



# COM5940 NEW MEDIA BUSINESS MODEL & INNOVATION: LESSON 11-IMMERSIVE TECHNOLOGIES I

Bernard Suen  
Center for Entrepreneurship  
Chinese University of Hong Kong

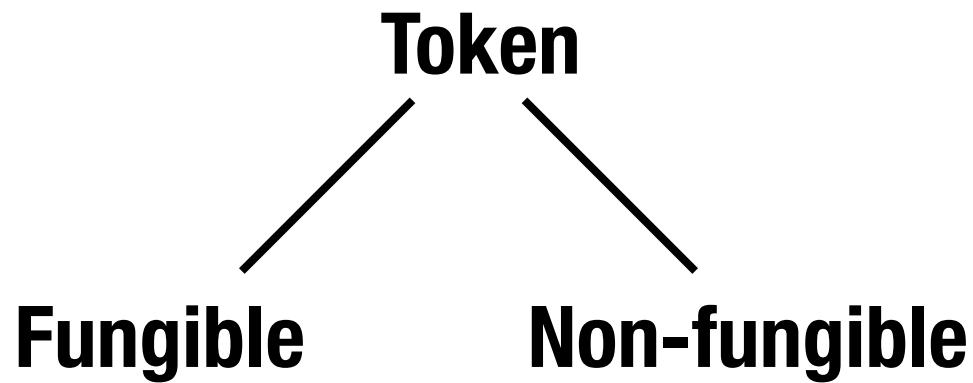
**Today's agenda.**

1. **NFT and the Metaverse: Gamification x Blockchain x E-Commerce.**
2. **3C revisited: Content driven community formation and monetisation using gamification techniques.**
3. **Immersive technologies for gamifying user experience in developing virtual communities.**
4. **2D, 3D, VR, AR and XR technologies for building compelling and engaging UX.**
5. **Product features for strengthening community stickiness in Flask and WordPress.**
6. **Introduction to Spline and Reality Composer: Nocode 3D modeling and rendering with ease.**

# Platform Network vs. Token Network

	Platform Network	Token Network
<b>Web Paradigm</b>	Web 2.0 (Centralised)	Web 3.0 (Decentralised)
<b>Network Architecture</b>	Platform based Services	Peer-to-Peer
<b>Openness/Transparency/ Mutability</b>	Closed/Non-transparent/ Mutable	Open/Transparent/Immutable
<b>Transaction Exchange Mechanism</b>	Gov't Backed Legal/ Financial/Trading System	Concensus Based Supported by Miners and Validators
<b>Membership</b>	Member as User and/or Customer	Member as User, Producer, Customer and/or Investor
<b>Unit of Value Exchange in the Economy</b>	Country Currency	Token
<b>Fund Raising and Capital Formation</b>	IPO	ICO
<b>Organisation Entity</b>	Corporations/NGOs/Gov't	Decentralized Autonomous Organizations (DAOs)
<b>Legal Binding (Law)</b>	Business Contract	Smart Contract
<b>Application Development</b>	Web and Mobile App	Dapp (Decentralised App)
<b>Wallet</b>	E-Payment Wallet	Crypto Wallet

# **NFT: Tokenization of Rights to Unique Digital Asset**





# What is an NFT?

— *Simply Explained* —

# Fungible vs. Non-Fungible Token

	Fungible	Non-Fungible
<b>Interchangability</b>	Interchangeable	Not interchangeable
<b>Uniformity (Unit of Value)</b>	Standardised	Unique
<b>Disibility</b>	Divisible	Not divisible
<b>Example</b>	Bitcoin	CryptoKitties
<b>Token Protocol</b>	ERC-20	ERC-721
<b>Market Exchange</b>	Binance ( <a href="https://www.binance.com">https://www.binance.com</a> )	OpenSea ( <a href="https://opensea.io">https://opensea.io</a> )
<b>Data Storage</b>	On-chain/off-chain	Generally off-chain (e.g. stored on IPFS)



## What is Web3Press?

Web3Press provides a creative business model, especially for open content. No paywall or advertisement anymore. Web3Press is based on [LikeCoin](#), an application-specific blockchain that the community and infrastructure focus on the creator's economy.

With Web3Press, you can:

### Sell your posts

Idea is the best product for your readers. Your readers buy your posts because they love your words. Web3Press helps you to productize your posts as [NFTs](#). Let readers support you by buying your posts while reading.

### Be proud of your work

"You are what you read". Share your [NFT portfolio](#) with pride. Collect the rare and valuable articles into your wallet.

### Build Community

You know who has bought your NFTs with [on-chain data](#). You can connect with your fans by sending NFT gifts with warm greetings is not only possible but convenient. Conditional offers can be made according to the open data on-chain.

### Preserve Content

Register metadata ([ISCN](#)) on the [LikeCoin chain](#), store content on the decentralized file system ([IPFS](#) and [Arweave](#)), and backup on Internet Archive, all in one plugin.

## What is LikeCoin

Web3Press is based on [LikeCoin](#), an application-specific blockchain that the community and infrastructure focus on the creator's economy.

Source: <https://wordpress.org/plugins/likecoin/>

# **Commoditisation of Blockchain**



# **Metaverse 1.0 : NFT + E-Commerce + Gamification**

*Paramount+*  
**60+**  
MINUTES



Source: <https://www.youtube.com/watch?v=ANO29CzQXUA>

# **Metaverse Development**

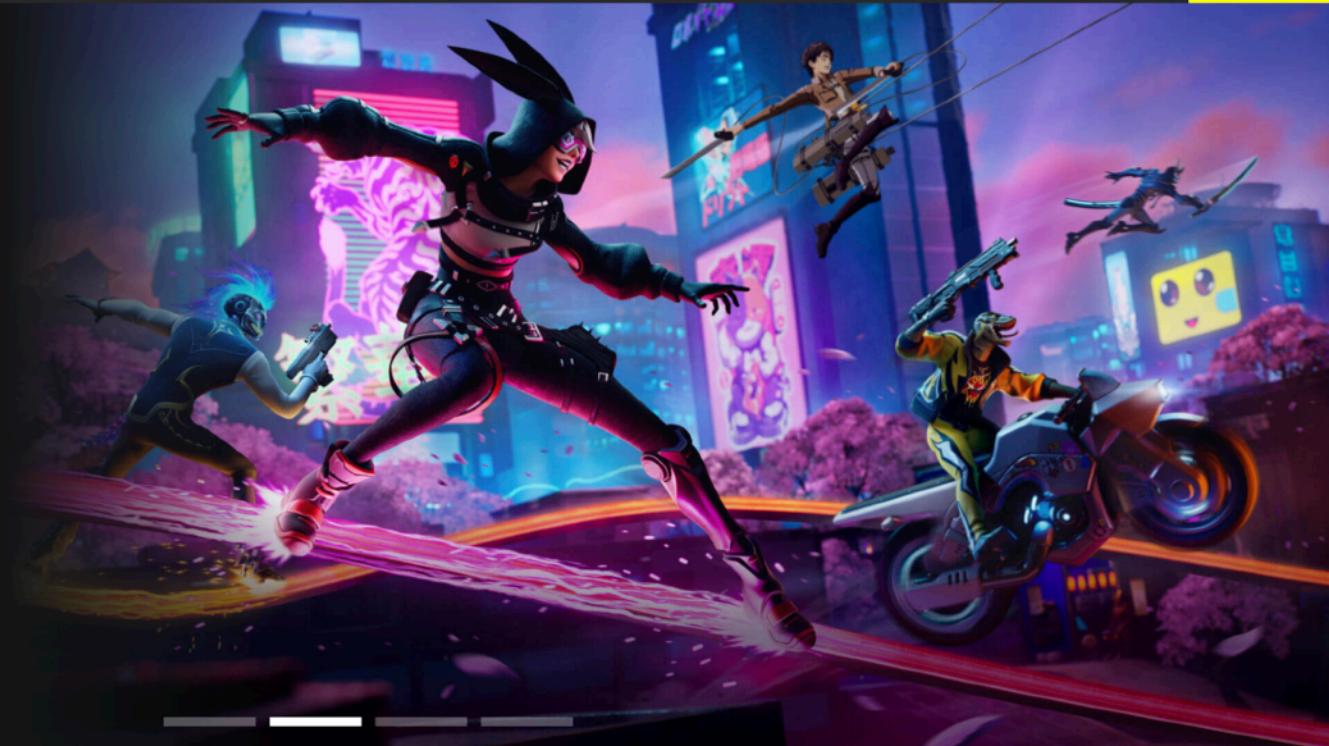
FORTNITE | BATTLE ROYALE | C4S2  
**MEGAXガ**

Fortnite Battle Royale Chapter 4 Season 2 includes MEGA City, a high-speed sports bike, grind rails, the Kinetic Blade melee item, and more. Play today!

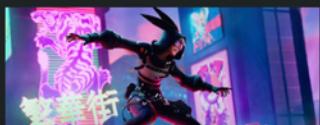
By Epic Games

[LEARN MORE](#)

[WATCH TRAILER](#)



BY EPIC

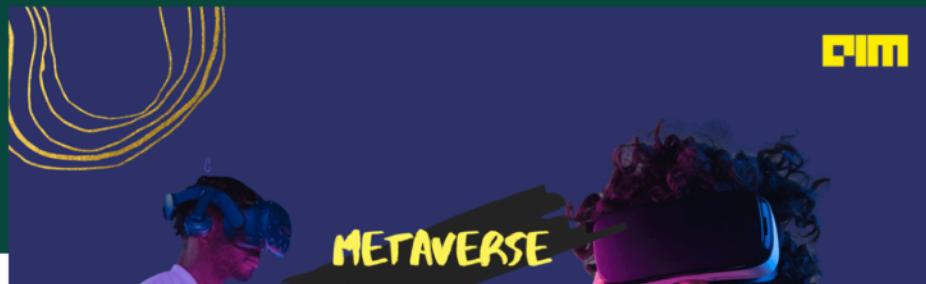


PUBLISHED ON JANUARY 13, 2022 IN OPINIONS

# Top three Metaverse platforms in 2022. And no, it doesn't include Facebook

Metaverse is a network of 3D virtual worlds that taps technologies such as VR and AR to build a social connection.

BY MEETA RAMNANI



Source: <https://analyticsindiamag.com/top-three-metaverse-platforms-in-2022-and-no-it-doesnt-include-facebook/>



HOME



ALPHA



MARKET



CREATE



MAP



ABOUT

WELCOME

# THE SANDBOX

The Sandbox is a community-driven platform where creators can monetize voxel ASSETS and gaming experiences on the blockchain



The Sandbox

SAND

LAND

Blog



## VoxEdit



Create and animate voxel art.



## Marketplace

One place to sell and collect

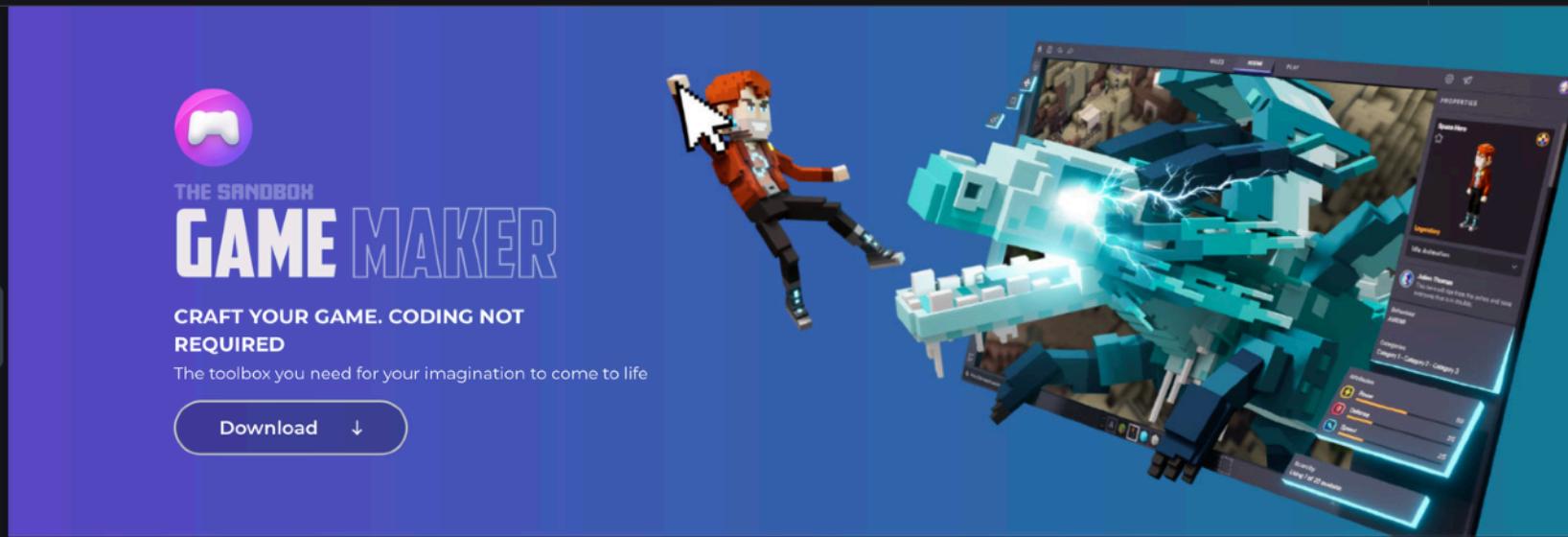


## Game Maker

Make and Play any game



Source: <https://www.sandbox.game/en/about/>



Game Maker

VoxEdit

Avatar

## Building games for the Metaverse

Anyone can build 3D games for free. No coding required. Contribute to a vast metaverse, filled with amazing creations and experiences.



