

selfdriven

Level Up

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.

It's Time To Be Human Again

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

"Level Up" is human-focused app that supports learner growth through recognising human core drivers ...

Referencing Yukai Chou's Octalysis Framework

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

"What's in it for me?"

Purpose

- This is what I love doing. (My Why)
- I want to get better at it.
- This is me.
- *Epic Meaning (Calling) [WH].*
- *Accomplishment (Development) [WH].*
- *Ownership (Possession) [WH/BH].*
- *Social Influence (Relatedness) [WH/BH].*

"What am I allowed to do?"

Accountability

- My Projects with Outcomes, Rules, Tasks, Rewards etc
- Feedback from learning-partners.
- Are my choices getting me closer or further away from challenge outcome? (Improvement-Cycle)
- *Empowerment (Creativity & Feedback) [WH].*
- *Ownership (Possession) [WH/BH].*

"I learn differently to other people"

Accessibility

- I learn in all different places - anywhere / anytime.
- 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].*

"I have the energy to learn"

Motivation

- When it's an adventure. Not just the same day-after-day.
- 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].*
- *Unpredictability (Curiosity) [BH].*

"I feel like I exist"

Recognition

- My efforts are acknowledged.
- I can share my achievements.
- *Empowerment (Creativity & Feedback) [WH].*
- *Accomplishment (Development) [WH].*
- *Social Influence (Relatedness) [WH/BH].*



We are very interested in hearing your thoughts on your current learning experience (i.e., school) and how it makes you feel, as well as what incentives you think would motivate you to learn.

[Send Your Thoughts & Earn 100SDF Tokens](#)

The Three Laws of Performance

The selfdriven framework components supporting the "Level Up" app.

Learning Spaces

We learn in many different spaces.

[Open](#)

Skills

Check out the selfdriven Universal Skills Set

[Explorer](#)

Templates

The structures to support self-driven learning and play.

[Open](#)

Tokens

selfdriven community (SDC) and achievement (SDA) tokens.

[Open](#)

On-Chain

The use of the Cardano Blockchain technology in learning, including NFTs as digital-assets etc

[Open](#)

Collaborate

We work well with others, so if you have any thoughts on collaboration with us, let us know!

[Contact Us](#)

Geolocation based play using [CardanoBeam](#)

[SkillZeb.io](#)

Learning a new foreign language reimagined. [Langaria](#)

Yu-kai Chou: Gamification & Behavioral Design (Octalysis Framework)

Simon Senik: The Infinite Game

Yolo Solos; Adventure Game

[The selfdriven Community](#)

[The selfdriven Foundation Team](#)

[The science and technology that can shift our society](#)

[More about the selfdriven Foundation](#)

[Shared folder with more about selfdriven, including the whitepaper](#)

[The selfdriven Cloud Service & app](#)