



Gamification of healthcare regimens.

Players (patients) would be rewarded with points that could be redeemed for tangible benefits as a reward for maintaining adherence.

2

X

9



2 x 9



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1. Adherence will be given a score
2. Patients may enjoy being adherent
3. Higher levels of engagement

1. Successful game mechanics are extremely difficult to implement
2. Difficult to design for various age levels