



# BONUS TRACK

# Description

Break the traditional norms and improve the experience of your product by gamifying it.

# Explanation

Your aim is to build a solution in any of the above tracks but, the product experience should be gamified to make the experience stand out from the existing solutions. Refer to the example statement below to infer a better understanding

# Prompts

- How can you increase user engagement on your platform
- How can you add game elements to your solution that make it more fun
- How can this experience stay fresh and not become a hassle to users

# Example Statement:

If you choose the track – “Healthcare with AI” and develop an AI personal trainer, you can gamify that experience by adding points for successful completion of workouts, leaderboards for families, badges and other such rewards. The aim here will be to gamify the workout experience and thus promote healthy competition in the form of these game elements.

# Disclaimer:

The Problem Statements are meant to be a Guide, you are free to innovate however you want as long as it sticks to the track.