

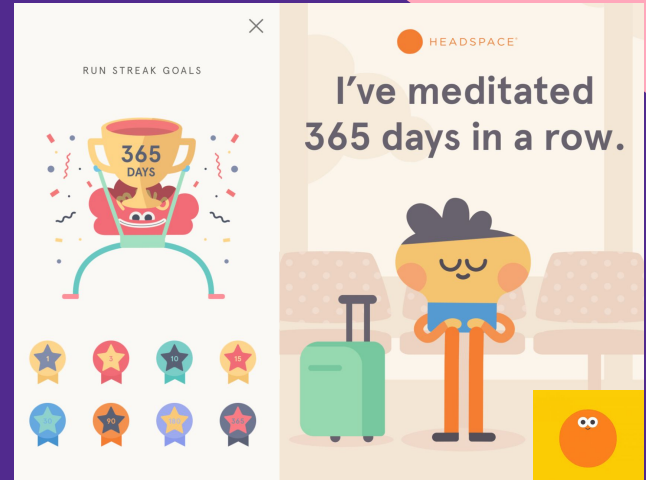
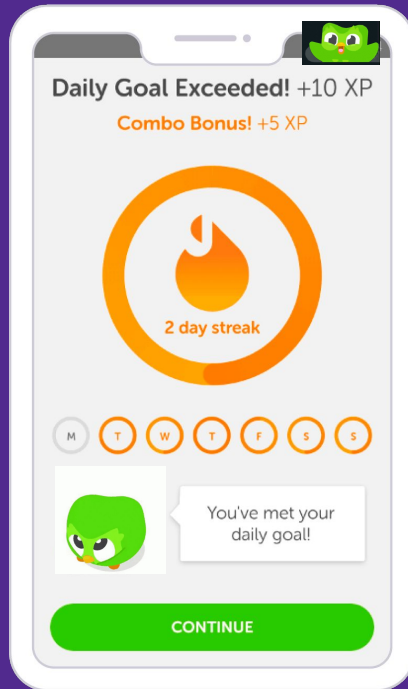
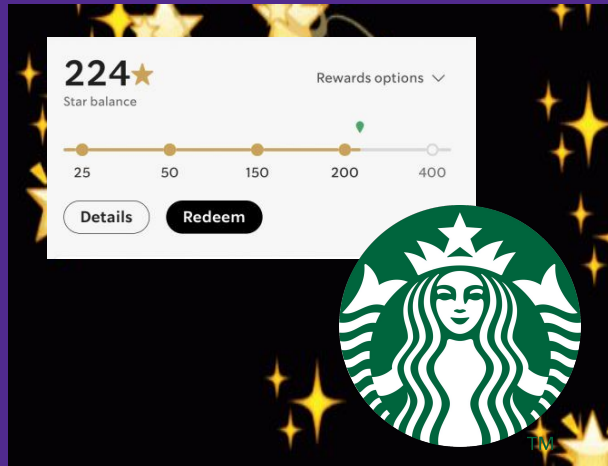
React

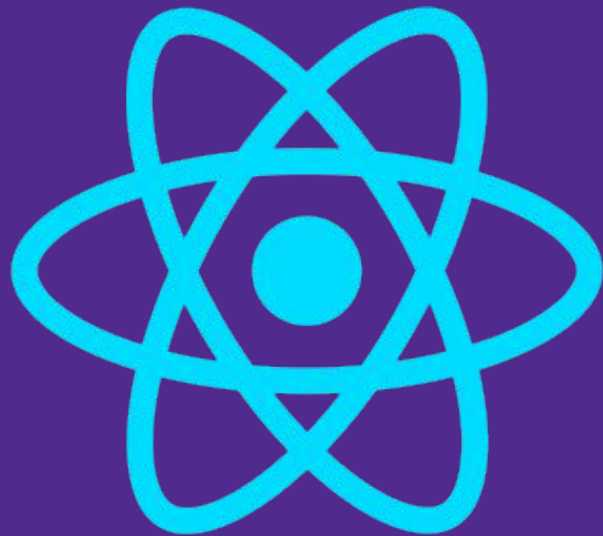
and the Art of Gamification

Courtney Yatteau

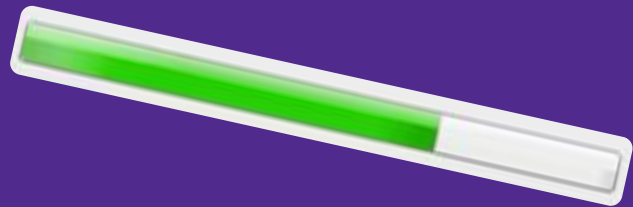


Why Gamification?





