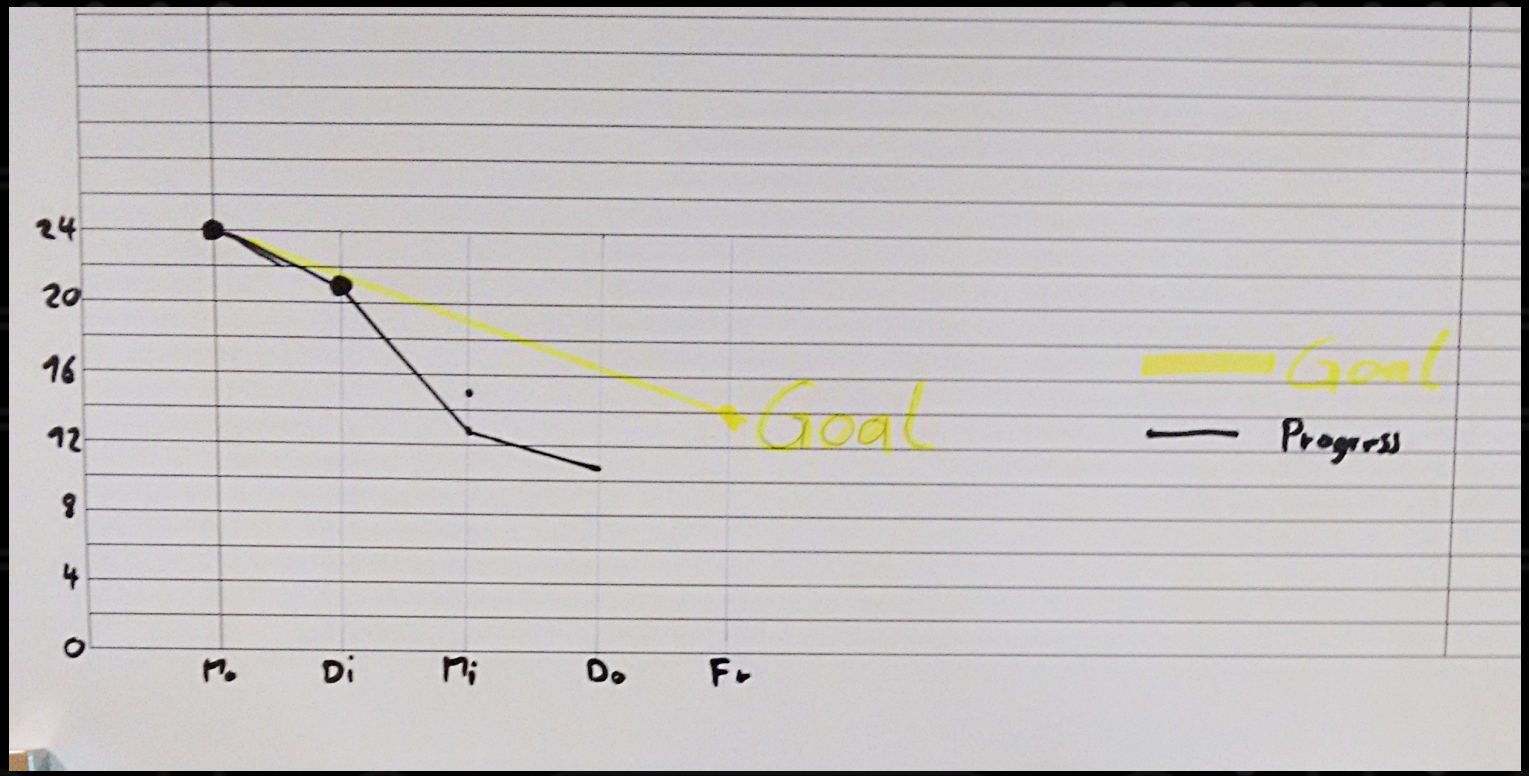
Data Loading

Artifact	Title	Assignee
~~artf205038~~	~~[NM] [LOADING] It takes around 10 seconds to load some NM studies~~	~~Michael H~~
~~artf205068~~	~~[LOADING] Problems with loading of SPECT CT / NM study~~	~~Michael H~~
artf199013	After fix/merge 3000 images CT does not display any more in Image Area	