Source: <https://www.sandbox.game/en/create/game-maker/>



Blockchain Mechanics Partners Events

Explore Somnium Map

Marketplace

Download VR Client



Log In | Sign Up



Join SOMNIUM WEB



Source: <https://somniumspace.com/>

[MARKETPLACE](#)[BUILDER](#)[DOCS](#)[EVENTS](#)[DAO](#)[BLOG](#)[JOIN OUR DISCORD](#)[START EXPLORING](#)

# Welcome to Decentraland

Create, explore and trade in the first-ever virtual world owned by its users.

[GET STARTED](#)

Source: <https://decentraland.org/>

# **Immersive Technologies for the Embodied Internet**

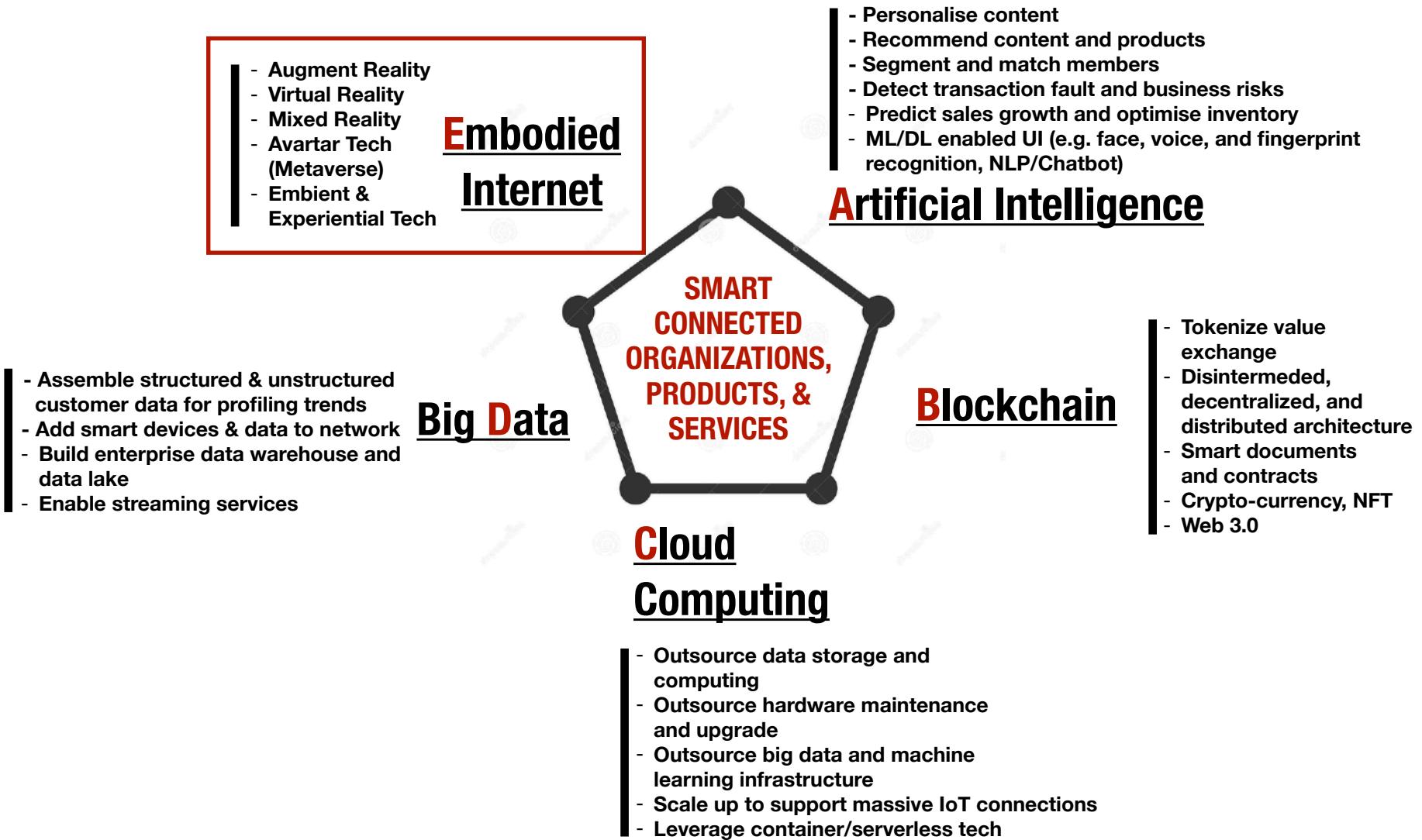
BY LUIS DANIEL IN SOCIAL — JUL 30, 2021

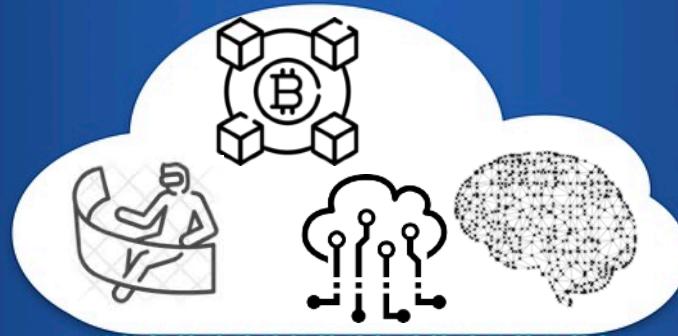
# Metaverse: the embodied internet where users are inside of rather than just looking at

Mark Zuckerberg, CEO of Facebook, this month said it wants to build metaverse, a virtual environment where users can be present with people in digital spaces.



Source: <https://ppc.land/metaverse-the-embodied-internet-where-users-are-inside-of-rather-than-just-looking-at/>



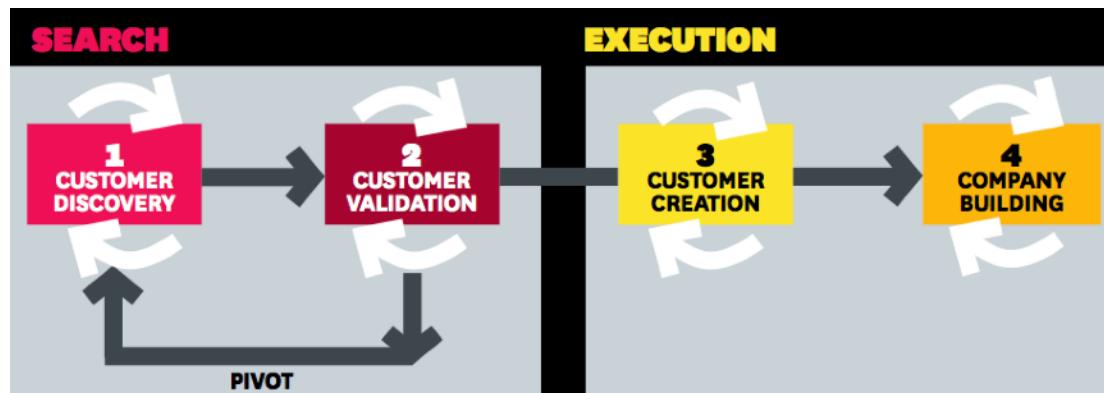


```
1 01 01 00 10 10 01 00 10 01 10 00 10 11 00 11 00 0  
1 01 11 11 10 11 00 11 10 10 01 10 10 11 01 10 11 10 0  
0 10 10 10 10 10 00 00 11 00 00 00 00 00 01 01 11 10 0  
0 11 01 11 00 00 01 00 11 11 00 11 11 01 10 00 10 00 1  
0 00 11 00 01 11 01 10 10 01 00 11 11 11 01 01 01 11 0  
1 11 10 01 01 01 00 01 01 00 01 00 11 00 00 01 10 0  
1 10 01 01 01 11 01 00 10 00 00 10 00 01 10 11 00 10 1  
1 00 10 00 01 00 10 11 01 00 00 10 10 01 10 01 10 0  
1 10 11 00 01 11 00 10 01 11 11 11 11 10 11 01 01 1  
0 00 11 00 11 10 10 00 00 11 01 11 10 11 01 10 01 01 0  
1 01 00 01 01 00 01 10 01 00 00 11 10 00 11 00 10 01 0  
1 10 10 00 10 10 10 11 10 01 10 01 11 00 01 11 00 01 1  
0 00 01 10 01 00 10 00 11 00 10 00 10 00 11 00 00 00 0  
1 01 11 01 01 10 11 00 00 11 10 01 10 00 00 01 10 01 1  
0 11 00 11 01 00 01 11 11 10 10 10 11 11 11 00 00 10 0  
1 11 01 10 11 11 01 00 01 00 01 11 00 00 01 11 00 00 0  
1 11 01 00 10 11 01 11 11 10 11 00 11 10 01 01 11 10 0  
0 01 01 00 10 11 11 00 11 01 00 10 10 00 00 00 11 11 1  
0 10 11 01 00 01 11 10 11 10 01 01 11 10 00 01 00 00 0  
0 01 11 01 10 10 01 11 00 00 11 00 00 01 10 01 00 01 10 1  
1 00 01 00 11 11 10 10 10 11 11 01 11 10 11 10 11 10 11 1  
1 10 11 11 10 00 10 01 01 00 11 11 00 11 01 10 10 00 0  
1 11 10 11 11 10 00 10 10 00 10 01 11 01 11 10 00 11 0  
1 10 01 00 10 01 11 00 10 00 10 01 01 01 01 11 10 10 00 1  
0 10 00 11 10 10 01 11 00 00 10 10 11 00 10 01 11 11 01 1  
0 00 01 11 00 00 01 11 00 10 00 10 00 00 01 01 11 01 11 00 0  
1 11 11 01 00 10 00 11 10 10 00 11 00 00 10 11 10 10 0  
1 01 11 11 11 11 01 00 11 01 11 00 11 01 10 00 00 01 1  
0 11 00 00 11 01 01 11 01 11 01 00 11 10 11 01 10 10 1  
1 10 10 11 00 00 00 10 00 10 10 00 11 00 11 10 11 11 10 1  
1 10 01 10 11 00 01 01 01 10 10 10 11 11 10 01 01 01 0  
1 11 10 01 01 00 11 01 01 11 00 10 11 00 11 01 10 00 1  
0 01 10 00 01 10 11 10 01 00 00 00 11 00 11 01 00 00 1  
1 11 10 11 10 00 00 11 00 00 11 11 00 11 01 11 01 11 0  
0 00 00 01 10 01 01 10 11 11 10 10 01 01 00 11 11 00 0  
0 11 00 00 00 11 10 01 00 00 00 10 11 11 11 01 01 01 0  
0 11 11 10 11 11 10 00 10 00 01 11 10 11 00 01 00 11 0  
0 11 01 00 01 00 11 10 10 10 10 00 10 11 11 00 00 01 11 1
```

# **Designing UX for Conversion Tracking**

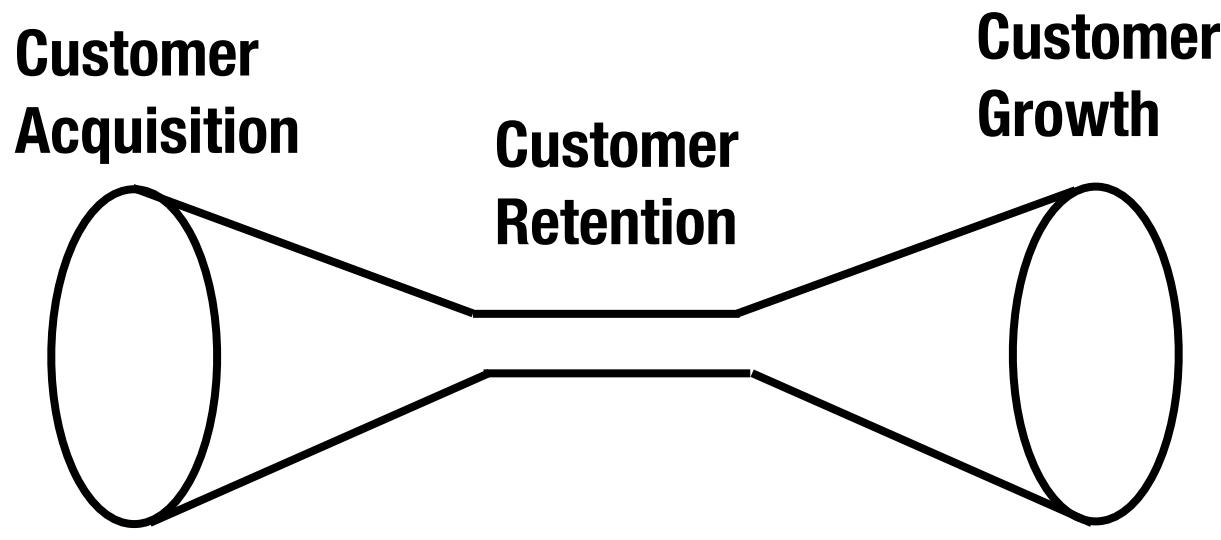
# USING 3C TO DRIVE CUSTOMER DEVELOPMENT (2A3R)