React JS



Courtney Yatteau
Developer Advocate, Esri



What We'll Cover



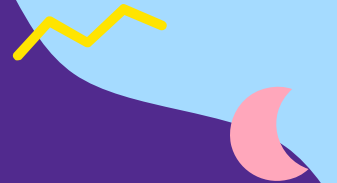
Gamification Techniques



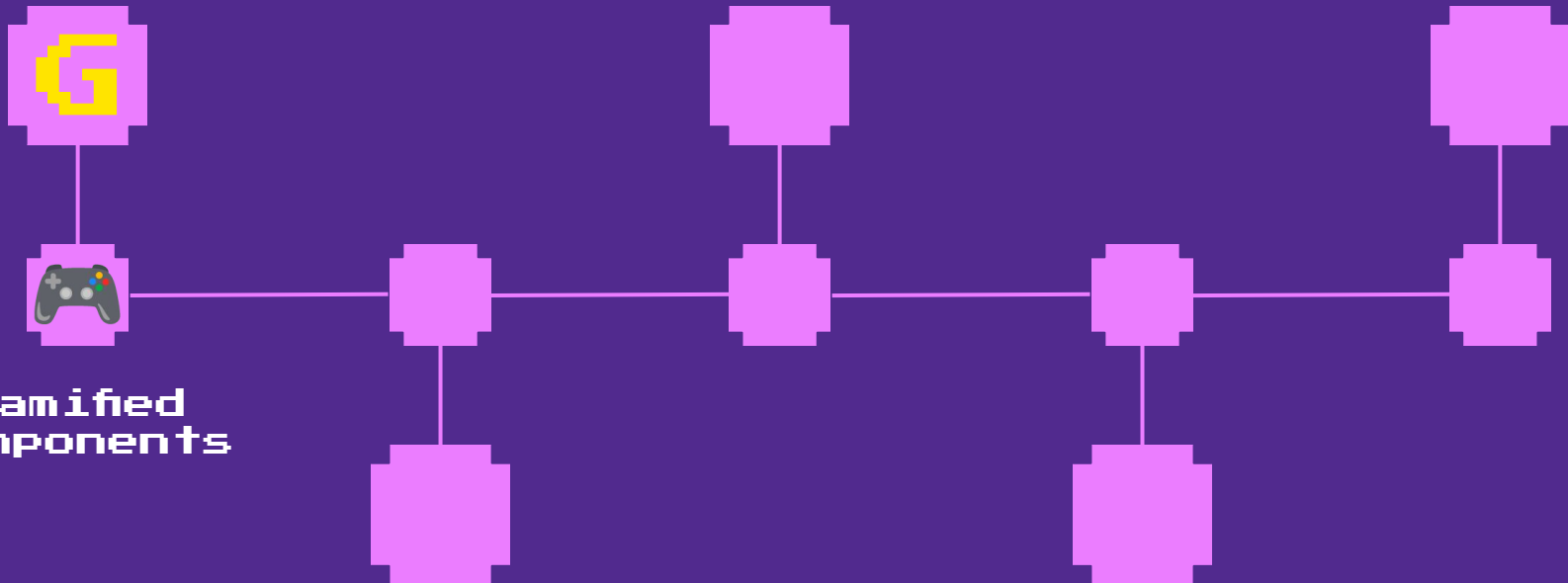
Real-World Examples



Coding Demo



Gamified Components



Gamified Components

XP, badges, progress bars, targets

The screenshot shows the Codecademy dashboard with a sidebar on the left containing links to Dashboard, My learning, Events, Projects, and Workspaces. The main content area is titled "Follow your progress" and features a "Your skills" section with a progress bar for Python (80% complete, 100 XP) and other skills like Computer science (75 XP), HTML & CSS (50 XP), Bash/shell (25 XP), C (25 XP), and a Skill name (25 XP). To the right, there's a "Weekly target" section showing 2 of 3 days completed, and a "Your goal" section with a target of 4 weeks in a row. The dashboard also includes a search bar, a notification bell, and a user profile icon at the top right.

codecademy My Home Catalog ▾ Resources ▾ Community ▾ For Teams

Dashboard
My learning
Events
Projects
Workspaces

View all My learning >

Follow your progress

Your skills +58 XP newly added Most progress ▾

Python	80%	100 XP
Computer science	75%	75 XP
HTML & CSS	50%	50 XP
Bash/shell	25%	25 XP
C	25%	25 XP
Skill name	25%	25 XP

Learn more about XP | Give us feedback

Show all skills >

Weekly target 2 of 3 days

Target met 4 weeks in a row!