Exceptions

Artifact	Title	Assignee
artf203459	NPE at com.agfa.pacs.studystamp.overlay.StudyStampOverlay.removeEmptyDisplaySetNavigationStudies ...	Thomas L
~~artf205895~~	~~[OSB] Remove study with key images leads to NPE at com.agfa.pacs.clinicalsidebar.keyimages.observabl...~~	~~Andi~~
artf197322	[TORHOUT][cyclelist] master registry gets disposed for currently viewed item	
artf206685	[TORHOUT][CER] java.lang.NullPointerException at com.agfa.pacs.renderer.img.renderer.impl.PipeHeadRen...	
artf199603	ConstraintEngineException while using "Display in another viewport"	
~~artf199513~~	~~[IMAGE AREA ISSUE] DnD of comparison study into 3D viewport can lead to problems with correct...~~	~~Michael~~ Sanjit
~~artf199035~~	~~[KIN][OSB] ERROR - java.util.ConcurrentModificationException~~	
artf203458	NPE at com.agfa.pacs.registry.overlay.OverlayRegistry.provideFoR	
artf206927	[SOMC][CER] java.lang.ArrayIndexOutOfBoundsException: 1	
~~artf206924~~	~~[TORHOUT][CER] java.lang.NullPointerException at com.agfa.pacs.hangingprotocol.gallery.HPGalleryRun...~~	~~Andi~~ Michaela
artf204787	[FUSION] NPE at com.agfa.pacs.client.runtime.persistence.DisplaySetPersister.waitForInstanceViewToBe...	

LEVEL II GAMEBOARD



LEVEL II GAMEBOARD

Seiten / ... / IMPAX Agility Image Area

Bearbeiten Beobachten Teilen Extras

Agility Bugfixing Special Honors

Hinzugefügt von Andreas Scharf, bearbeitet von Thomas Feyrer am 2015/Jul/06

Team Agility unlocked the Bonus

Congratulations, you really made it! Now enjoy your home-made cake and drinks.

@Marian is the new Candy Man

@Marian unlocked the Team Award. - Thanks dude, we owe you something!
We don't want to loose you, so remember what happened to that girl in the woods that couldn't resist the apple ....

@ Michael is strong like a Minotaur

Wow, he killed one of the hardest bugs. (`artf199103 : [INITIAL DISPLAY] Slow initial display`)
A Minotaurus is a very strong creature that has to graze in the fields to regain the power for the next attack.

@Michaela is strong like a Minotaur

Wow, she killed one of the hardest bugs. (`artf199013 : After fix/merge 3000 images CT does not display any more in Image Area`)
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Team Agility is in the next level

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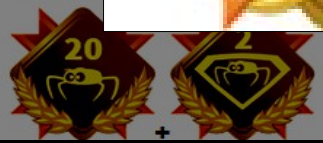

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LEVEL II GAMEBOARD

Seiten / ... / IMPAX Agility Image Area

Bearbeiten Beobachten Teilen Extras

Agility Bugfixing Special Honors

Hinzugefügt von Andreas Scharf, bearbeitet von Thomas Feyrer am 2015/Jul/13

@Jakob swept it out

One of the items on our list had to go back to the team where it first showed up. Some follow-up negotiations had to be done but still it looks like we are right with this decision.

@Mitch is our specialist on fire

You earned two medals in this level. Very impressive - you definitely shipped around the biggest pit-fall for specialists by also being a big supporter on crossing out a big bunch of issues outside your convenience zone.

Team Agility is in the next level

Striked out 20 artifacts including all BLOCKERS

Team Agility unlocked the Bonus

Congratulations, you really made it! Now enjoy your home-made cake and drinks.

@Marian is the new Candy Man

@Marian unlocked the Team Award. - Thanks dude, we owe you something!
We don't want to loose you, so remember what happened to that girl in the woods that couldn't resist the apple ....

LEVEL II GAMEBOARD

Seiten / ... / IMPAX Agility Image Area

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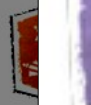
One



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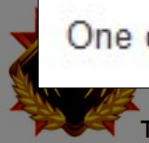

