



StackOverflow Gamification

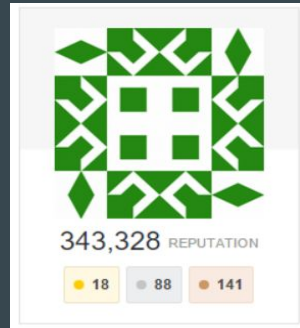
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Introduction

- **StackOverflow**



Stack Overflow is a popular Q&A website for an ever-increasing range of computer programming topics.

Over 4,000,000 registered users and with more than 11,000,000 questions.

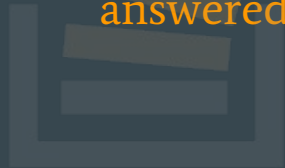
- **Gamification:** It represents the use of game design element in non-game contexts. e.g. badges, rewards ,loyalty programs, reputation points, cash benefits



- **Problems:** How can I share/export my Stackoverflow reputation on social media ?

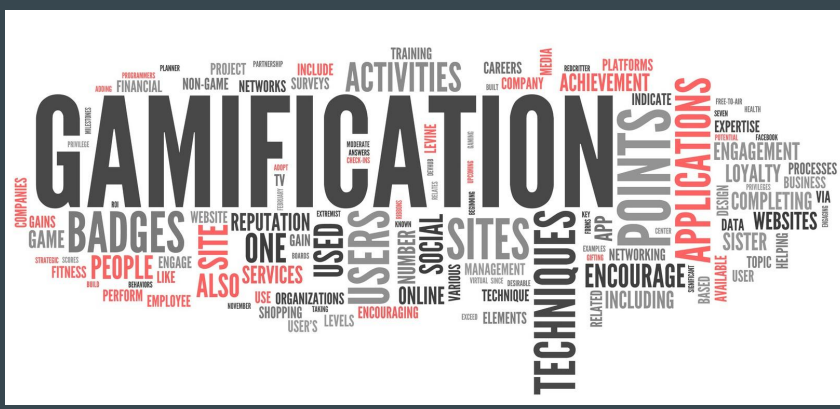
Related work

- StackOverflow and GitHub: Associations Between Software Development and Crowdsourced Knowledge which successfully linked users from the two platforms and determined that “for active committers, asking questions on StackOverflow catalyses committing on GitHub [and] similarly, for active committers, answering questions on StackOverflow catalyses committing on GitHub.”
- One-day flies on StackOverflow: Why the vast majority of StackOverflow users only posts once which found that “less active users” are more likely to not have questions answered, get negative feedback (or answers that can be interpreted that way), self-answer their own question and have questions that are already answered.



stackoverflow

Research question



Methodology

Group 1: Random **StackOverflow** users among **different domains**

Group 2: UVic students using **StackOverflow**

Phase 1

- Unstructured & structured **interviews** to Group 2 (optional: Group1).



Phase 2

- **Survey questionnaires** based on phase 1 to Group 1 & 2 .



Expected results

- Better **understanding** of how **gamification** and **social media** affects **Stack Overflow** and its users.
- Determine whether the **current gamification** is effective in **encouraging users** to be more active and engaged
- Suggestions to **improve** the **stackOverflow Gamification**
- **Social media integration**, improved design for badges with **more transparency of achievements** and technical skills