Your goal Change my career

View achievements >

The screenshot shows the "My Achievements" section with a "View My Profile" link at the top right. It features four achievement cards: "Persevering" (Target was met 9 months in a row, Jul 20, 2022), "Persistent" (Target was met 6 months in a row, Apr 20, 2022), and "Determined" (Target was met 3 months in a row, Jan 20, 2022). A fourth card is partially visible on the left, showing a target icon and text about unlocking the next achievement by meeting the target for 12 months in a row.

My Achievements

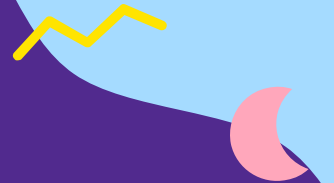
View My Profile

To unlock next achievement, meet your target 12 months in a row

Persevering
Target was met 9 months in a row
Jul 20, 2022

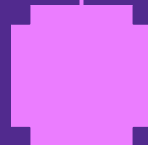
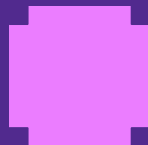
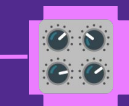
Persistent
Target was met 6 months in a row
Apr 20, 2022

Determined
Target was met 3 months in a row
Jan 20, 2022



Gamified
Components

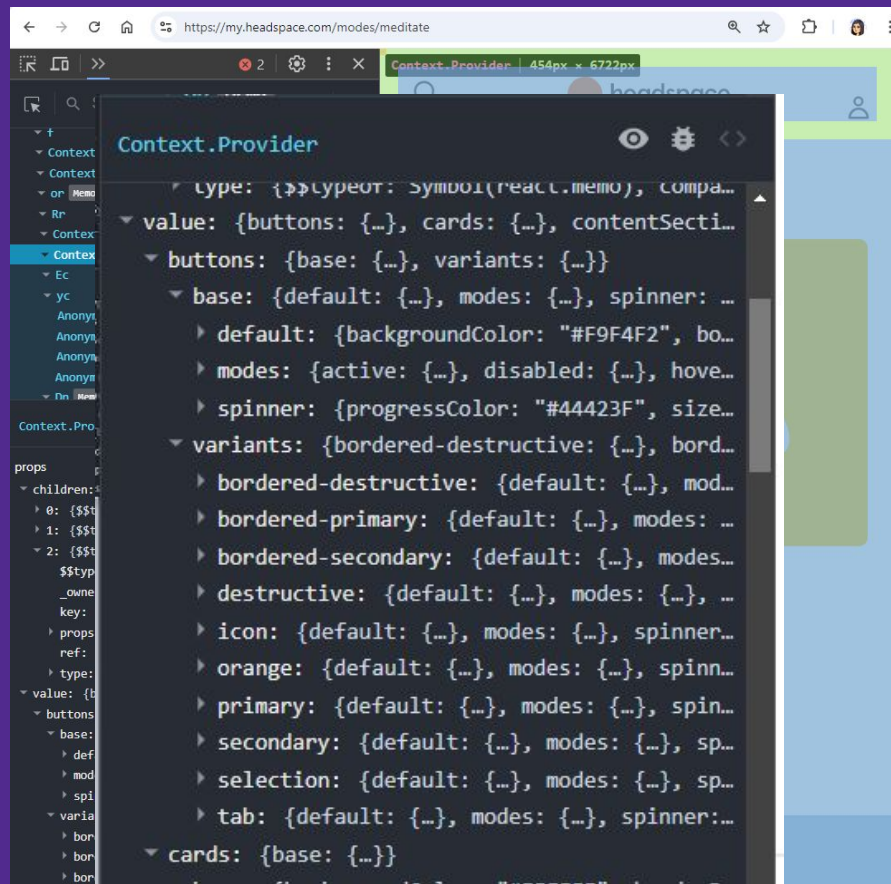
Advanced
State Control



Advanced State Control

Context API: UI Theming

- Consistent, dynamic, efficient

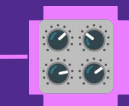




Gamified
Components



Advanced
State Control



Memoization
... evolves to
Modern
Optimization



React Compiler

This page will give you an Introduction to React Compiler and how to try it out successfully.

