

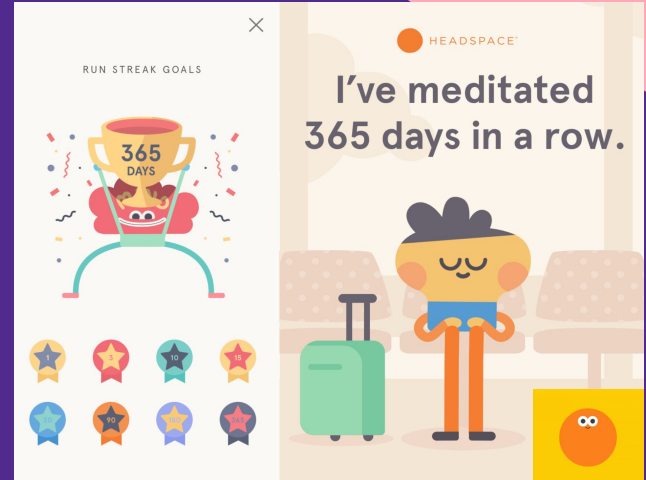
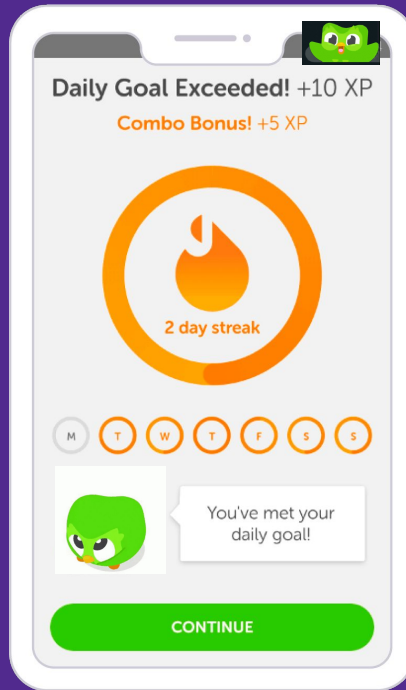
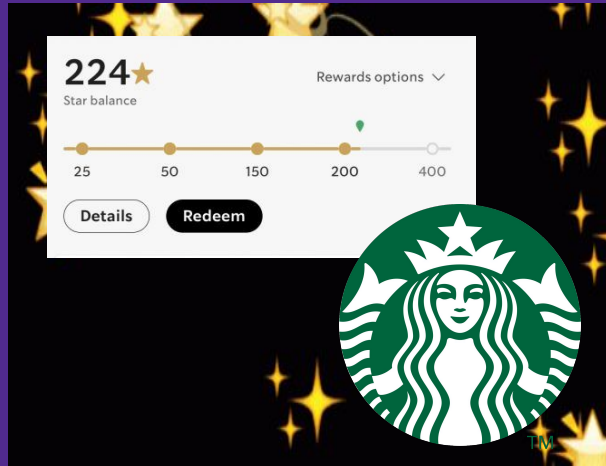
React

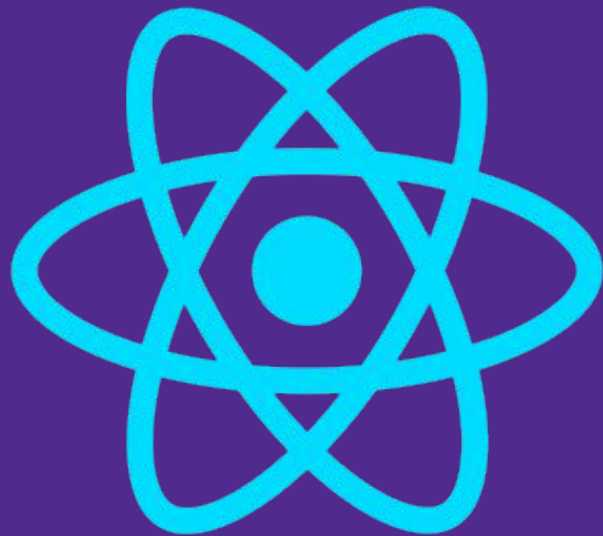
and the Art of Gamification

Courtney Yatteau

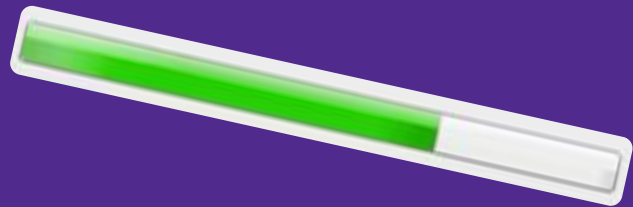


Why Gamification?