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LEVEL II SUMMARY

Level III

LEVEL III BUG_BYTE

BugByte

Game rules

- At the beginning **each player has his own snake**, coloured by the colour of his development team. (Panda = green, Ducktopus = red, Skunk = blue)
- Each snake may **start at any point on the outer circle** of the game board.
- As soon as you fixed a bug you have to **update the graph & make your moves**. Otherwise your snake miles will expire.
- A snake can only **move along the lines**. A move from one intersection to another corresponds to one snake mile.
- You cannot move on **lines that are already used**. You may not **cross other snakes**.
- If you **block another snake**, so that this snake cannot move any-more, it means you team-up with this snake. All snake miles of a blocked snake contribute to the snake that blocked it. Also you **get all LEGO pieces** from this snake.
- If **your snake is blocked**, you have to inform the person of the snake that blocked you on any new snake miles you earned so that you can move the team snake together. Also you have to **hand over all your LEGO pieces** to this person.
- You are not allowed to **reserve bugs**. Only assign bugs to you when you really work on them.
- Every player gets **5 LEGO pieces from the start.**

Snake miles

- You **earn snake miles by fixing bugs**. The number of miles is denoted next to the bug.
- If you **assign a bug** to you (and actually start working on it!), you earn **1 mile** already.
- If **RC section is striked out**, all snakes that are still in the game may move the miles of the last fixed bug in this section.

Bonus *Fix one of the bonus artifacts or move over the question marks on the board to get a bonus. (Each bonus is once under a ? and three ? are just blanks)*