1. Acquisition
2. Activation
3. Retention
4. Revenue
5. Referral

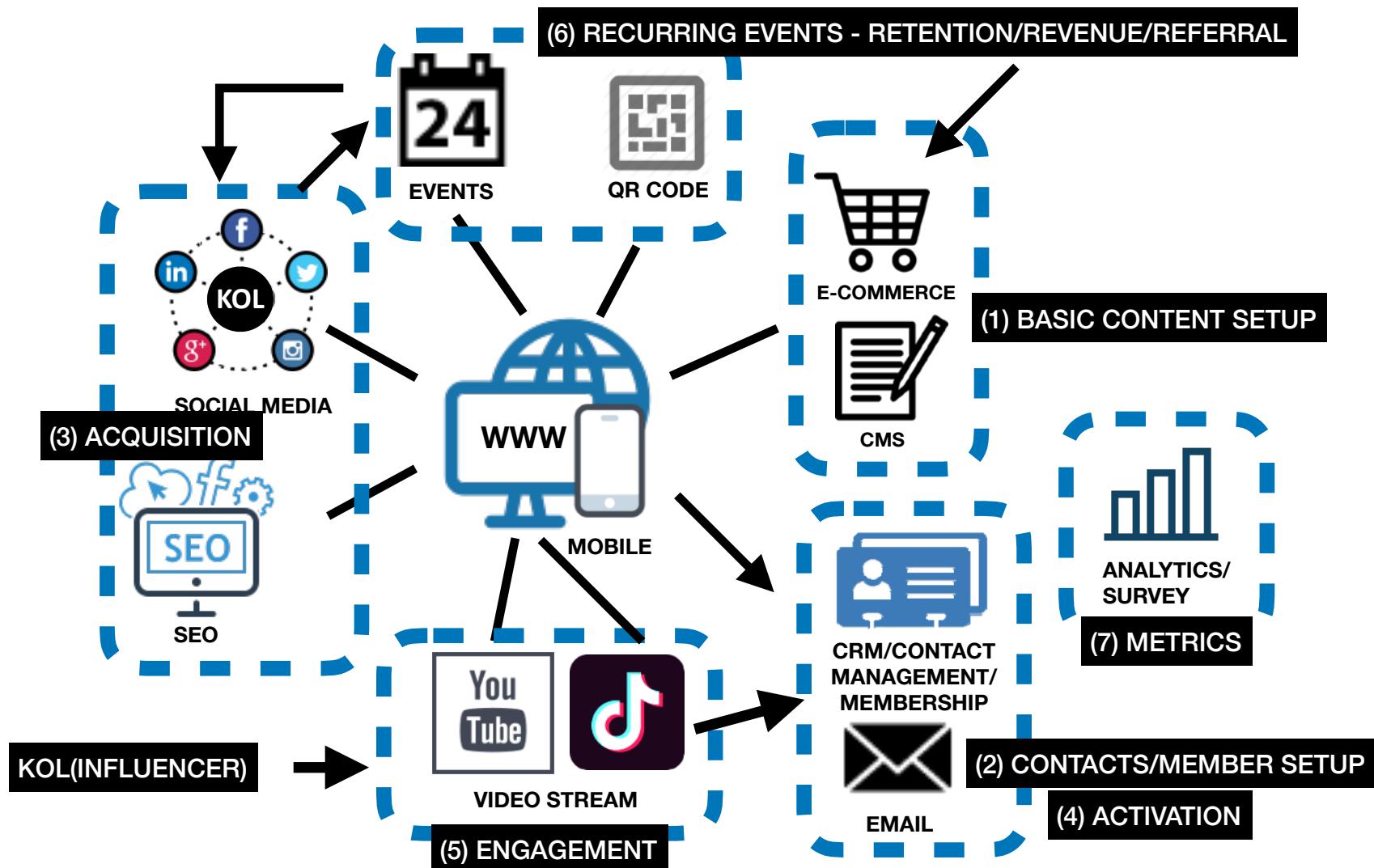


Source: "Why Lean Start-up Changes Everything" by Steve Blank,  
Harvard Business Review May 2013

Source: Dave McClure 《Startup Metrics for Pirates》



**The Conversion Funnel Through the 3C**



Finance R&D,  
talents, contents,  
and event  
production  
**through positive  
cash flow.**

### Hosting Content



Fostering  
Commerce  
through  
monetising site  
traffic to sustain  
growth.

Generate income (revenue  
model) through royalties,  
e-commerce, subscription,  
sales, advertising, and/or  
sponsorship.

Increase adoption through  
deep user engagement and  
value creation (e.g.  
**freemium offer**) through  
**timely, practical and unique**  
contents.

Building  
Community  
through online and off-  
line interactions to  
lock-in the adopters  
(stickiness).

## The **3C** of Platform Development

以内容引流变现

Lock-in —> high  
switching cost

**What kind of activities can enhance  
community stickiness?**

**What kind of **activities** can enhance  
community stickiness?**

**One possible answer: **Gamified** activities**



Source: Nike YouTube Promo

<https://www.youtube.com/watch?v=HF-bV1Lar1k>



## **Gamification is ...**

**the use of game elements and game design techniques in non-game contexts for engaging players (users) and improving organizational productivity.**

~ Wikipedia

My Goals & Challenges

1 Medals      1 Trophies

My Farthest Run

4.01 mi

My Fastest Runs

8'15"      30'37"      0'00"

1 MI      5K      10K

**2010**

See how you did in **2010** then fire up to run even better in **2011**.

CHECK STATS

You run **0** times a week on average. Make it 1 with a monthly goal.

SET A GOAL

A video call window shows a man with grey hair speaking. Behind him is a bookshelf filled with books and trophies.

**Gamification aims to make the community “sticky”.**

# **What are the basic game principles?**

1. Players are the centre of a game (e.g. customers, competitors, suppliers, and complementors)
2. Player journey (Onboarding, scaffolding, pathways to mastery) experience
3. Goal, guides, feedback, co-opetition, constraints and rewards (balance)
4. Get players playing and keep playing (fun and engagement)

**“Fun” as the hook to play.  
So what is “fun”?**

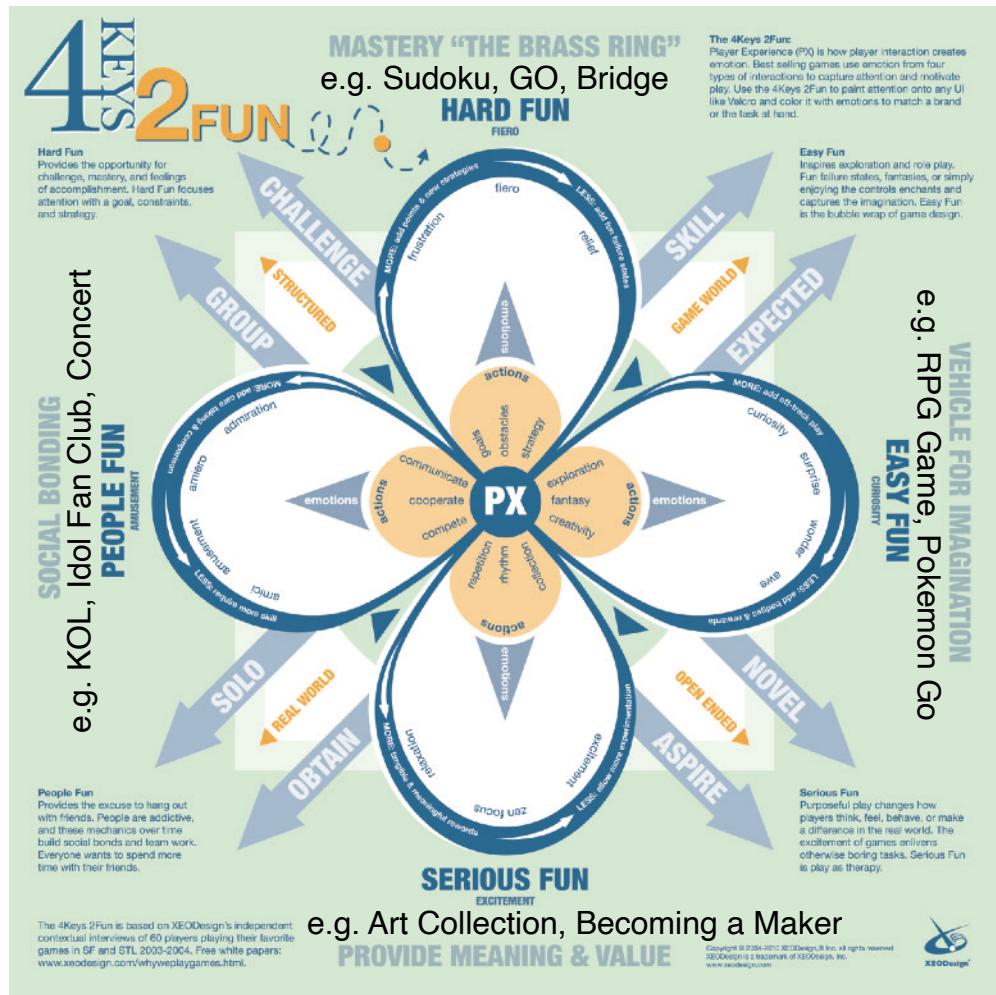
# Nicole Lazzaro's 4 Keys



1. **Easy Fun**
2. **Hard fun**
3. **People fun**
4. **Serious fun**

**POSTER** -- <http://xeodesign.com/4k2f/4k2f.jpg>

**WHITE PAPER** -- [http://www.xeodesign.com/xeodesign\\_whyweplaygames.pdf](http://www.xeodesign.com/xeodesign_whyweplaygames.pdf)



# Nicole Lazzaro's 4 Keys to Fun

# **Points, Badges, and Leaderboard: The Basic Elements in Gamification.**



# **Extrinsic vs. Intrinsic Motivation**

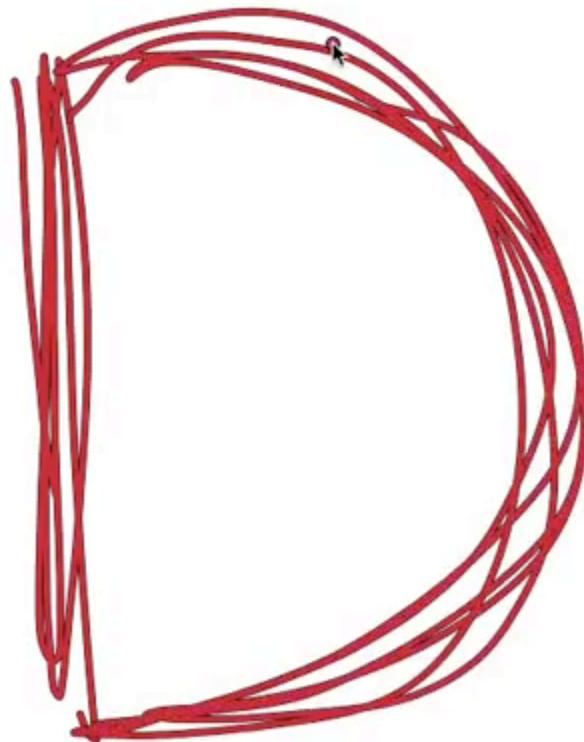


# EXTRINSIC VS. INTRINSIC

Source: <https://www.youtube.com/watch?v=HLiasZwWTjA>

# **Gamification Design**

# Gamification Design Framework



## THE “6D”

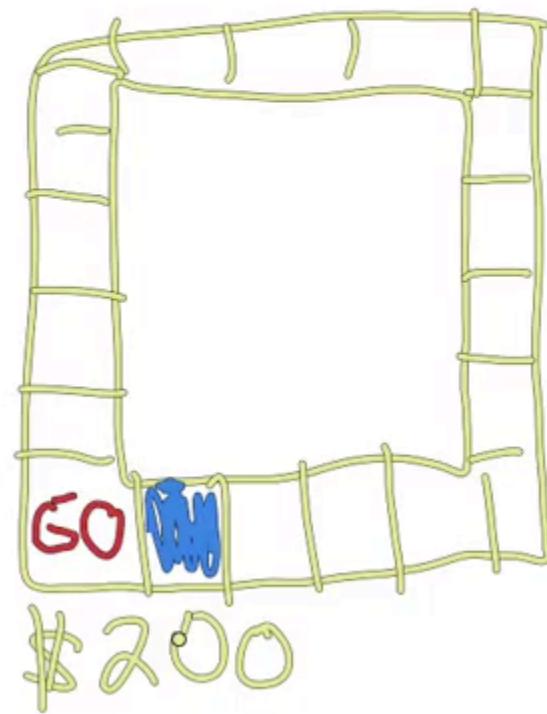
1. Define business objectives
2. Delineate target behaviours
3. Describe your players
4. Devise activity loops
5. Don’t forget the fun
6. Deploy the appropriate tools