React JS



Courtney Yatteau

Developer Advocate, Esri



What We'll Cover



Gamification Techniques

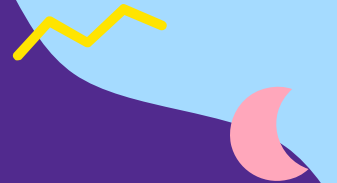


Real-World Examples



Coding Demo

github.com/cyatteau/gamified-demo-conf42js-2024



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 Skill name (25 XP). A 'Weekly target' section shows a target of 2 of 3 days, with a progress bar indicating 4 weeks in a row. A 'Your goal' section shows a target of 4 weeks in a row. The dashboard also includes a 'View achievements' link and a 'View all My learning' link.

Skill	Progress	XP
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

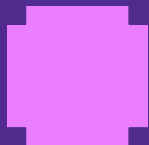
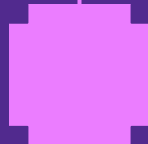
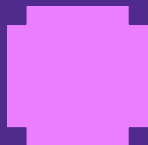
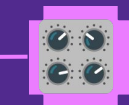
The screenshot shows the 'My Achievements' section with a 'View My Profile' link. It features four achievement cards: 'Persevering' (Target was met 9 months in a row, Jul 20, 2022), 'Persistent' (Target was met 6 months in a row, Apr 20, 2022), 'Determined' (Target was met 3 months in a row, Jan 20, 2022), and a placeholder for the next achievement (To unlock next achievement, meet your target 12 months in a row).