Under Construction

These docs are still a work in progress. More documentation is available in the [React Compiler Working Group repo](#), and will be upstreamed into these docs when they are more stable.

You will learn

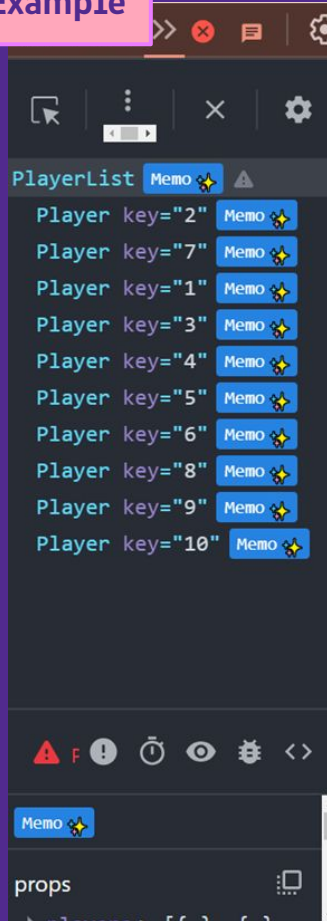
- Getting started with the compiler
- Installing the compiler and eslint plugin
- Troubleshooting

Note

React Compiler is a new compiler currently in Beta, that we've open sourced to get early feedback from the community. While it has been used in production at companies like Meta, rolling out the compiler to production for your app will depend on the health of your codebase and how well you've followed the [Rules of React](#).

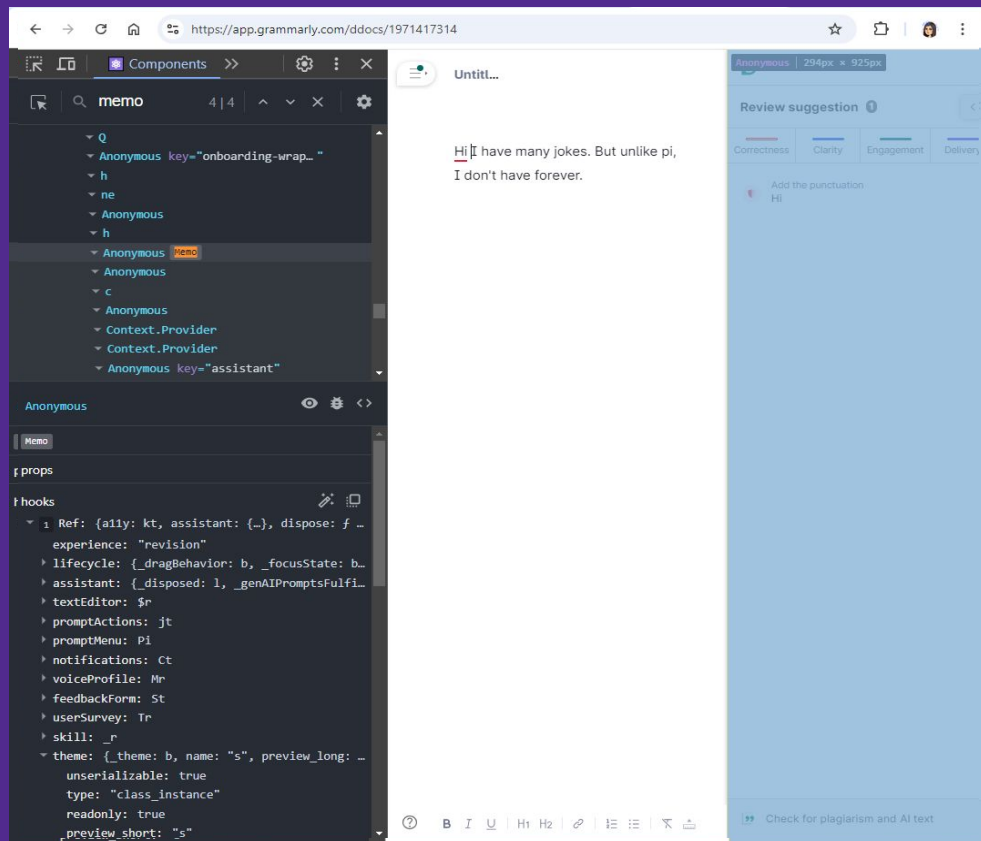
The latest Beta release can be found with the `@beta` tag, and daily experimental releases with

