

Using game play to level up Who-Am-I & Technical Skills.



Learner built games / challenges ...

Learn to Play

And play to learn the "Importance Of" values: Understanding of self, social interaction, caring for others, food, environment, activity, thinking, language, the arts.

Outcome Based

Self-built outcome based learning game with challenges, levels, incentives & rewards.

Human-driven, with incentives to play (learn) based on own purpose & outcomes.

It's Time To Be Human Again

supports learner growth through recognising human core drivers ... Referencing Yukai Chou's Octalysis Framework >

"Level Up" is human-focused app that

The Level Up app is designed to help with...

"What's in it for me?"

Purpose

• This is me.

• Social Influence (Relatedness) [WH/BH].

• This is what I love doing. (My Why)

- Epic Meaning (Calling) [WH].
- Accomplishment (Development) [WH]. • Ownership (Possession) [WH/BH].

• I want to get better at it.

- "What am I allowed to do?"

• My Projects with Outcomes, Rules, Tasks, Rewards etc Accountability • Feedback from learning-partners.

outcome? (Improvement-Cycle)

• Are my choices getting me closer or further away from challenge

- Empowerment (Creativity & Feedback) [WH].
- Ownership (Possession) [WH/BH].

• I learn in all different places - anywhere / anytime. Accessibility

"I learn differently to other people"

- I love playing games. • I love working in teams, working by myself. It just depends. • Feedback is about my growth, in a way that makes sense to me.
- Empowerment (Creativity & Feedback) [WH].

• When it's an adventure. Not just the same day-after-day. Motivation

"I have the energy to learn"

- It's fun. I'm learning, but I don't know it. • I can see how I'm going compared to others. • I'm doing what I love.
- It's about me and my communities. • It's responsive.

• Feedback, guidance and support is dynamic.

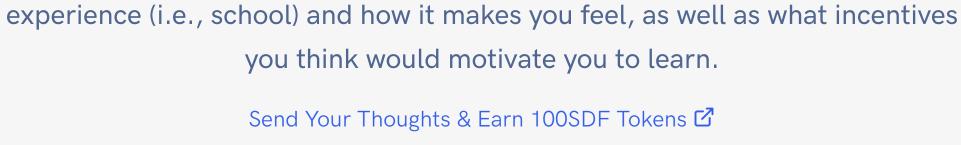
- Social Influence (Relatedness) [WH/BH]. • Empowerment (Creativity & Feedback) [WH].
- Accomplishment (Development) [WH]. • Scarcity (Impatience) [BH].
- Avoidance (Loss) [BH]. • Unpredicatability (Curiosity) [BH].
- "I feel like I exist"

Recognition • I can share my achievements. • Empowerment (Creativity & Feedback) [WH].

• Accomplishment (Development) [WH]. • Social Influence (Relatedness) [WH/BH].

• My efforts are acknowledged.

- We are very interested in hearing your thoughts on your current learning



The Three Laws of Performance >

The selfdriven framework

components supporting the "Level

Up" app.

Templates The structures to support self-driven learning and play.

Learning Spaces

Skills

We learn in many different spaces.

Tokens selfdriven community (SDC) and achievment (SDA) tokens.

Check out the selfdriven Universal Skills Set

Open

Open

Explorer

On-Chain

NFTs as digital-assets etc

Open

Open

We work well with others, so if you have any throughts on collaboration

Collaborate

The use of the Cardano Blockchain technology in learning, including

Contact Us

SkillZeb.io 🗹

with us, let us know!

Shared folder with more about selfdriven, including the whitepaper

The selfdriven Community

The selfdriven Foundation Team The science and technology that can shift our society More about the selfdriven Foundation

The selfdriven Cloud Service & app