Achievement	Target	Date
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

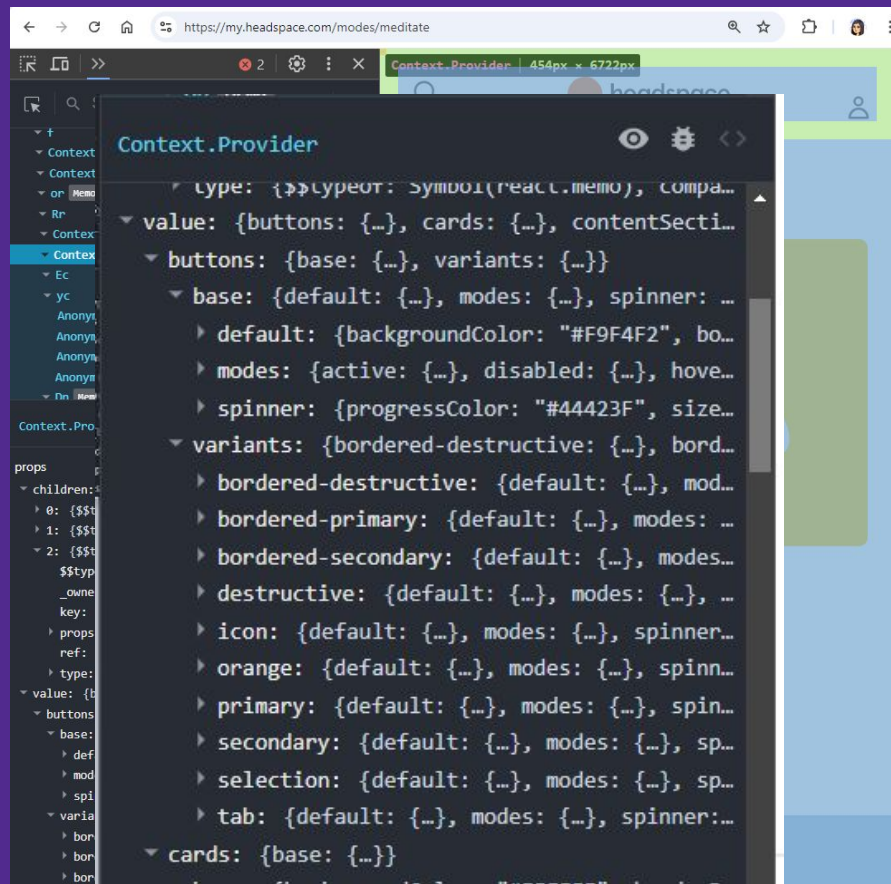
Advanced
State Control



Advanced State Control

Context API: UI Theming

- Consistent, dynamic, efficient

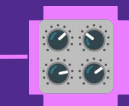




Gamified
Components



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

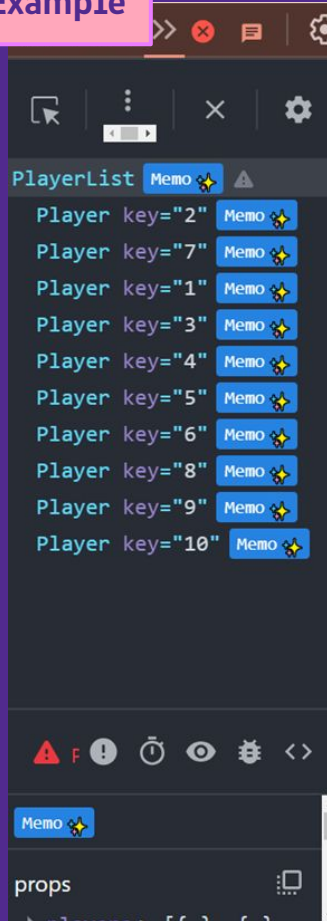
- Getting started with the compiler
- Installing the compiler and eslint plugin
- Troubleshooting

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](#).

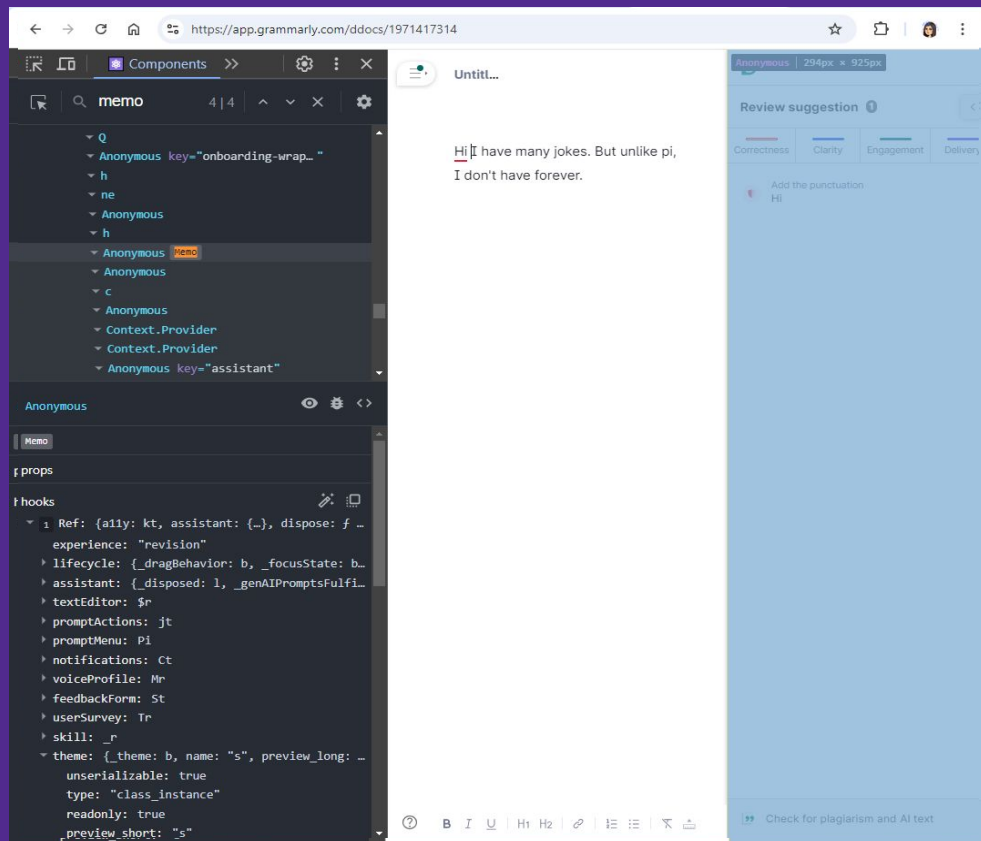
The latest Beta release can be found with the `@beta` tag, and daily experimental releases with

