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The Gamification Project

While writing paper one and two I noticed that it would be helpful for CEOs, managers, and leaders to have a tool that would allow them to see if gamification was right for them. I needed a medium to convey what I have learned and a website seemed to be the most accessible and easy to use. Throughout my research, many writers urged readers to be smart about whether or not they should implement gamification. I decided to convert their knowledge and stories of gamification into an interactive website.

Before I developed the website, I created a decision tree based on my research. The tree shows what questions and results will be given based on a user's input. I then wrote the six different results that a user could receive based on previous research and paper II. At the end of each result, I added another paragraph persuading them to use gamification correctly and do additional research about their implementations. Using the decision tree and the results I created the website from scratch using HTML, CSS, and JavaScript.

If I were to continue working on the site it would go into much deeper analysis. The website is based on general principles of gamification and therefore gives general recommendations. Not every case is taken into account, and there may be additional questions that should be asked to see if gamification is right. However, the website is a great first start and can be seen at <https://andrewjsawyer.com/the-gamification-project.html>.