

## INTRODUCTION

- Developed a mobile game from scratch using Unity Game Engine tool.
- An example of application of the gamification concept in workplace environment.
- To provide gamification medium to TM staffs to learn about time management.

# TIME DASH



## SKILLS GAINED

- Programming skills especially in C# (MonoDevelop) has improved.
- Learn more in depth process of game development which covers animation, programming, designing, sounds, game objects and more.

## CONCLUSION

- By playing this game(gamification concept) TM staffs learn more about time management.
- For instance, they will use less of social media during their working time and only use them outside their working time.