## 4B. Progression Loops



**The player journey:  
Onboarding, scaffolding, and mastery.**

# Balance



## **Recap of Important Lessons in Gamification**

- 1. Gamification Design Process: 6D.**
- 2. Common Gamification Elements: AP(PBL).**
- 3. Player Journey: Onboarding, scaffolding, mastery and the recurring activity loops (engagement & progress).**
- 4. Have “Fun” and balance extrinsic and intrinsic motivations.**

# AMY JO KIM SMART GAMIFICATION

leader  
boards

POINTS

BADGES



# **Introducing the community canvas.**

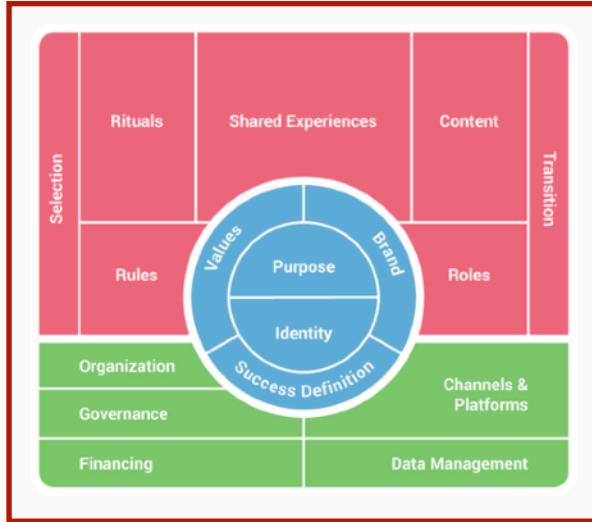


# A framework to help you build meaningful communities.

We have spent the last 15 years building and participating in communities and found tremendous joy in them. Based on our own experience and with the generous help of leading community builders, we have developed a framework that helps build stronger communities and make our society a bit more connected: the Community Canvas.



Source: <https://community-canvas.org/>



The Community Canvas has  
**3 Sections**

Identity, Experience, Structure

which in turn are divided into  
**17 Themes**



### Key questions

For each of the 17 themes, we have identified a set of questions that will help find the right answers for your own community. We provide worksheets to make the questions actionable.



### Reflections

While the Canvas doesn't give answers, we provide further background for each of the 17 themes, based on our observations and feedback from leading community builders. In future versions we're going to include case studies for each theme.



# 清华大学 紫荆谷创新创业发展辅导中心 极速创业之旅

创业家极速锻造研修班

第四期



# PLAY STARTUP INVESTMENT

## 极速玩创投微服务

极速玩创投微服务旨在为初创企业提供技术，产品，市场，运营，销售，品牌，媒体，团队，管理，投融资等多方面的支持。

- 
- **产品冲刺微服务**  
①产品理解/定义  
②产品设计/原型  
③产品测试/发布
  - **用户运营微服务**  
①社群画布服务 ②增长黑客
  - **市场营销微服务**  
①品牌定位 ②市场营销  
③产品运营
  - **创投微服务**  
①融资路演 ②投融资对接
- 

# **Joker Game: A Case Study**



在現實生活中舉辦的“欺詐遊戲”

—— JOKER GAME

## JOKER GAME 簡介

**JOKER GAME 是一個多個人心理鬥智遊戲，參賽者們會被聚在一起，在JOKER制定的規則下進行涉及智商和情商的比賽。**

<http://www.thejokergame.com/>



下一秒是對手

## JOKER GAME 靈 感 來 源

LIAR GAME (日本漫画/电影)



The Genius Game (韓國真人秀)



# JOKER GAME 里 程 碑 1

2014年1月

2014年2月

2014年3月

萌生想法

試舉辦

第一場以JOKER GAME命名的遊戲



## JOKER GAME 里 程 碑 2

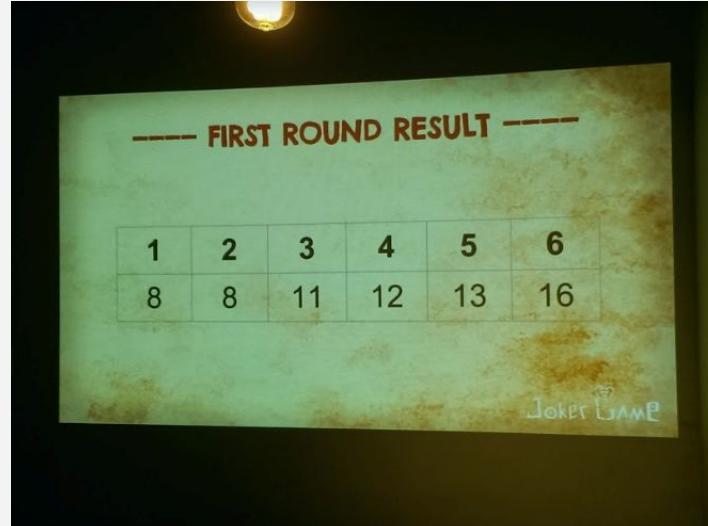
2014年4月

2015年4月

淘汰賽正式開始-第一場



淘汰賽圓滿結束-第十場



# JOKER GAME 里 程 碑 3

2015年5月



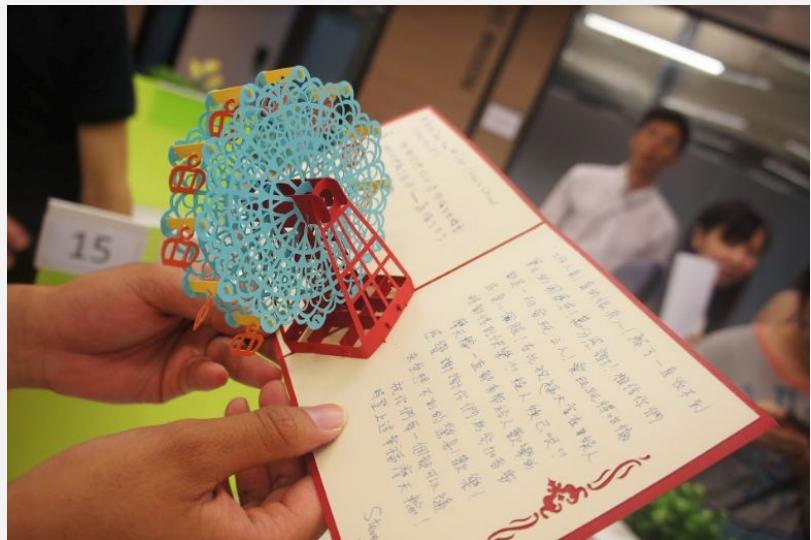
賽制改進:淘汰賽->積分賽



2015年6月



積分賽正式開始



# JOKER GAME 里 程 碑 3

2015年11月



積分賽繼續舉辦.....



2016年3月

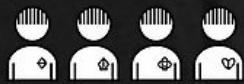


網站更新改版

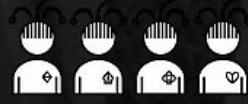


# 邀請制度

## HOW TO JOIN



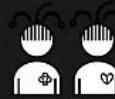
在網站填寫郵箱與姓名，加入 JOKER GAME 受邀名單



申請成功後，即可成為 JOKER GAME 後選玩家



候選玩家會定期收到關於下一場遊戲的信息及邀請



感興趣者可回覆接受邀請，報名參加遊戲



報名成功者會收到確認郵件，即可參加遊戲！

<http://www.thejokergame.com/join>

HOME

JOIN



GAME

ABOUT

## WELCOME TO JOKER GAME

BE THE JOKE

Upcoming Game  
2021. Sep

[查看往期謎題](#)

OR BE THE JOKER

[申請加入受邀名單](#)

[窺視往期遊戲碎片](#)

**Current Status: Inactive!**

Let's Chat!

# **JokerGame's** **Community Canvas**

# YourCommunityName Minimal Viable Community



**Community Canvas**



Check out the  
full Community  
Canvas [here](#)



## 1. Purpose Why does the community exist?

Gather a group of people who want to seek stimulation, explore new relationships and gain self-understanding through simulated life situations.

## 2. Audience Who is this for and what is our selection process?

- |   |  |
|---|--|
| 1) Hardcore gamers (who attended the game for 2+ times)                       | 2) Outside potential gamers (who have expressed their interests but never get a chance to attend the game) |
| 3) General gamers (who attended the game at least 1 time)                     |  |
| 4) Joker Game helpers (who wants to be involved in game designing or hosting) |  |

## 6. Roles What different roles can members play in our community? What's the give/get relationship?

- 1) New Gamer
- 2) J Gamer
- 3) Venue host
- 4) Game host
- 5) Game designer
- 6) Game tester

## 3. Values Which 3 principles are important to us?

- 1) Life is a social game
- 2) The life social game involves co-opetition (cooperation and competition)
- 3) JG wants to build a community of gamers who can master life lessons and gain inspiration from JG

## 4. Goals In the next 12 months, what are 3 metrics that will define success for us?

- 1) monthly visit
- 2) paid monthly visit
- 3) # of puzzle
- 4) return monthly visit
- 5) willing to pay for 1st game
- 6) no. of J-Gamers
- 7) subscription revenue
- 8) monthly new game

## 7. Rules What guidelines and boundaries help us achieve our purpose and represent our values?

You'll play an offline "liar game" in a rule that you have never heard about

You'll play the game with 12 strangers that you have never met before

Points,  
Badges, &  
Leader Board  
  
Game loop.

## 5. Experience What happens in our community on a recurring basis that helps us achieve our goals and expresses our values in action? Also consider onboarding: how does the experience in the community start?

- 1) onboarding (e.g. online puzzle)
- 2) scaffolding (e.g. trial play)
- 3) mastery (e.g. become J-Gamer)

- Welcome ritual (introduction of players and hosts, venue floor plan, props,etc)
- Trial play and real play
- Progress ranking
- Final result announcement and debriefing.

## 8. Governance How do we make decisions? Who gets to decide what?

- 1) Pre-event planning
- 2) Event progress monitoring
- 3) Post-event debriefing and result updates

## 9. Communication What are the simplest channels for us to communicate with each other? What is a healthy rhythm?

- 1) Email/Social media
- 2) Website
- 3) Event venue

# **From Community Formation to Commercialization (Realization of Financial Goals)**

**What investors and bosses  
are expecting to see in a  
venture (e.g. JokerGame)?**

# **Joker Game as a Business.**



# JOKER GAME AS A BUSINESS

## JOKER GAME 運 營 數 字

截至目前共舉辦過遊戲：**20場（舊賽制13場，新賽制共7場）**

遊戲數量：**成熟遊戲10+個，待測試遊戲20+個**

每場遊戲參與費用：**200HK\$ - 250HK\$**

參與過遊戲的玩家：**約100人**

候選名單中的玩家：**約500人**

核心主辦方：**2-4人（計劃重新擴招中！）**

## 主要困難: 盈利模式

### 當前成本:

- 遊戲設計(規則和道具)
- 遊戲測試(需真人玩家測試)
- 遊戲主持(3-4人主持)
- 遊戲場地(難找, 價格高)
- 拍攝剪輯(無資金來源)

### 當前收入來源:

- 玩家參賽費用

## 主要困難: 盈利模式

### 當前成本:

- 場地費 1,000-2,000 HK\$
- 主持人 \*4 = 300 \* 4 = 1,200 HK\$

### 當前收入來源:

- 200 HK\$ \* 13 = 2,600 HK\$

### 任務:

- 場地費如何降低？和商家合作？利用公共場所？市場調查+結合創意
- 主持人費用如何控制？Game Owner機制？利用科技來減少主持人數？
- 收費模式創新？一開始加入J-Club需500HK\$？之後每局遊戲費用200HK\$？

---

## WHAT WE NEED

1. A **business model** that can be sustainable, and help us grow into at least 4 games per month in 1-2 years.
2. A **product / platform prototype** that is essential to the success of the business

---

## Table of Content

- **Community: Gamer Profile & Ranking**
- **Ecosystem: Game Owner & Game Design**

# Gamer Journey

See Ads

Aware of JG

Visit website

Explore Games

& Join Waiting List

Challenge  
Puzzle

Be selected

300 HK\$

Play 1st  
Game

500 HK\$  
Deposit

Become  
J-Gamer!