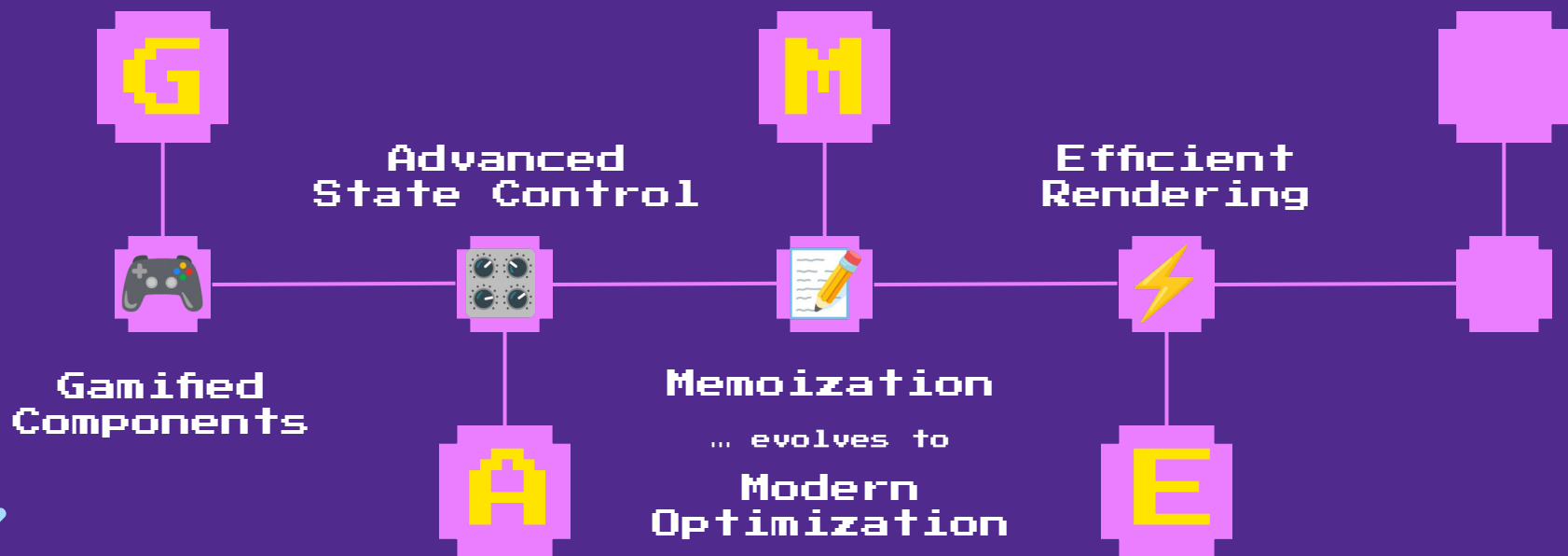
Example



Memoization

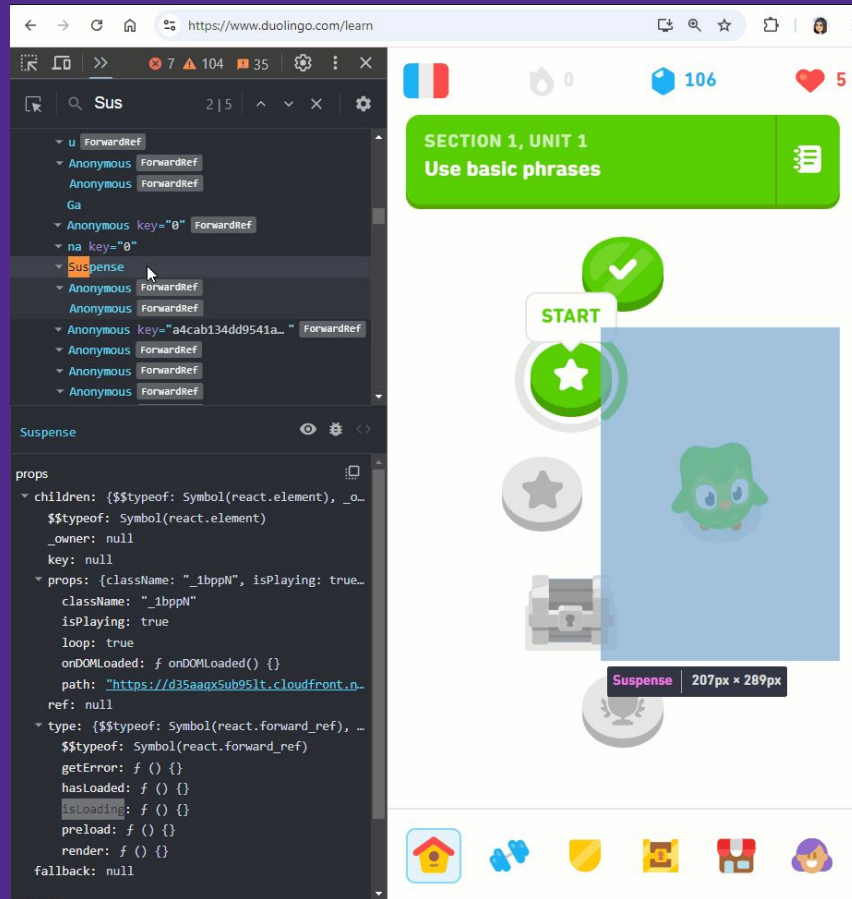
Efficient, selective re-rendering

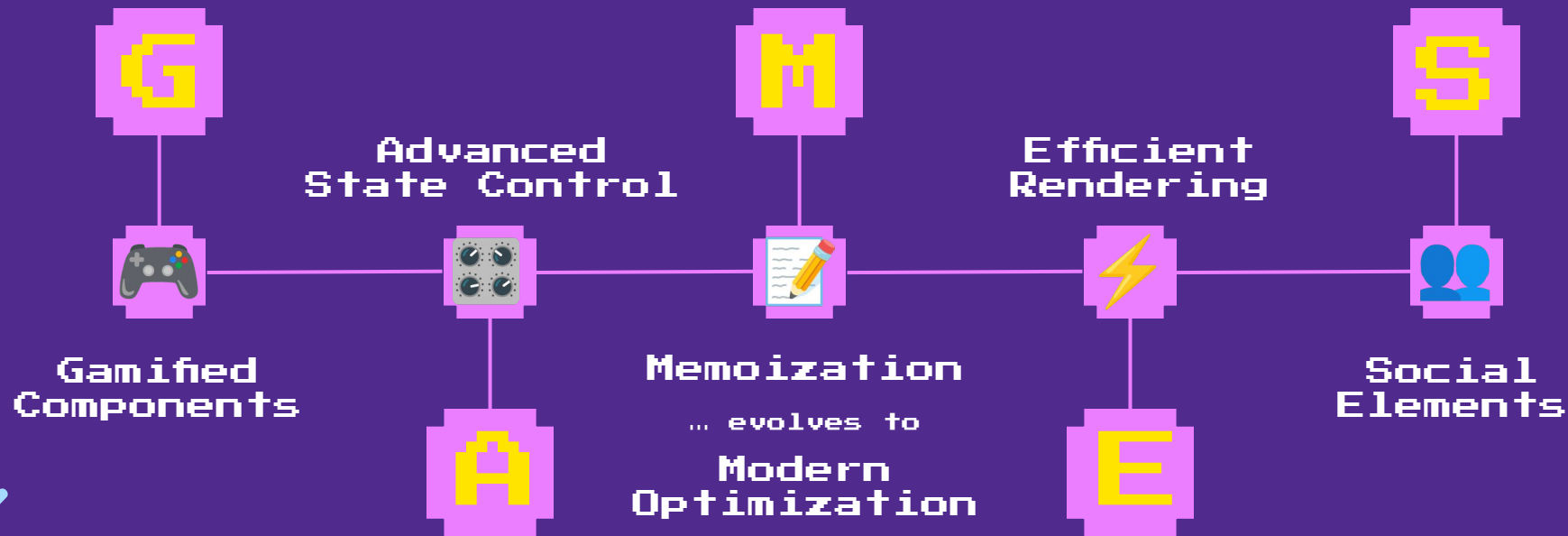




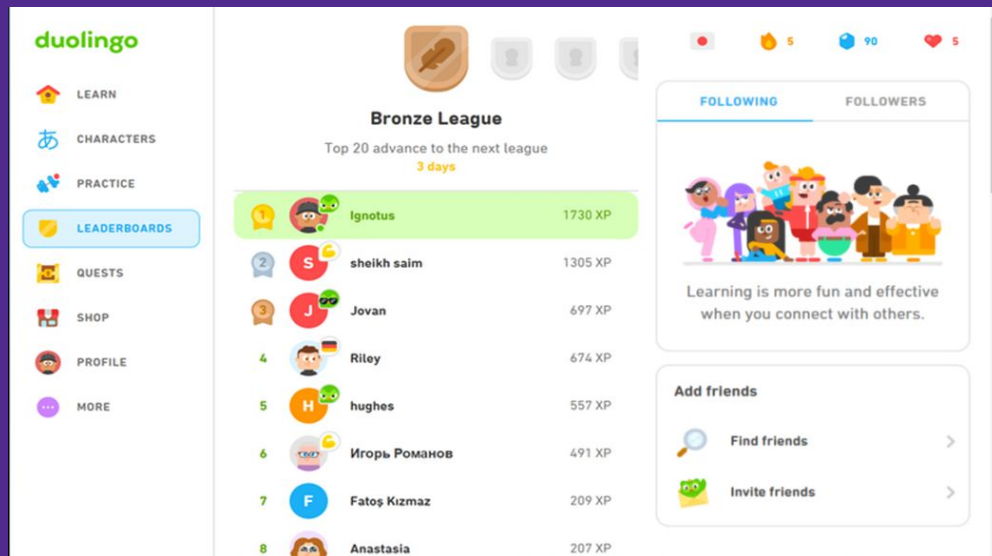
Efficient Rendering

Smooth animations via Suspense





Social Elements



The image shows a screenshot of the Duolingo Bronze League leaderboard. The interface is divided into three main sections: a left sidebar with navigation options, a central leaderboard table, and a right