- **[2x]**: Can be applied once. When applied doubles the snake miles you just earned.
- **Reincarnation**: Fix artf234129 (Loop exception) and you can start new from any point on the outer circle. Now. If you do that your old snake is considered dead. If you are one of two snakes in a closed area, it is considered locking out the other snake.
- **Jump stick**: Fix artf223875 to get the jump stick. Use the jump stick to **jump 5 snake miles in one direction** (straight line). Unfortunately the jump stick is of poor quality and breaks after it's first use. You might also jump over other snakes.
- **Super tooth**: Now you can bit through a snake. You can use it once at any time in the game to **cross a snake that blocks your way**. Be careful. Only works when you are on the move. Does not rescue you if a snake blocks you.
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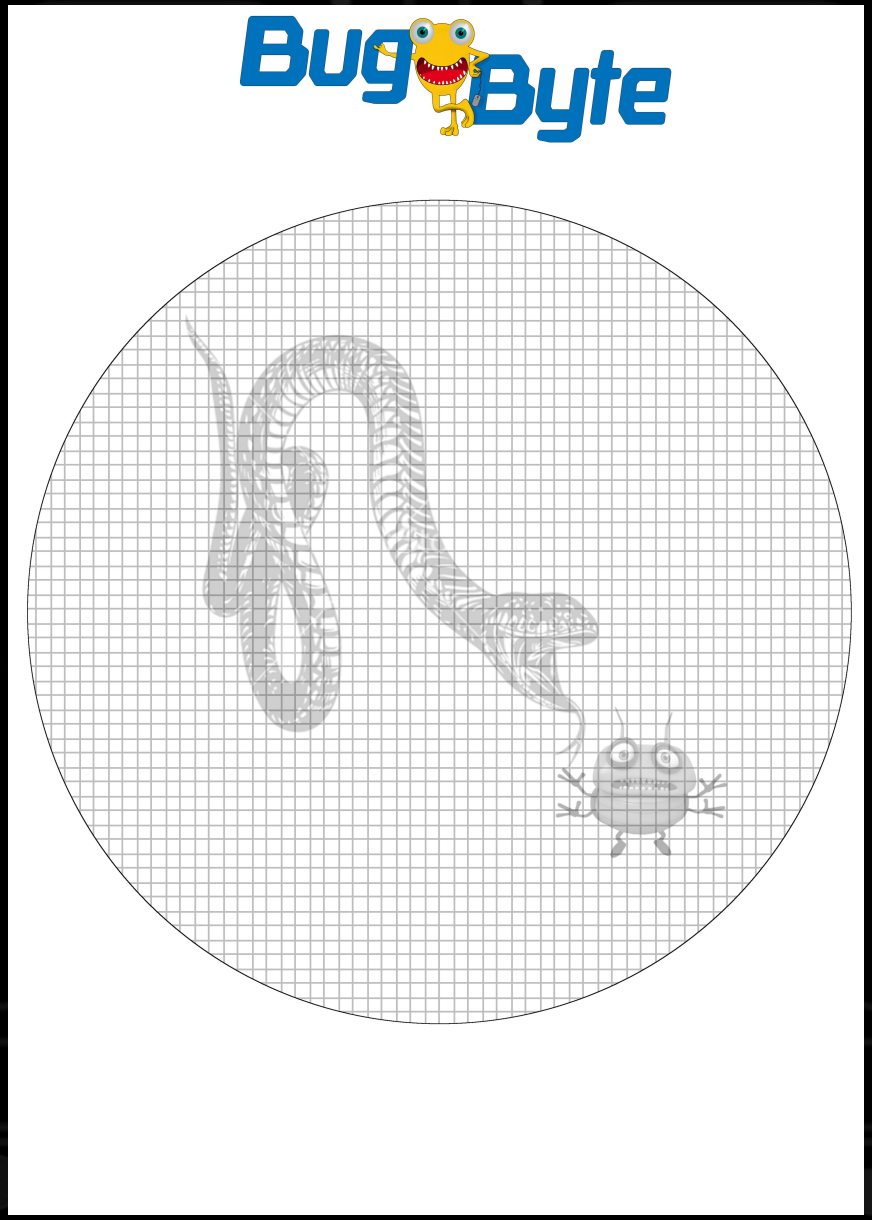
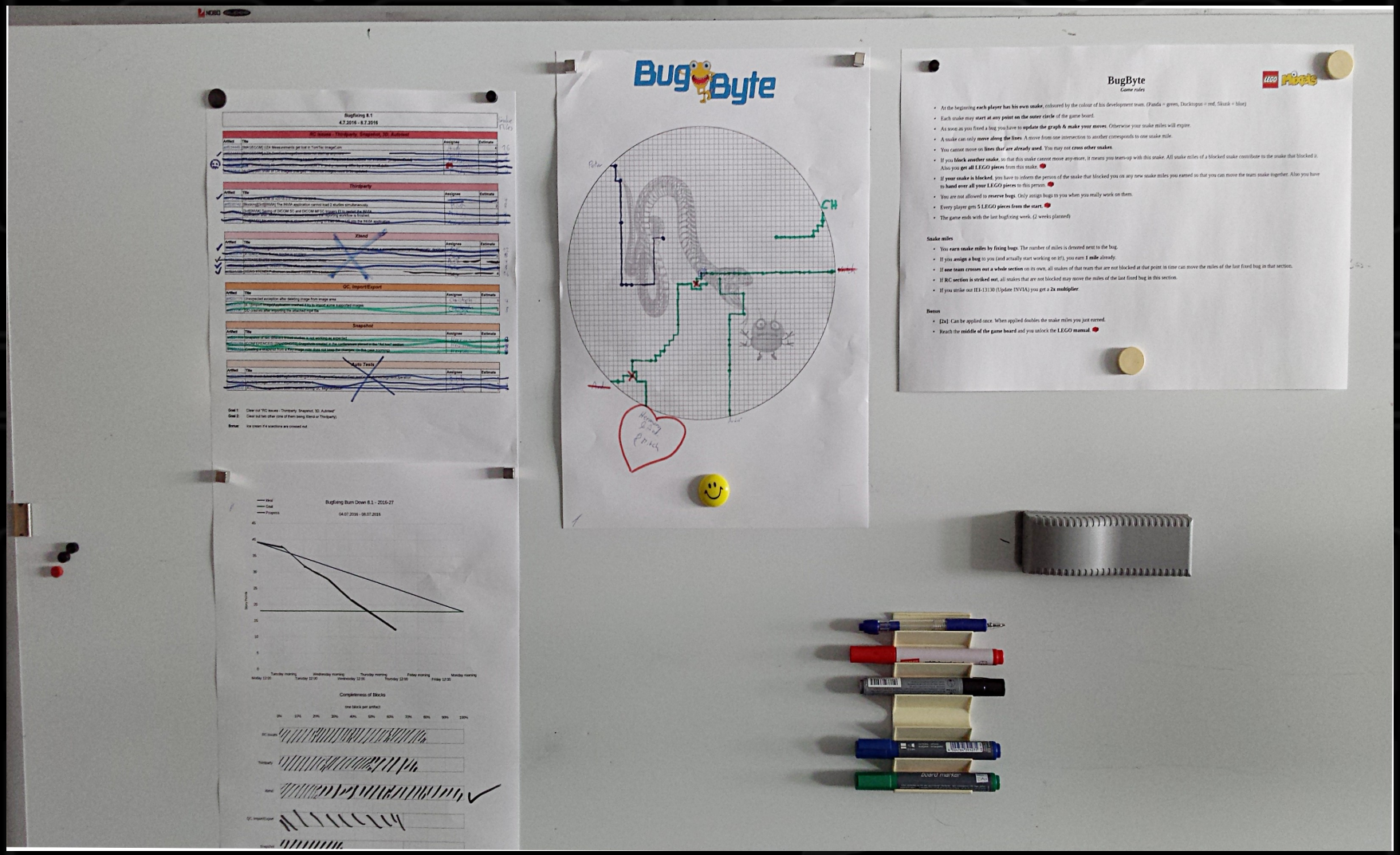