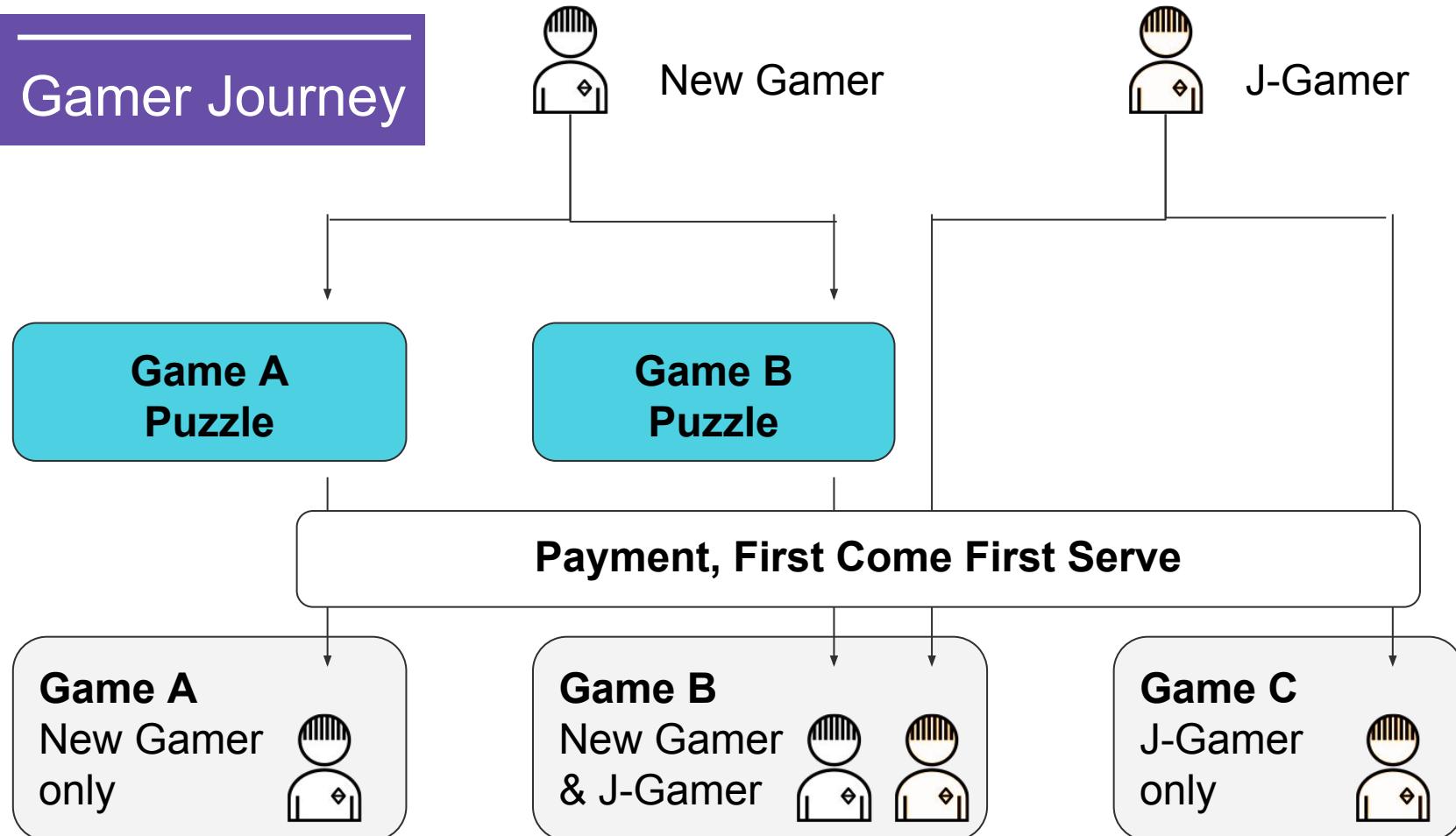
Gamer Profile Created

200 HK\$

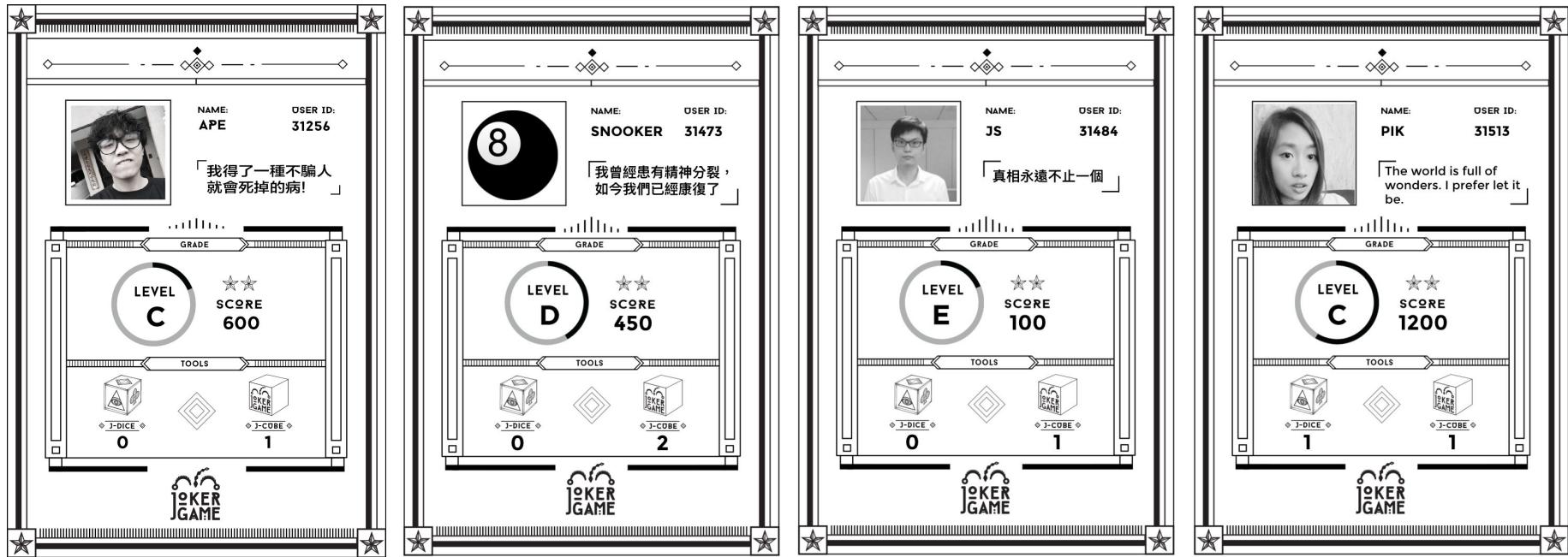
Check Scores & View Ranking

Play Games with:  
Other J-Games or New Gamers

## Gamer Journey



# Gamer Profiles



After the first game, a profile will be generated on website.

This is very important part as online community/platform.

# Gamer Ranking

LEVEL E 1 - 100 Joker Game EXP  
跨過謎題的阻礙，開始摸索遊戲的真相 ... 43人

部分E級玩家資料：



LEVEL D 101 - 500 Joker Game EXP  
逐漸適應了黑暗，出發尋找獵物和夥伴 ... 18人

部分D級玩家資料：



TOP GAMERS

LEVEL B 2001 - 4000 Joker Game EXP  
在遊戲和社會中進化，游刃有餘地化解危機 ... 0人

LEVEL A > 4000 Joker Game EXP  
看穿人性與社會本質，掌控自己命運的流向 ... 0人

ARE YOU READY TO PLAY A JOKE?

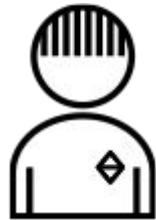
LEARN THE RULE JOIN THE LIST CHALLENGE PUZZLE



<http://www.thejokergame.com/gamer-ranking>

## Roles

**J-Gamer**



x 5,00

**Game Owner**



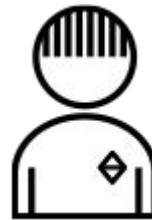
x 50

**Core Team**



x 5

**Game Tester**



x 100

**Game Host**



x 10

[Joker Game Projection](#)

## Challenges

1. J-Gamer profile (scores and ranking)
2. Game booking system (first pay, first play)
3. Venue research (**Key Challenge!**)
4. Game testing (**Key Challenge!**)
5. Video Production (**New Challenge!**)

# **CONVERSION METRICS**

## Achievements by the end of 2020!

371

J-Gamers

12,801

Email Subscribers

58

Games Organized

8

Videos Published

\$215,000

Net Profit

\$375,500

Net Profit + Deposit

Cells you can set key variables			
		Key Variables	Value
Key Metrics	cost per visit	monthly visit	paid + organic + puzzle boost + return
	basic organic monthly visit	paid monthly visit	cost per visit * monthly visit
	visits per video	organic monthly visit	basic organic monthly visit + visits per video * video published
	puzzle email & post total CTR	puzzle boosted visit	last month waiting list accumulated * puzzle CTR (when there is game organized)
	returning %	return monthly visit	returning % * visits of last month
	email sign-up %	monthly sign-up (join waiting list)	monthly visit * email sign-up %
	puzzle response %	challenge puzzle	waiting list accumulated * puzzle response %
	willing to pay for 1st game %	willing to pay for 1st game play	challenge puzzle * willing to pay for 1st game %
	deposit to become member	become member	1st game player * deposit %
Pricing	member * willing to play %	No. of member : want to play	accumulated members * member * willing to play %
	deposit for becoming member	deposit revenue	new member * deposit fee
	price per game for new member	new gamer revenue	new member game play * price per game for new gamer
Cost	price per game for member	member revenue	member game play * price per game for J-Gamer
	cost per new game	monthly new game cost	new game organized * cost per new game
	cost per old game	monthly old game cost	old game organized * cost per old game
	monthly operation cost	monthly total game cost	monthly new game cost + old game cost
	video production cost		

### How many games organized each month?

New Games		Old Games		
15 New Gamers	10 New Gamers + 5 J-Gamers	15 J-Gamers	15 New Gamers	10 New Gamers + 5 J-Gamers

Demand vs Supply		How many videos published?		\$157 / month
New Gamer % Chance to Play	J-Gamer % Chance to Play	Video Publish	Video Publish Accumulated	Monthly Marketing Spend

# **From Business Model Canvas to**

## **Lean Canvas**

Partnership



Problem

Key Activities



Solution

Value Propositions

Customer Relationships

Unfair  
Advantage

Customer Segments

Key Resources



Key Metrics

Channels

Cost Structure

Revenue Streams

1. From **Partnership** to **Problem**: No partner at the beginning. Only a problem to be solved.
2. From **Key Activities** to **Solution**: Key activities should be solution driven.
3. From **Key Resources** to **Metrics**: No resources at the beginning. Need early wins to acquire resources entrusted to the team. Early wins need metrics to earn trust.
4. From **Customer Relationships** to **Unfair Advantage**: No customer at the beginning. Should focus on building core competence to win customers, partners, and investors.

## Problem

How can Joker Game **build a community of gamers** with **paid membership** who join to learn something new about oneself and others and at the same time experience suspense, puzzle solving, and excitement which challenge one's IQ & EQ?