sidebar with social features. The top of the page features the Duolingo logo and a header with a gold medal icon, a shield icon, and a heart icon. The central section is titled 'Bronze League' and includes a subtitle 'Top 20 advance to the next league' and a '3 days' timer. The leaderboard table lists the top 20 players, with the first player, Ignotus, highlighted in green. The right sidebar contains a 'FOLLOWING' tab, a group of cartoon avatars, a motivational quote, and an 'Add friends' section with 'Find friends' and 'Invite friends' buttons.

duolingo

LEARN
CHARACTERS
PRACTICE
LEADERBOARDS
QUESTS
SHOP
PROFILE
MORE

Bronze League
Top 20 advance to the next league
3 days

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

FOLLOWING FOLLOWERS

Learning is more fun and effective when you connect with others.

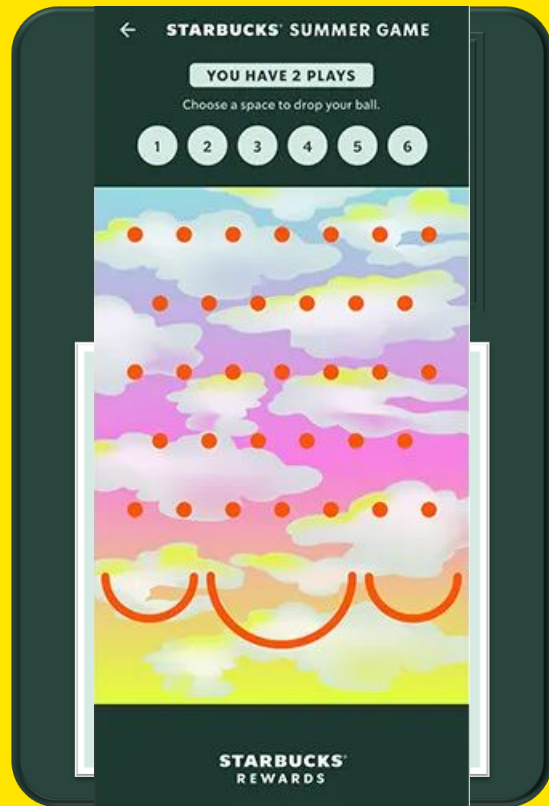
Add friends

Find friends >

Invite friends >

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?

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