LEVEL III GAME BOARD



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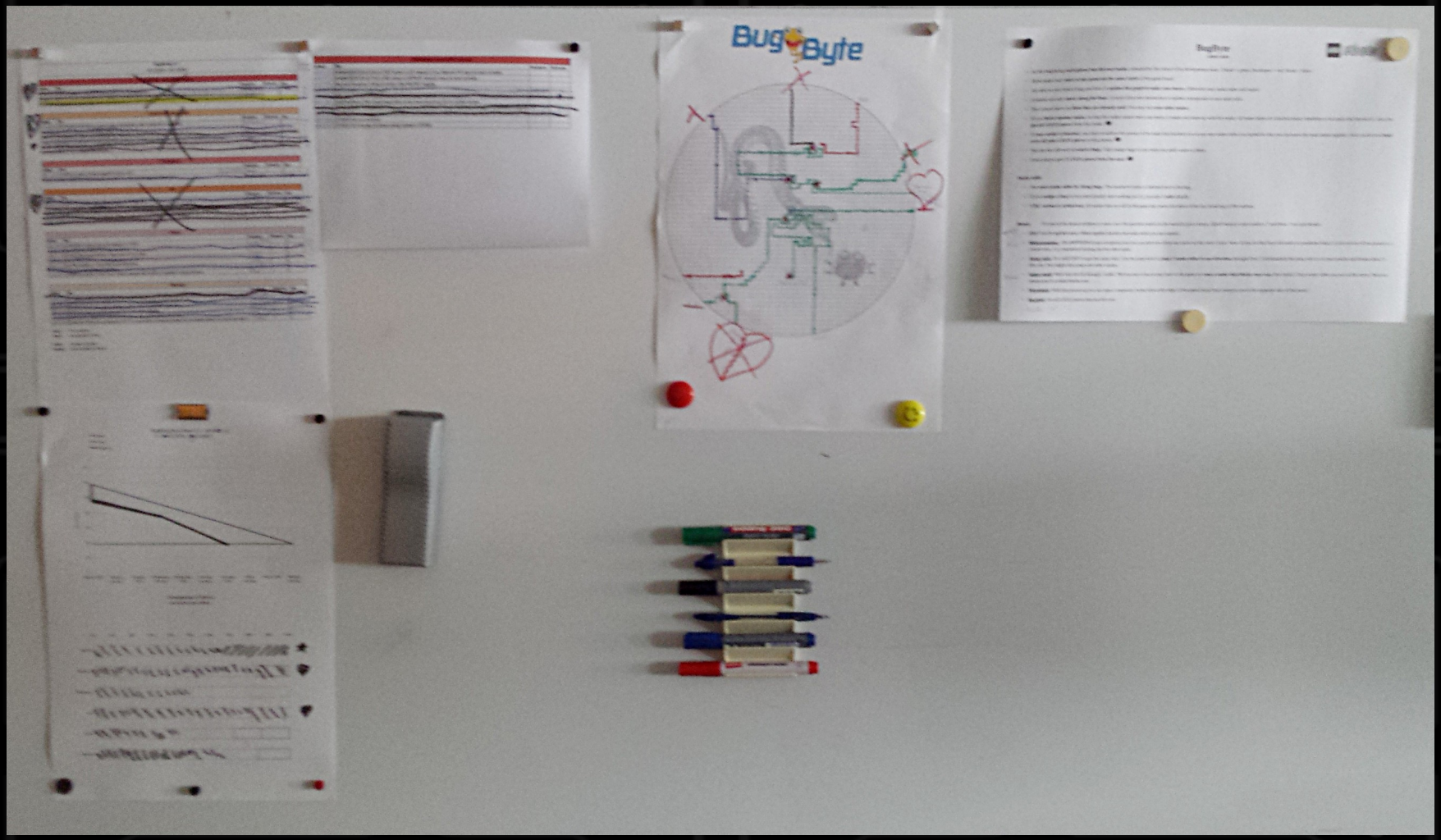
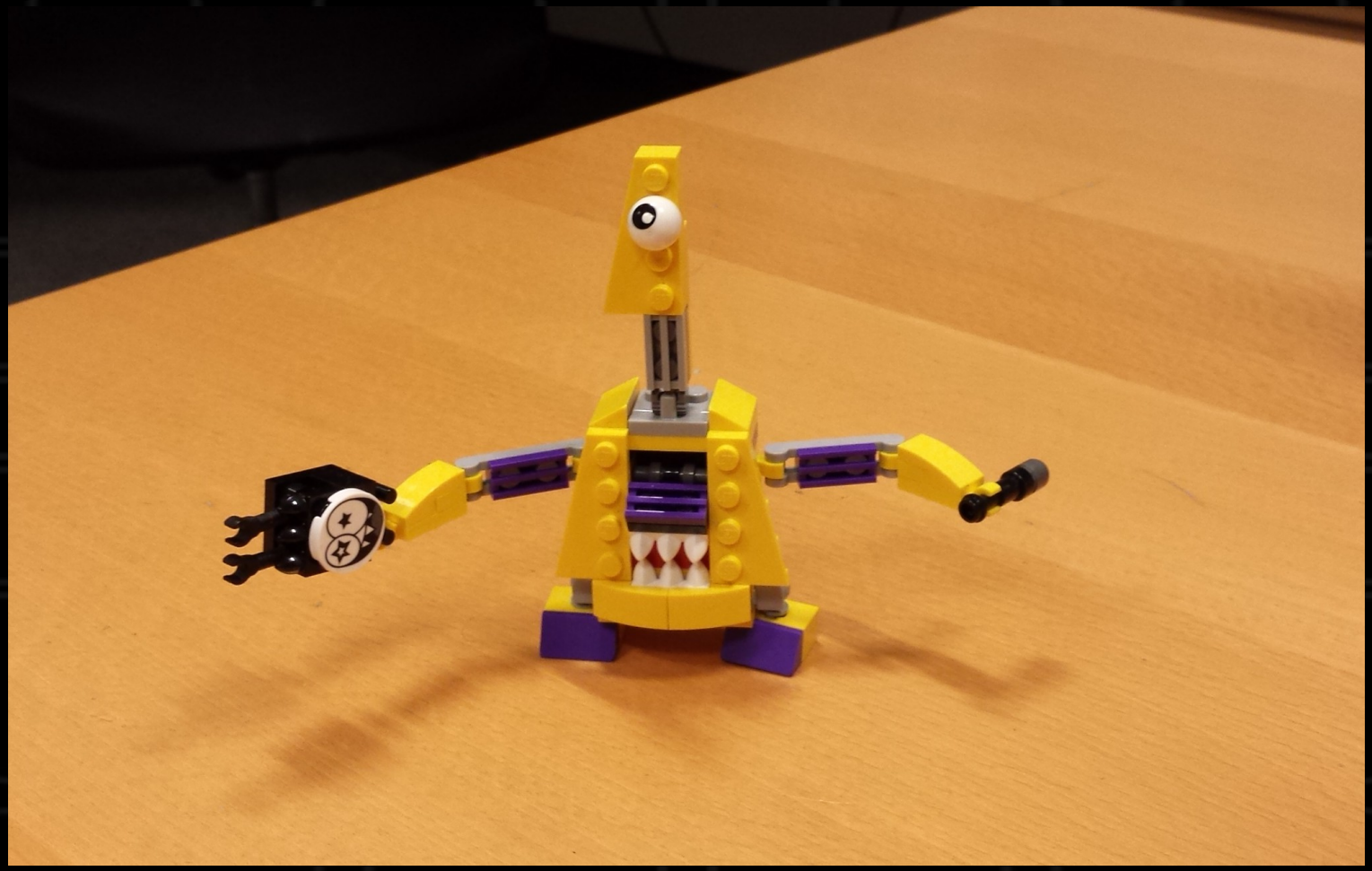


LEVEL III SUMMARY

MISSION COMPLETED



Autonomy — Mastery — Purpose

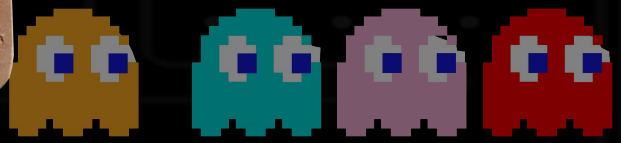
+ sense of belonging

Make work fun – gamify your workplace!

BUGFIX

LEVEL

Performance Boost Gamification



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