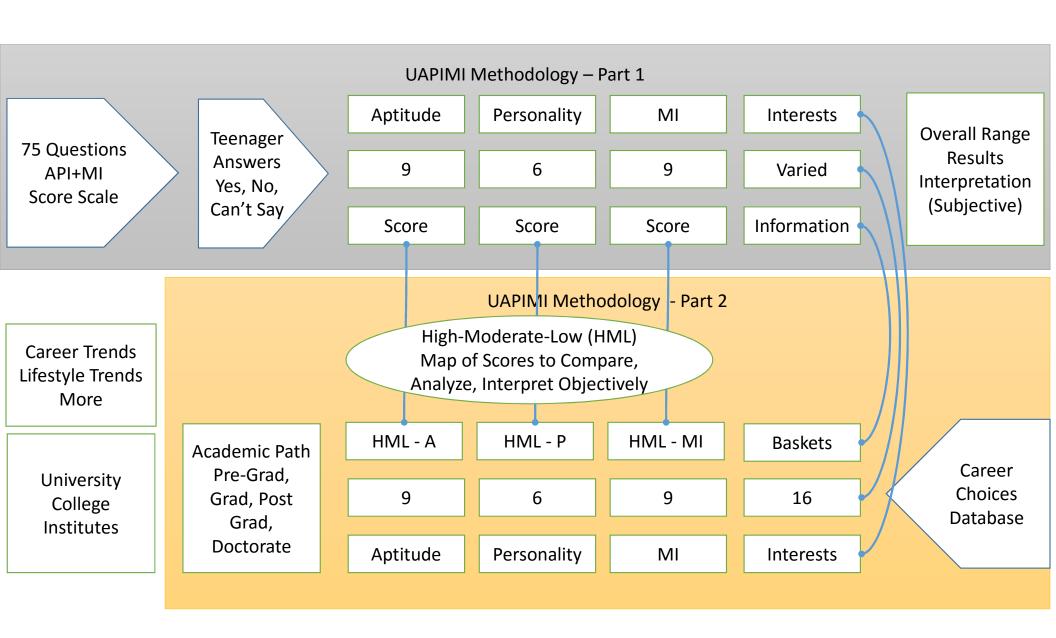
UAPIMI Methodology



Gamification Aspects

Our Solution Gaming App Process Discovery 13 - An Adventure Gaming App For Teenagers!

Process	la۱	/ers
1 100033	La)	/ CI 3

Gossip / Buzz Factors

The fun adventure layer that the teenager plays and experiences

The data collection, corelation, analytics. results and feedback laver

The Allure Framework

The Basic Motivators

Combining the best of intrinsic and extrinsic motivation's for optimal self actualization

Combining the best of **Content Gamification** with Structural Gamification

Level 1

Cartoon / Icon Identity Follow / Like Identity

Hooking the teenager into an adventure of self discovery with fun elements

Capturing teenagers thoughts and views about issues relevant to his present and future

Autonomy

Have a sense of control on outcome of actions

Freedom to evaluate choices, take independent decisions feel powerful from ability to influence outcomes

Engaging Teenagers

Level 2

Maximizing Boosters Leadership Boards

The teenager collects boosters in preparation for the real adventure ahead

- Interests Probe Personality Aptitude Multiple Intelligence
 - Competency

Have a sense of ability to master task/info

Being on the edge of competency. Get timely assistance if desired, to learn, gain confidence, sense accomplishment

Motivating Actions

Level 3

Following / Liking Choices / Research

The teenager adventures into exploring from a wide range of informed choices

Information of a wide range of career choices with suitability suggestions to guide

Relatedness

Can relate, connect and socially interact w people

Gossip, Peek into others, discuss. compare, reflect, compete, collaborate, and connect with people

Promoting Learning

Level 4

Competing / Actioning Leadership Boards

The teenager experiences doing tasks from the chosen career and compete with others

Discovery adventures experiential learning to conclusively get to a happy and confident career choice & current academic choices to pursue as key outcome

Involvement

Awareness, Learning through hands-on app

Active adventure with hands-on activities, actions with meaningful realistic outcomes

Discovering Choices

Level 5

Winners / Champions / Announcements / Replay

The teenager can either explore more career choices - Level 2/3 OR get into real life internships

Database of complete information of the child's career choices

Actualization

Be able to actualize dreams & self-potential

Be able to discover, the best fit passion aptitude talent career choices, in harmony with support of all stake holders

Discovering Solution

Our Solution Gaming App Process Discovery 13 - An Adventure Gaming App For Teenagers!



Our Solution Gaming App Process Discovery 13 - An Adventure Gaming App For Teenagers!

D	Design Aesthetics	Doing	Decisions				
1	Icons	Involve	Immerse	Inspire			
S	Simulation	Stages	Share	Socialize	Sounds		
С	Challenges	Competition	Cooperation	Clues	Chance	Choices	Collect
0	Objectives	On-line	Off-line				
V	Video	Verify	Viral				
E	Experience	Experiment	Emotion	Excite	Explore		
R	Risk	Recognition	Realism	Results	Rewards	Rules	Review
Y	Young	Youth	YoYo				