Example



Memoization

Efficient, selective re-rendering





Gamified
Components



Advanced
State Control



Memoization
... evolves to
Modern
Optimization

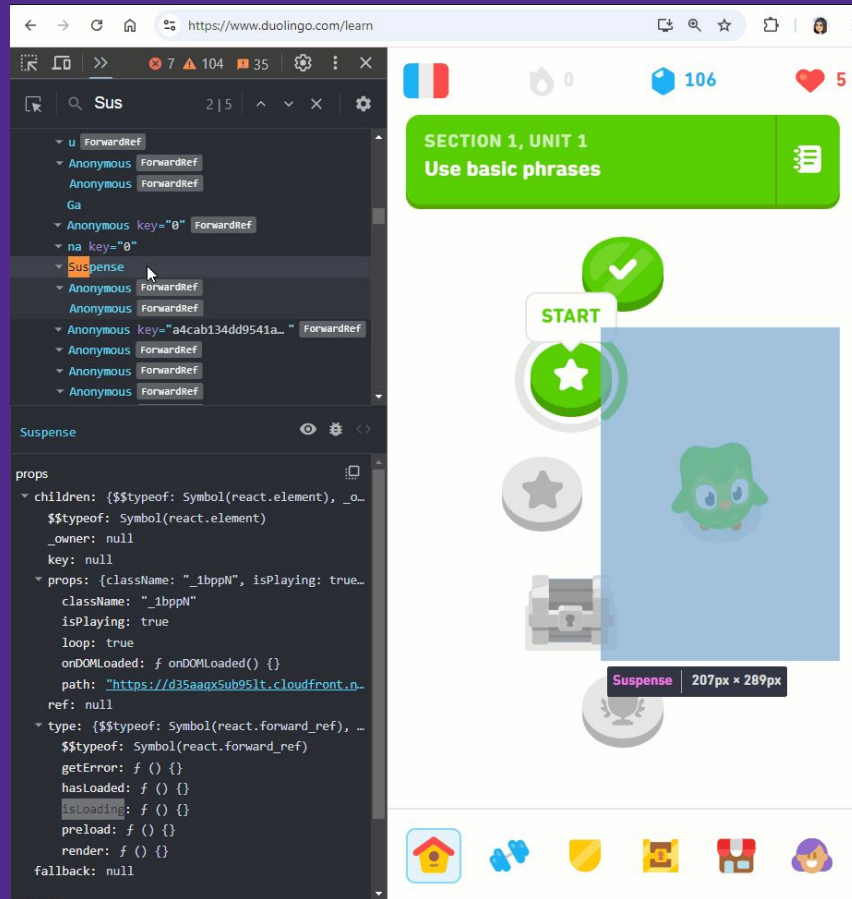


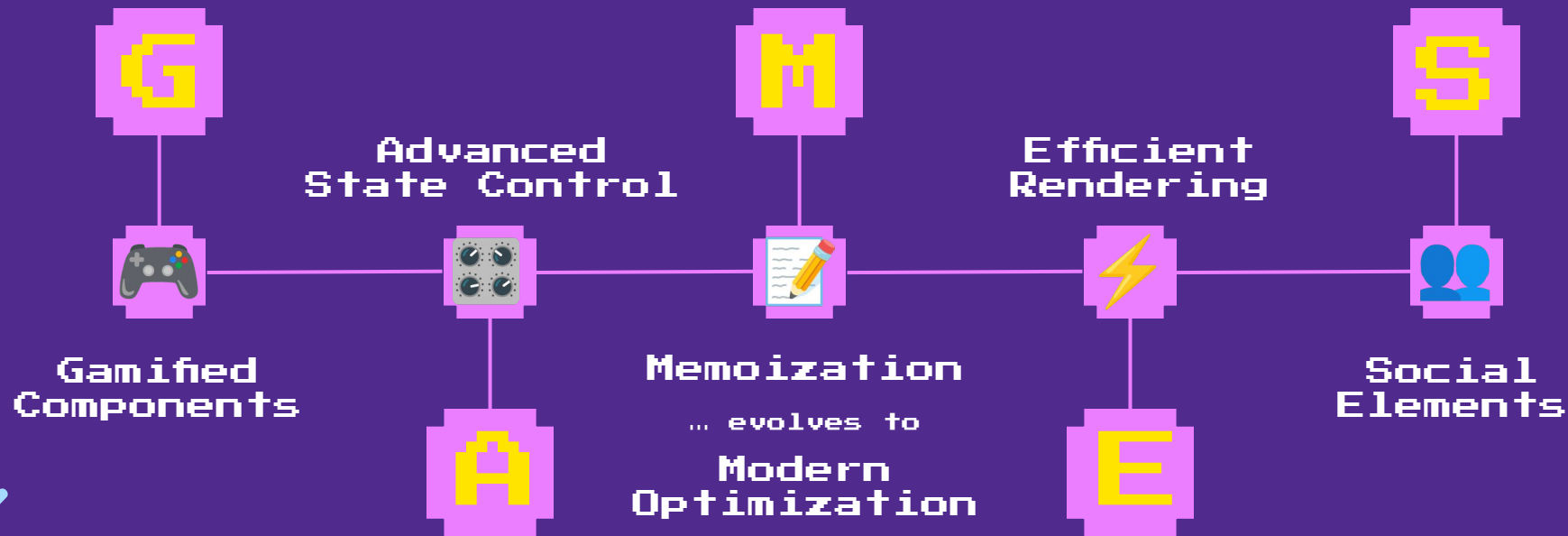
Efficient
Rendering



Efficient Rendering

Smooth animations via Suspense





Social Elements

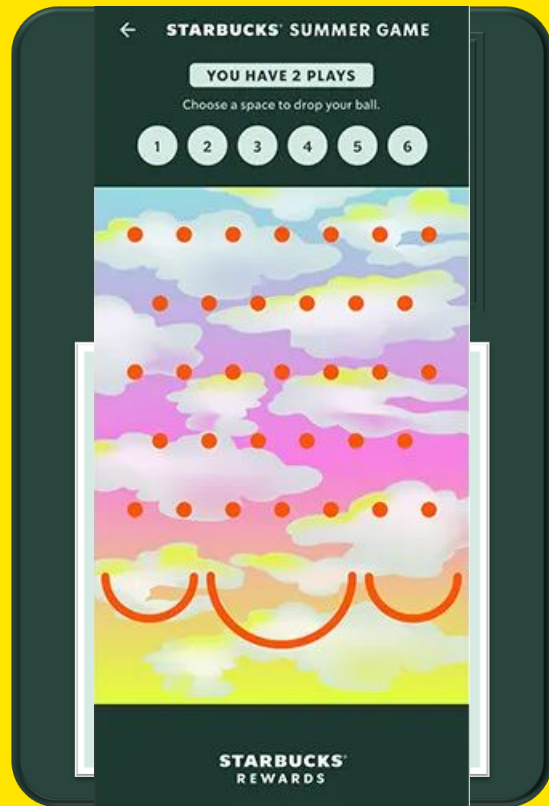
Stuff

The screenshot shows the Duolingo app interface for the Bronze League. On the left is a navigation menu with options: LEARN, CHARACTERS, PRACTICE, LEADERBOARDS (highlighted), QUESTS, SHOP, PROFILE, and MORE. The main content area displays the 'Bronze League' title, a progress indicator 'Top 20 advance to the next league' with a '3 days' timer, and a list of the top 20 players. The first player, Ignotus, is highlighted in green. On the right, there are tabs for 'FOLLOWING' and 'FOLLOWERS', a group of cartoon avatars, a motivational quote, and an 'Add friends' section with 'Find friends' and 'Invite friends' buttons.

Rank	Avatar	Username	XP
1		Ignotus	1730 XP
2		sheikh saim	1305 XP
3		Jovan	697 XP
4		Riley	674 XP
5		hughes	557 XP
6		Игорь Романов	491 XP
7		Fatoş Kizmaz	209 XP
8		Anastasia	207 XP

GAAMES

Gamified Components





Coding Demo

Let's build a gamified app together!

Starter code: github.com/cyatteau/gamified-demo-conf42js-2024

RESOURCES

- React Documentation
- Esri Leaflet Documentation
- React Compiler Documentation
- Map Code Demo
 - Starter Code
 - Final Code

Thank you, Conf42 JavaScript 2024!

Courtney Yatteau

  @c_yatteau

 courtneyyatteau



bit.ly/conf42js2024-react-gamification

THANKS!



Do you have any questions?

youremail@freepik.com

+91 620 421 838

yourcompany.com

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