## Solution

Develop **online platform** for promoting Joker Game and recruiting 1st time players and seek **venue partnership**. **Game show video production.**

### Key Metrics

- monthly visit
- paid monthly visit
- # of puzzle
- **returned monthly visit**
- willing to pay 1st game
- no. of J-Gamers subscription revenue
- monthly new game

## Value Propositions

**Design Game Rules;**  
**Produce Game Props;**  
**Organize Games** (from gamer invitation to hosting the game);

**Maintain the Joker Game league** (every players has their own ranking in Joker Game)

### Gaming Experience Community

## Unfair Advantage

**1st mover** in Hong Kong with over a dozen games designed by the team (**Game IP**).

### Channels

**Online paid media** (FB+Google) + earned media (FB+Zhihu+Other) + owned media (Website+eDM+FB)

**Offline venues** where the games will be held.

## Customer Segments

**Hardcore gamers** (who attended the game for 2+ times)

**General gamers** (who attended the game at least 1 time)

**Outside potential gamers** (who have expressed their interests but never get a chance to attend the game)

**Joker Game helpers** (who wants to be involved in game designing or hosting)

## Cost Structure

game testing (13 rounds testing needed before a game can officially being launched, game tester are not easy to find);

venue rental = 0 ~ 1,500 HK\$ (we need a place with 24 rooms so players can be separated, it's not easy to find in HK)

game design effort and time (the game producing efficiency is quite low, can be up to 2~3 months for producing a new game)

## Revenue Streams

250HK\$ \* 13 players = 3,250HK\$ per game

**Product features for strengthening  
community stickiness in Flask.**

# Clean Blog

A Blog Theme by Start Bootstrap

**SEARCH****North Point**

37 2

**Mong Kok**

60 2

**Happy Valley**

31 3

# Dashboard

Search

SEARCH

## All Blog Posts

ID	Title	Author	Date
1	North Point	admin	05-16-2021
2	Mong Kok	admin	05-16-2021
3	Happy Valley	admin	05-16-2021
4	Victoria Peak	admin	05-16-2021

EDIT  
EDIT  
EDIT  
EDIT

DELETE  
DELETE  
DELETE  
DELETE

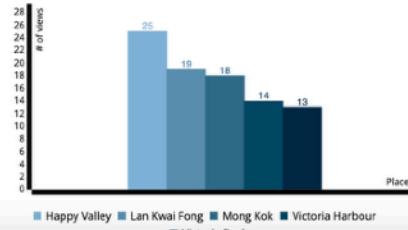
Page: 1 2 3

## My Bookmarked Posts

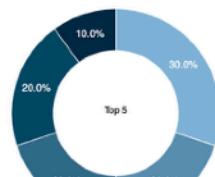
ID	Title	Author	Date
1	North Point	admin	05-16-2021
2	Mong Kok	admin	05-16-2021
4	Victoria Peak	admin	05-16-2021

REMOVE  
REMOVE  
REMOVE

### Top 5 Blog Posts by Number of Views



### Top 5 Blog Posts by Number of Comments



Happy Valley North Point Mong Kok Lan Kwai Fong Victoria Peak

```

@app.route("/dashboard")
@login_required
def dashboard():
    page_num = 1
    if session['admin'] > 0:
        blog_list = Blog.query.paginate(per_page=4, page=page_num, error_out=True)
        top5 = []
        result = db.engine.execute('select title, views from blogs order by views limit 5')
        for i in result:
            top5.append(i)
        dataset = []
        top5_rec={}
        for i in top5:
            top5_rec[ 'title' ] = i[0]
            top5_rec[ 'views' ] = i[1]
        dataset.append(top5_rec.copy())
    top5=[]
    result = db.engine.execute('select title, comments from blogs order by comments limit 5')
    for i in result:
        top5.append(i)
    dataset2 = []
    total = 0
    top5_rec={}
    for i in top5:
        top5_rec[ 'title' ] = i[0]
        top5_rec[ 'comments' ] = i[1]
        total = total + i[1]
    dataset2.append(top5_rec.copy())

```

Select top 5 entries with highest # of views and pass to template as entries with dataset assigned.

Select top 5 entries with highest # of comments and pass to template as entries2 with dataset2 assigned. The total variable is used to compute the total value for calculation the donut chart proportion.

```

top5=[]
result = db.engine.execute('select title, comments from blogs order by comments limit 5')
for i in result:
    top5.append(i)
dataset2 = []
total = 0
top5_rec={}
for i in top5:
    top5_rec['title'] = i[0]
    top5_rec['comments'] = i[1]
    total = total + i[1]
    dataset2.append(top5_rec.copy())
#print("dataset2=",dataset2)

else:
    blog_list = Blog.query.filter_by(author=session['username']).paginate(per_page=4, page=page_num, error_out=True)
    top5 = []
    result = db.engine.execute('select title, views from blogs order by views limit 5')
    for i in result:
        top5.append(i)
    dataset = []
    top5_rec={}
    for i in top5:
        top5_rec['title'] = i[0]
        top5_rec['views'] = i[1]
        dataset.append(top5_rec.copy())

    top5=[]
    result = db.engine.execute('select title, comments from blogs order by comments limit 5')
    for i in result:
        top5.append(i)
    dataset2 = []
    total = 0
    top5_rec={}
    for i in top5:
        top5_rec['title'] = i[0]
        top5_rec['comments'] = i[1]
        total = total + i[1]
        dataset2.append(top5_rec.copy())
    print("dataset2=",dataset2)

return render_template('dashboard.html', blogs=blog_list, entries=dataset, entries2=dataset2, total=total)

```

top 5 entries with highest # of views (i.e. entries) and highest # of comments (i.e. entries2) and total value to be passed to the dashboard.html template.

```

3 <head>
4   <meta charset="utf-8" />
5   <meta name="viewport" content="width=device-width, initial-scale=1, shrink-to-fit=no" />
6   <meta name="author" content="" />
7   <title>{% if title %}{{title}}{% else %}Suentze blogs{% endif %}</title>
8   {% if meta_desc %}<meta name="DESCRIPTION" content="{{meta_desc}}"/>{% endif %}
9   {% if meta_keywords %}<meta name="KEYWORDS" content="{{meta_keywords}}"/>{% endif %}
10  <!--link rel="icon" type="image/x-icon" href="{{ url_for('static', filename='assets/favicon.ico') }}" /-->
11  <!-- Font Awesome icons (free version)-->
12  <script src="https://use.fontawesome.com/releases/v5.15.3/js/all.js" crossorigin="anonymous"></script>
13  <!-- Google fonts-->
14  <link href="https://fonts.googleapis.com/css?family=Lora:400,700,400italic,700italic" rel="stylesheet" type="text/css" />
15  <link href="https://fonts.googleapis.com/css?
family=Open+Sans:300italic,400italic,600italic,700italic,800italic,400,300,600,700,800" rel="stylesheet" type="text/css" />
16  <script src="https://cdnjs.cloudflare.com/ajax/libs/popper.js/1.11.0/umd/popper.min.js"></script>
17  <script src="https://cdn.jsdelivr.net/npm/jquery@3.5.1/dist/jquery.slim.min.js"></script>
18  <script src="https://cdn.jsdelivr.net/npm/bootstrap@4.6.0/dist/js/bootstrap.bundle.min.js"></script>
19  <script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/d3/5.12.0/d3.min.js"></script>
20  <script type="text/javascript" src="https://cdnjs.cloudflare.com/ajax/libs/c3/0.7.11/c3.min.js"></script>
21  <script type="text/javascript" src="https://suentze2021.pythonanywhere.com/static/js/TileLayer.Grayscale.js"></script>
22  <!-- Core theme CSS (includes Bootstrap)-->
23  <link rel="stylesheet" href="{{url_for('static', filename='css/style.css')}}">
24  <link rel="stylesheet" href="{{url_for('static', filename='css/custom.css')}}">
25 </head>

```

CSS and JS files required for chart support with some external and some internal.

chart\_base.html

```

63 <div class="row" style="margin-top:5%;">
64   <div class="col-sm-6">
65     <h4>Top 5 Blog Posts by Number of Views</h4>
66     <div id="chart"></div>
67   </div>
68   <div class="col-sm-6">
69     <h4>Top 5 Blog Posts by Number of Comments</h4>
70     <div id="chart2"></div>
71   </div>
72 </div><!--end row-->
73 </div>
74 <script>
75   var chart = c3.generate({
76     data: {
77       columns:
78         [% for i in entries %]
79           ['{{i.title}}', {{i.views}}],
80         {% endfor %}
81       ],
82       type : 'bar',
83       labels:true,
84       colors: {
85         [% for i in entries %]
86           {% if loop.index == 1 %} '{{i.title}}': '#7FB3D5', {% endif %}
87           {% if loop.index == 2 %} '{{i.title}}': '#598EAE', {% endif %}
88           {% if loop.index == 3 %} '{{i.title}}': '#326A89', {% endif %}
89           {% if loop.index == 4 %} '{{i.title}}': '#004865', {% endif %}
90           {% if loop.index == 5 %} '{{i.title}}': '#002943' {% endif %}
91         {% endfor %}
92       },
93       bar: {
94         title: "Top 5 in views:",
95         width: {
96           ratio: 0.5
97         }
98       },
99       tooltip: {
100         show: false,
101       },
102       axis: {
103         x: {
104           label: 'Places',
105           type: 'category',
106           categories:['','','','','','']
107         },
108         y: {label: '# of views'}
109       }
110     });
111   // end c3.generate
112 });

```

Selectors (i.e. id="chart" and id="chart2") for inserting the bar chart and donut chart into the DOM with a Bootstrap row holding two Bootstrap columns.

Loop through entries to place top 5 # of views.

Loop through entries and test which one is the current entry for matching the appropriate color to the bar.

Trick to remove the “0” label from the x axis.

dashboard.html

```

114
115
116
117
118
119
120
121
122
123
124
125
126
127
128
129
130
131
132
133
134
135
136
137

var chart = c3.generate({
  data: {
    columns: [
      {for i in entries2}
        ['{{i.title}}', {{i.comments}}/{{total}}],
      {endfor}
    ],
    type : 'donut',
    colors: {
      for i in entries2
        if loop.index == 1 '{{i.title}}': '#7FB3D5', endif
        if loop.index == 2 '{{i.title}}': '#598EAE', endif
        if loop.index == 3 '{{i.title}}': '#326A89', endif
        if loop.index == 4 '{{i.title}}': '#004865', endif
        if loop.index == 5 '{{i.title}}': '#002943' endif
      endfor
    },
    donut: {
      title: "Top 5",
    },
    bindto: '#chart2'
  });
}

</script>

```

Loop through entries to place top 5 # of comments over the total value to correctly depict the donut proportion.

Loop through entries and test which one is the current entry for matching the appropriate color to the bar.

dashboard.html

# Dashboard

Search

SEARCH

## All Blog Posts

ID	Title	Author	Date
1	North Point	admin	05-16-2021
2	Mong Kok	admin	05-16-2021
3	Happy Valley	admin	05-16-2021
4	Victoria Peak	admin	05-16-2021

EDIT  
EDIT  
EDIT  
EDIT

DELETE  
DELETE  
DELETE  
DELETE

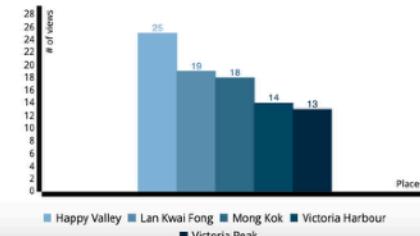
Page: 1 2 3

## My Bookmarked Posts

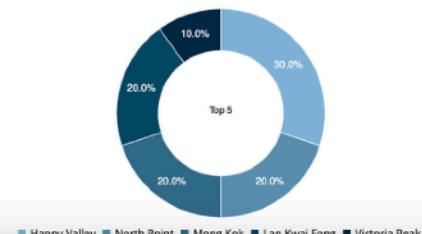
ID	Title	Author	Date
1	North Point	admin	05-16-2021
2	Mong Kok	admin	05-16-2021
4	Victoria Peak	admin	05-16-2021

REMOVE  
REMOVE  
REMOVE

## Top 5 Blog Posts by Number of Views



## Top 5 Blog Posts by Number of Comments



# Victoria Harbour

## Victoria Harbour

[Highlight](#)

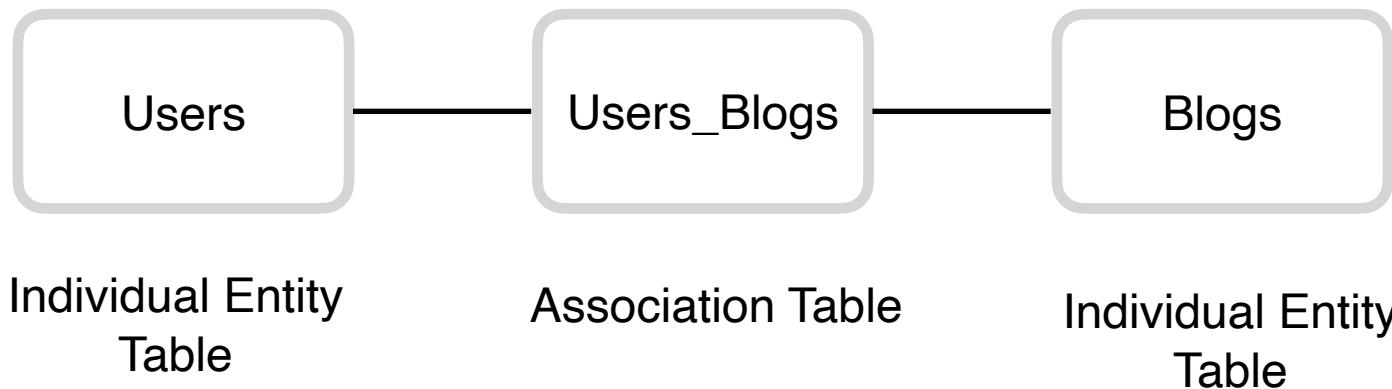
By **demo** on 2021-05-18 12:34:58.583709



Victoria Harbour is a natural landform harbour separating Hong Kong Island in the south from the Kowloon Peninsula to the north.

