Beantwoord in een presentatie de volgende vragen

* Wat is gamification volgens ons?

Gamification for me is to make something ordinaire fun. Making a game out of it. Adding rules, creating new elements so that the ordinaire thing that you do becomes interesting and more fun to do.

An example is from [The fun theory: The World’s Deepest Bin](http://www.thefuntheory.com/worlds-deepest-bin)

By just adding sound when you throw that’s in the bin people wanted to throw more in that can, in just 1 day 72 kg of thrash was thrown

* Wanneer is iets wel of geen spel?

If you have a goal and set rules to be able to achieve that goal, with a “win and lose” conditions. That that is a game

* Goed voorbeeld

An easy and simple good examples are:

Tetris: you want to get a new high score, by creating a full lane of blocks. The game becomes harder and harder by making the blocks decent faster. You lose if the blocks reach the top of the screen. For a player he/she has won if he got a new high score.

Another one is packman. The goal is to get all the dots in the level. While doing that you can lose if you get touched by a ghost. If you get all the dots in the map you win that level and move to level 2, where the ghost are faster. Again the goal is just simple to achieve a new high score

* Een proces / probleem dat we willen veranderen met gamification