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Thesis title

Masterarbeit im Fach Informatik
Master's Thesis in Computer Science
von / by

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angefertigt unter der Leitung von / supervised by

begutachtet von / reviewers

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Ich erkläre hiermit an Eides Statt, dass ich die vorliegende Arbeit selbstständig verfasst und keine anderen als die angegebenen Quellen und Hilfsmittel verwendet habe.

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I agree to make both versions of my thesis (with a passing grade) accessible to the public by having them added to the library of the Computer Science Department.

Saarbrücken, January 2017 Marko Vujić

Abstract

Acknowledgements

Chapter 1

Literature review

1.1 Gamification

In the recent years, there has been an tremendous increase in popularity of video games inspired software solutions (cite maybe) which main goals are to develop new skills, solve problems or address issues in a variety of functional areas. What these software solutions all have in common is that they are based on the concept of *gamification*, defined by Detering et al. in as the use of game design elements characteristic for games in a non-game contexts to solve a problem or engage the audience. [1]

Bibliography

[1] DUANE V Knudson. Warm-up and flexibility. *Chandler TJ, Brown LE. Conditioning for Strength and Human Performance. Philadelphia, PA: Lippincott-Williams & Wilkins*, 2008.