[1 Comments](#)

## Many-to-Many Relationship



Database Structure    Browse Data    Edit Pragmas    Execute SQL

Create Table    Create Index    Modify Table    Delete Table    Print

Name	Type	Schema
Tables (4)		
> blogs		CREATE TABLE "blogs" ( "id" INTEGER NOT NULL, "title" VARCHAR(255) )
> comments		CREATE TABLE "comments" ( "id" INTEGER NOT NULL, "name" TEXT )
> users		CREATE TABLE "users" ( "id" INTEGER NOT NULL, "username" TEXT )
> users_blogs		CREATE TABLE "users_blogs" ( "user_id" INTEGER, "blog_id" INTEGER )
Indices (0)		
Views (0)		
Triggers (0)		

```
1 import os
2 import secrets
3 from PIL import Image
4 from flask import Flask, flash, render_template, request, redirect, url_for, session
5 # For pythonanywhere development, use the following code
6 # from flask_session import Session
7 # and remove from flask_session._init_ import Session
8 from flask_session._init_ import Session
9 from flask_bcrypt import Bcrypt
10 from functools import wraps
11 from flask_sqlalchemy import SQLAlchemy
12 from datetime import datetime, timedelta
13
14 app = Flask(__name__)
15 app.config['SQLALCHEMY_DATABASE_URI'] = 'sqlite:///workshop.db'
16 app.config['SQLALCHEMY_TRACK_MODIFICATIONS'] = False
17 db = SQLAlchemy(app)
18
19 # Association table for building many-to-many relationship between users table and blogs table.
20 user_blog = db.Table('users_blogs',
21     db.Column('user_id', db.Integer, db.ForeignKey('users.id')),
22     db.Column('blog_id', db.Integer, db.ForeignKey('blogs.id'))
23 )
24
25 class Blog(db.Model):
26     __tablename__ = 'blogs'
27     id = db.Column(db.Integer, primary_key=True)
28     title = db.Column(db.String(255))
29     body = db.Column(db.Text, nullable=False)
30     author = db.Column(db.String(255))
31     post_date = db.Column(db.TIMESTAMP, default=datetime.utcnow, nullable=False)
32     views = db.Column(db.Integer, default=0)
33     comments = db.Column(db.Integer, default=0)
34     meta_desc = db.Column(db.Text)
35     meta_keywords = db.Column(db.Text)
36     lat = db.Column(db.Float)
37     lng = db.Column(db.Float)
38     url = db.Column(db.Text)
39     img_url = db.Column(db.Text)
40
41 class User(db.Model):
42     __tablename__ = 'users'
43     id = db.Column(db.Integer, primary_key=True)
44     username = db.Column(db.String(50))
45     email = db.Column(db.String(255))
46     password = db.Column(db.String(80))
47     bio = db.Column(db.Text, nullable=False)
48     admin = db.Column(db.Boolean)
49     image_file = db.Column(db.String(255), nullable=False, default='default.jpg')
50     active = db.Column(db.Boolean)
51     bookmarking = db.relationship('Blog', secondary=user_blog, backref='bookmakers')
52
```

## Add Many-to-Many Relationship

```
In [9]:  
from db_init_workshop import *  
user_id=3  
blog_id=6  
demouser = User.query.filter_by(id=user_id).first()  
demoblog = Blog.query.filter_by(id=blog_id).first()  
demouser.bookmarking.append(demoblog)  
db.session.commit()
```

## Display Many-to-Many Relationship

```
In [5]:  
from db_init_workshop import *  
demouser = User.query.filter_by(id=3).first()  
demoblog = Blog.query.filter_by(id=6).first()  
4 print("User -", demouser.username, "has bookmarked", demouser.bookmarking)  
5 print("Blog -", demoblog.title, "is bookmarked by", demoblog.bookmakers)  
6 print("*****")  
7 print("List of bookmarkers for", demoblog.title)  
8 print("*****")  
9 for bookmarker in demoblog.bookmakers:  
10    print(bookmarker.username)  
11 print("*****")  
12 print("List of blogs bookmarked by", demouser.username)  
13 print("*****")  
14 for blog in demouser.bookmarking:  
15    print(blog.title)  
16    print(blog.author)
```

```
User - admin : has bookmarked [<Blog 1>, <Blog 2>, <Blog 4>]  
Blog - Victoria Harbour : bookmarked by [<User 4>]  
*****  
List of bookmarkers for Victoria Harbour  
*****  
demo  
*****  
List of blogs bookmarked by admin  
*****  
North Point  
admin  
Mong Kok  
admin  
Victoria Peak  
admin
```

## Remove Many-to-Many Relationship

```
In [ ]: 1 from db init workshop import *
2 demouser = User.query.filter_by(id=8).first()
3 demoblog = Blog.query.filter_by(id=10).first()
4 demouser.bookmarking.remove(demoblog)
5 print("User - ", demouser.username, ": has bookmarked", demouser.bookmarking)
6 print("Blog - ", demoblog.title, ": bookmarked by", demoblog.bookmakers)
7 print("*****")
8 print("List of bookmarkers for", demoblog.title)
9 print("*****")
10 for bookmarker in demoblog.bookmakers:
11     print(bookmarker.username)
12 print("*****")
13 print("List of blogs bookmarked by", demouser.username)
14 print("*****")
15 for blog in demouser.bookmarking:
16     print(blog.title)
17 db.session.commit()
```

**Product features for strengthening  
community stickiness in WordPress.**

Howdy, admin

Add Plugins [Upload Plugin](#)

A new WordPress version is available! Please update from [your Pantheon dashboard](#).  
For details on applying updates, see the [Applying Upstream Updates](#) documentation.  
If you need help, open a support chat on Pantheon.

Search Results    Featured    Popular    Recommended    Favorites

Keyword [▼](#) LikeCoin

1 item

**Favorites**

Install Now

More Details

Favorites for any post type. Easily add favoriting/liking, wishlists, or any other similar functionality using the developer-friendly API.

By [Kyle Phillips](#)

★★★★★ (122)

Last Updated: 5 months ago

20,000+ Active Installations

✓ Compatible with your version of WordPress

**Display Posts – Easy lists, grids, navigation, and more**

Install Now

More Details

Add a listing of content on your website using a simple shortcode. Filter the results by category, author, and more.

By [Bill Erickson](#)

★★★★★ (155)

Last Updated: 10 months ago

100,000+ Active Installations

Untested with your version of WordPress

1 item

Thank you for creating with [WordPress](#).

Get Version 5.9.2

mgnt3070 2 0 + New

Dashboard

Posts

Media

WP Swings

Pages

Weather

Comments

User Frontend

WooCommerce

Products

Analytics

Marketing

Appearance

Plugins

Installed Plugins

Add New

Plugin Editor

Users

Tools

Settings

WP File Manager

Forminator

FakerPress

Collapse menu

## Favorites

Description Installation FAQ Changelog Screenshots Reviews

### Why Favorites?

Favorites is designed for end users and theme developers. It provides an easy-to-use API for adding favorite button functionality to any post type.

The plugin can provide a way to save favorites, likes, bookmarks, or any other similar types of data with its customizable button text.

Visit [favoriteposts.com](#) for a full list of available template functions and shortcodes.

### Features

**Use with Any Post Type** – Enable or disable favorite functionality per post type while automatically adding a favorite button before and/or after the content. Or, use the included functions to display the button anywhere in your template.

**Available for All Users** – Don't want to hide functionality behind a login? Favorites includes an option to save anonymous users' favorites by either Session or Cookie. Logged-In users' favorites are also saved as user meta

**Designed for Developers** – Favorites works great out-of-the-box for beginners, but a full set of template functions unlocks just about any sort of custom functionality developers may need. Favorites outputs the minimum amount of markup needed, putting the style and control in your hands.

### GDPR

As of version 2.2, a setting is provided to help comply with GDPR standards. To enable this setting, visit Settings > Favorites > Users, and check the field under "User Cookie Consent." When this setting is enabled, the content saved under the setting displays in a modal window, and the user must agree to the terms you provide before favorite cookies can be saved. Note: There is no language provided by default. This should be supplied by a qualified attorney or legal entity. Once the user has approved or denied cookies, that is saved in the "simplefavorites" cookie along with the timestamp of approval or denial. If the site is part of a multi-site installation, the setting will carry through to all sites.

Version: 2.3.2

Author: [Kyle Phillips](#)

Last Updated: 5 months ago

Requires WordPress Version: 3.8 or higher

Compatible up to: 6.1.1

Requires PHP Version: 5.4 or higher

Active Installations: 20,000+

[WordPress.org Plugin Page](#)

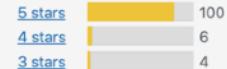
[Plugin Homepage](#) »

### AVERAGE RATING

★★★★★  
(based on 122 ratings)

### REVIEWS

Read all reviews on WordPress.org  
or write your own!



Source: [https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=favorites&TB\\_iframe=true&width=600&height=550](https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=favorites&TB_iframe=true&width=600&height=550)

## Display Posts – Easy lists, grids, navigation, and more

Description Installation Changelog Reviews

Display Posts allows you easily list content from all across your website. Start by adding this shortcode in the content editor to display a list of your most recent posts:

```
[display-posts]
```

### Filter by Category

To only show posts within a certain category, use the category parameter:

```
[display-posts category="news"]
```

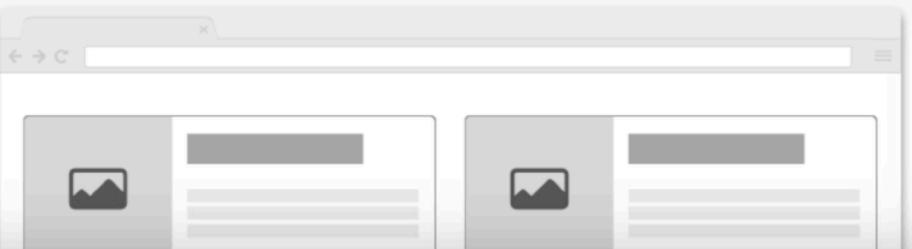
### Display as Post Grid

You can create a great looking, column-based grid of posts with a bit of styling. [Here's how!](#)

### List Popular Posts

You can highlight your popular content in multiple ways. If you want to feature the posts with the most comments, use:

```
[display-posts orderby="comment_count"]
```



Version: 3.0.2

Author: [Bill Erickson](#)

Last Updated: 10 months ago

Requires WordPress Version: 3.0 or higher

Compatible up to: 6.0.3

Active Installations: 100,000+

[WordPress.org Plugin Page »](#)

[Plugin Homepage »](#)

### AVERAGE RATING

★★★★★  
(based on 155 ratings)

### REVIEWS

Read all reviews on WordPress.org or write your own!



Source: [https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=display-posts-shortcode&TB\\_iframe=true&width=600&height=550](https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=display-posts-shortcode&TB_iframe=true&width=600&height=550)



# Add Favorite Button Functionality to Your Divi Site



Source: <https://www.youtube.com/watch?v=KE8lqfKXrgU>



# **Like system For WordPress Posts**

Source: <https://www.youtube.com/watch?v=4zpGJPvXTpc>

mngt3070 2 0 + New

Howdy, admin Help ▾

Dashboard Posts Media WP Swings Pages Weather Comments User Frontend WooCommerce Products Analytics Marketing Appearance Plugins **Installed Plugins** Add New Plugin Editor

Users Tools Settings WP File Manager Forminator FakerPress Collapse menu

## Add Plugins [Upload Plugin](#)

A new WordPress version is available! Please update from [your Pantheon dashboard](#).  
For details on applying updates, see the [Applying Upstream Updates](#) documentation.  
If you need help, open a support chat on Pantheon.

Search Results Featured Popular Recommended Favorites Keyword ▾ LikeCoin 1 item

**GamiPress – The most flexible and powerful gamification plugin for WordPress**

 [Install Now](#) [More Details](#)

Reward your users with points, achievements, badges and ranks to increase your site activity and loyalty.

By [GamiPress](#)

★★★★★ (366) Last Updated: 2 days ago 10,000+ Active Installations ✓ Compatible with your version of WordPress

**GamiPress – Favorites integration**

 [Install Now](#) [More Details](#)

Connect GamiPress with Favorites

By [GamiPress](#)

★★★★★ (1) Last Updated: 3 days ago 90+ Active Installations ✓ Compatible with your version of WordPress

Thank you for creating with [WordPress](#).

