

CERTIFICATE

No. 36537

Tallinn University
(Reg No. 74000122, notice of economic activity No 172097)
certifies that

ALPIN CAN

born 20.02.2007
has completed in full 52 academic hours
School of Digital Technologies' Continuing Education Curriculum
Gamification Workshop

(No. DTC0035) during the period of 14th July 2025 to 18th July 2025

Katrin Niglas

Anna Küzhetsova
Summer and Winter School Project Manager

Tallinn, 18.07.2025

TALLINN UNIVERSITY



ACADEMIC TRANSCRIPT TO CERTIFICATE NO. 36537

18th July 2025

Alpin Can (20.02.2007) has completed School of Digital Technologies' 2 ECTS Continuing Education Curriculum in Gamification Workshop - No. DTC0035 during the period of 14th July 2025 to 18th July 2025 52 academic hours, including 35 face-to-face hours, traineeship 0, and the rest being the independent study hours.

Aim of the curriculum: to introduce the concept of gamification and implement the process of gamification through hands on activities.

Learning outcomes: has an overview of the gamification, knows some examples and can implement gamification in his/her expert area.

Content: Ice breaking games and mapping the background of participants. The nature of gamification and gamification design process. Gamification examples. Generating and selecting ideas for gamification. Forming teams and dividing roles. Designing challenges. Designing intrinsic motivators. Designing extrinsic motivators. Design of feedback and progress. Entertaining elements. Other game elements. Prototype development. Prototype presentation and testing.

Tutors: Martin Sillaots, Mohammed Mahmood Ibrahim Ockba

Result awarded on completion: pass

By pass and fail assessment a level is given that is either reached or exceeded (pass) or failed (fail).

By grading assessment the following scale is used: A (excellent), B (very good), C (good), D (satisfactory), E (sufficient), F (fail).

* 1 ECTS corresponds to 26 academic hours of student work.

Anna Kuznetsova

Summer and Winter School Project Manager