A blue square with a white griffin and stairs

Description automatically generatedHabitica: Gamify Your Tasks

Description

Habitica is a habit tracking and productivity app that uses role playing game elements to encourage users to gamify their tasks.

Users create an avatar which can be upgraded by adding and completing tasks to gain experience points, and can also track daily positive and negative habits which will affect their avatar’s health points.

Users can add tasks to their to do list with a checklist of smaller tasks, set a due date for the task completion and schedule reminders.

There is also a social function where you can join a party with friends to complete quests, adding accountability by encouraging members of the party to complete their individual tasks so they can make progress together on their shared quest goal.

Screenshots

A screenshot of a phone

Description automatically generated with medium confidence

A screenshot of a cell phone

Description automatically generatedA screenshot of a game

Description automatically generated

A screenshot of a cell phone

Description automatically generatedA screenshot of a video game

Description automatically generatedA screenshot of a game

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User feedback

A green and white rectangular object

Description automatically generated

**Positive feedback**

Motivates users to complete tasks by adding rewards which can be bought with experience points e.g. Watch tv show, and visual in app rewards like pets and clothing for the users avatar.

Encourages users to break up large projects in to smaller, more manageable goals to aid productivity and gain more XP to spend on their avatar.

Adds accountability with losing HP for not completing tasks on time, keeping track of bad habits, and using the group quest function.

Flexibility in adding different tasks as they can be set up to automatically repeat, daily, weekly or monthly or one off tasks.

“the immediate hit of satisfaction at taking positive actions has made habit forming easy. I find having a list of positive actions super useful, as well as accountability for bad ones”

“you’ll do things like break up projects into smaller goals or admit tasks are difficult so you can get more XP”

**Negative feedback**

Some app features are unreliable and don’t always work e.g. notifications going off at the wrong time or date.

Gamification aspect is so rich that it can be distracting and waste time.

App tutorial is divisive - Some users found the game difficult to learn even with tutorial tips and others found too many tutorial tips to be annoying.

“if you feel you need less complexity in your life then this probably isn’t for you as this adds a new system that you have to get to grips with and the gamification aspect can be quite distracting and finnecky”

“ it significantly looses some of it’s usefulness and fun by encouraging time wasting (unnecessary clicks, clunky menus) and grinding (the diamonds can’t be won in any way, and have to be bought)”

**User suggested improvements**

- “I’d like to be able to categorise my tasks in some way, colour coding would be awesome for future updates”

- “ it would be great to have the ability to organise habits by tags, groups or colours, and also to set up notification reminders to check if you’ve fulfilled your habit”

**Observations**

The Habitica app is not a study specific app but has different features that could be used to increase the users productivity, such as tracking habits and gaining rewards for completing tasks.

The calendar aspect of this app is minimal, only being used to set up deadline dates and reminders for tasks. Users who weren’t interested in the game would prefer for the calendar to be more prominent, so that they could plan out projects and group tasks more easily.   
  
The learning curve for the app can be difficult depending on how familiar the user already is with the game style, so the tutorial needs to be quite extensive. It is well built in to the theme of the app, but it can be difficult to find the balance between users who feel that they don’t need a tutorial, and others who struggled to learn the features.

The gamification aspect is divisive and only useful for users who can connect with theme and in app rewards as motivation. Most users enjoyed the theme, and satisfaction of marking off completed tasks to gain XP and keep their character alive but some found the depth of the game, with pets, battle stats and equipment to be unnecessary.

Social features were also divisive. Some users enjoyed being able to be held accountable using quests with friends, but others complained that completed quests on their own was too difficult and eventually made them lose interest.

Most users who stayed with the app long term were users who fully engaged with the theme. Owing to this, most of the negative reviews for the app are regarding bugs with the user interface, or suggestion for more features from people who were passionate about continuing to use the app, but wanted to request extra features.