Key Game Design Elements:

Feedback (immediate visual/Identity Level)

Progression

Reward Mechanism (conflicting findings between studies)

Social sharing / Collaboration

Socialization is core motivation

Points, Badges & Leaderboards negatively perceived due to pressure and perceived lack of value according to one study

Ein Bild, das Tisch enthält.

Automatisch generierte Beschreibung

Investing Gamification for Seniors Aged 75+ Seite 456

Ein Bild, das Tisch enthält.

Automatisch generierte Beschreibung

Designing Personalized Persuasive Game Elements for Older Adults in Health Apps Seite 14