

YouMatter Gamification Challenge

About YouMatter:

YouMatter is a comprehensive mobile wellness platform that empowers users to take control of their Health, Wealth, and Financial Wellness through integrated digital solutions. The app combines health tracking with insurance services to create a holistic wellness ecosystem.

Primary Objective:

Design and develop innovative gamification modules that will significantly enhance user engagement, increase Daily Active Users (DAU) and Monthly Active Users (MAU), and drive organic app downloads for the YouMatter platform.

Key Performance Indicators:

- Increase DAU by 40% through engaging daily interactions
- Drive organic downloads by 50% through viral and social features
- Improve feature adoption by 60% across all wellness categories

Problem Areas to Address:

User Engagement Challenges

- 1. **Feature Discovery Gap:** Users utilize very few features on application (Policy Servicing, Aktivo constitute for 60% of total used features)
- 2. Motivation Decline: Initial enthusiasm drops.
- 3. Passive Interaction: No user-generated content and peer engagement

Behavioral Psychology Opportunities

- Leverage habit formation through consistent micro-rewards
- Create social accountability mechanisms
- Design progressive achievement systems
- Implement personalized challenge frameworks

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Gamification Focus Areas

- 1. Health & Fitness Gamification
- 2. Wellness Journey Gamification
- 3. Insurance Engagement Gamification
- 4. Social & Community Features

Innovation Tracks

Track 1: Behavioural Psychology Integration

Leverage advanced psychological principles to drive engagement:

- Cognitive Behavioural Techniques: Gamified mental wellness interventions
- Habit Formation Science: Evidence-based behaviour changes mechanisms
- Personalization Algorithms: Al-driven individual motivation profiling
- Neuroscience Applications: Brain-friendly reward timing and feedback

Track 2: Emerging Technology Integration

Incorporate cutting-edge technologies for enhanced experiences:

- Augmented Reality: AR-based exercise guidance and health visualization
- Machine Learning: Predictive challenges based on user patterns
- **IoT Integration:** Seamless wearable device connectivity
- Blockchain Rewards: Transparent, transferable health achievement tokens



Track 3: Social Impact Gamification

Create positive societal impact through individual wellness:

- Community Health Challenges: Collective wellness goal achievement
- Corporate Wellness Integration: Employer-sponsored health competitions
- Healthcare Provider Partnerships: Doctor-prescribed gamified interventions
- Public Health Campaigns: Population-level health improvement games

Deliverables:

Minimum Viable Product (MVP)

- 1. Core Gamification Engine: Basic reward and progression system
- 2. User Interface Mockups: High-fidelity design prototypes
- 3. **Technical Architecture:** Detailed system design and API specifications
- 4. **User Journey Maps:** Comprehensive engagement flow documentation
- 5. **Metrics Dashboard:** KPI tracking and analytics framework

Advanced Submissions

- 1. Working Prototype: Functional gamification module demonstration
- 2. AI/ML Components: Intelligent personalization and recommendation systems
- 3. **Social Features:** Community building and viral growth mechanisms
- 4. Business Model Integration: Revenue enhancement through gamification
- 5. Scalability Plan: Technical and operational scaling strategy



Documentation Requirements

- Technical Documentation: API specifications, database schemas, system architecture
- User Experience Documentation: Wireframes, user stories, accessibility considerations
- **Business Case Analysis:** ROI projections, user acquisition cost impact, retention modeling
- Implementation Roadmap: Phased rollout plan with timeline and resource requirements