Get Version 5.9.2



## GamiPress – The most flexible and powerful gamification plugin for WordPress

The easiest way to gamify your

Description Installation FAQ Changelog Screenshots Reviews

[Live Demo](#) | [Add-ons](#) | [Assets](#) | [Documentation](#) | [Code Snippets](#)

**GamiPress** is the easiest way to gamify your WordPress website in just a few minutes, letting you award your users with digital rewards for interacting with your site.

Easily define the achievements, organize requirements, and choose from a range of assessment options to determine whether each task or requirement has been successfully achieved.

GamiPress is extremely powerful and infinitely extensible. Check out some of the built in features:

### 3 powerful ways to award your users

GamiPress combines three of the most powerful award systems you could add to your site:

- Points to automatically award your users for interacting with your site.
- Achievements to award users for completing all the requirements, sequentially or otherwise.
- Ranks to let your users climb through the ranks by completing all the rank requirements.

### Unlimited ways to define how to award the different points, achievements and ranks

- Site activity (events based on publishing posts and pages, commenting, daily visits or logging in to your site).
- Completing specific other achievements, once or a specified number of times.
- Completing one or all achievements of a specified type.
- Points thresholds.
- Admin awarded achievements

Version: 2.5.8

Author: [GamiPress](#)

Last Updated: 3 days ago

Requires WordPress Version: 4.4 or higher

Compatible up to: 6.2

Active Installations: 10,000+

[WordPress.org Plugin Page »](#)

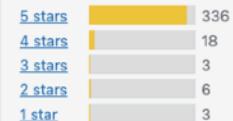
[Plugin Homepage »](#)

### AVERAGE RATING

★★★★★  
(based on 366 ratings)

### REVIEWS

[Read all reviews on WordPress.org](#) or write your own!



Source: [https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=gamipress&TB\\_iframe=true&width=600&height=550](https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=gamipress&TB_iframe=true&width=600&height=550)



## GamiPress – Favorites integration

Description Installation Changelog Reviews

Gamify your [Favorites](#) interactions thanks to the powerful gamification plugin, [GamiPress](#)!

This plugin automatically connects GamiPress with Favorites adding new activity events.

### New Events

- Favorite a post: When a user favorites a post
- Favorite a specific post: When a user favorites a specific post
- Get a favorite on a post: When an author gets a favorite on a post
- Get a favorite on a specific post: When an author gets a favorite on a specific post
- Unfavorite a post: When a user unfavorities a post
- Unfavorite a specific post: When a user unfavorities a specific post
- Get a unfavorite on a post: When an author gets an unfavorite on a post
- Get a unfavorite on a specific post: When an author gets an unfavorite on a specific post

Version: 1.0.2

Author: [GamiPress](#)

Last Updated: 3 days ago

Requires WordPress Version: 4.4 or higher

Compatible up to: 6.2

Active Installations: 90+

[WordPress.org Plugin Page](#)

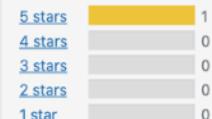
[Plugin Homepage](#)

### AVERAGE RATING

★★★★★  
(based on 1 rating)

### REVIEWS

Read all reviews on WordPress.org or write your own!



Source: [https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=gamipress-favorites-integration&TB\\_iframe=true&width=600&height=550](https://hkdesign.org/wp-admin/plugin-install.php?tab=plugin-information&plugin=gamipress-favorites-integration&TB_iframe=true&width=600&height=550)

# What is GamiPress?

Source: <https://www.youtube.com/watch?v=sinW2JxsdA>

**2D, 3D, VR, AR and XR — immersive  
technologies for building compelling and  
engaging UX.**

# Dashboard



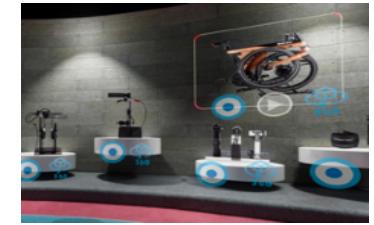
# Digital Twin

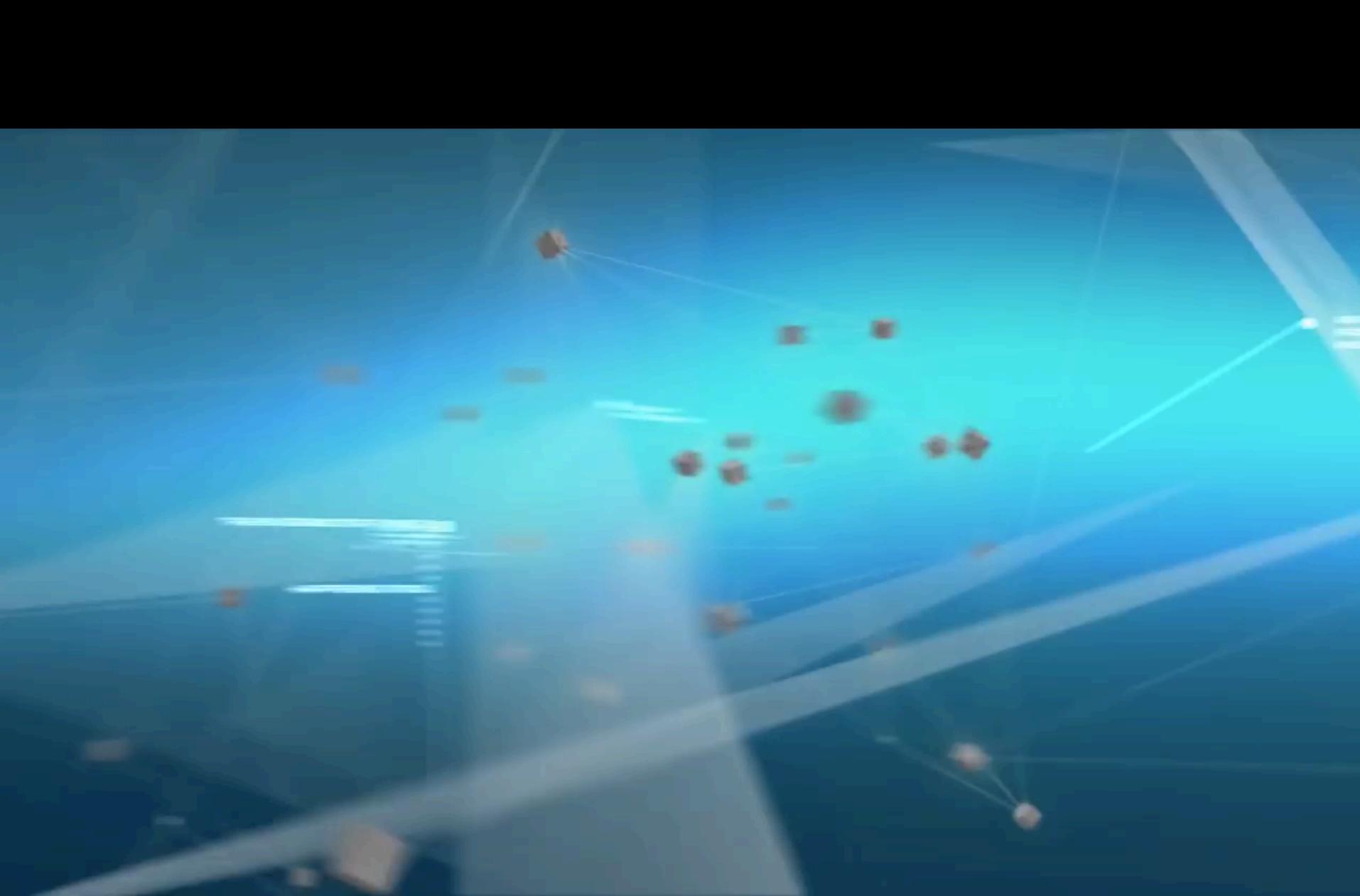


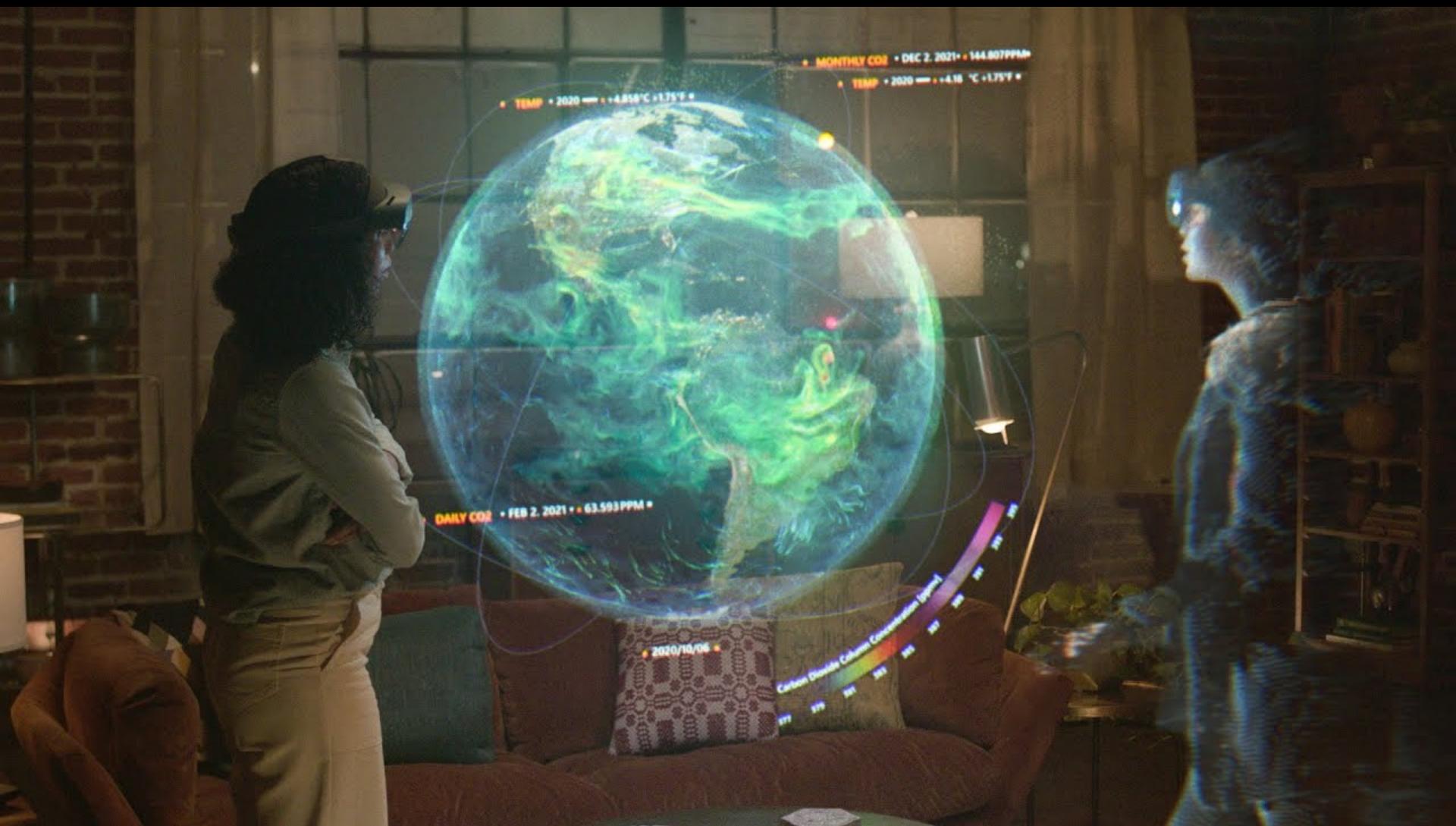
# Augment Reality



# Metaverse







# **Adding AR Features to Application**

Howdy, BYS

Search Results    Featured    Popular    Recommended    Favorites    Keyword AR Model viewer    13 items

**AR Model Viewer**    Active    More Details

This plugin allows you to add a 3D & AR model viewer to your woocommerce products or Elementor pages.

By BitButte

500+ Active Installations    Last Updated: 2 days ago    ✓ Compatible with your version of WordPress

**AR for WordPress**    Install Now    More Details

Augmented Reality for WordPress plugin is an all in one solution to allow you to present your 3D models in an interactive 3D model viewer and AR view ...

By Web and Print Design

600+ Active Installations    Last Updated: 2 weeks ago    ✓ Compatible with your version of WordPress

**AR for WooCommerce**    Install Now    More Details

Augmented Reality for WooCommerce plugin is an all in one solution to allow you to present your 3D models in an interactive 3D model viewer and AR vie ...

By Web and Print Design

100+ Active Installations    Last Updated: 1 week ago    ✓ Compatible with your version of WordPress

**Introduction to Spline and Reality  
Composer: Nocode 3D modeling  
and rendering with ease.**

[Features](#)[Resources](#) ▾[Community](#) ▾[Customers](#)[Examples](#)[Pricing](#)[Log In](#)[Get Started](#)

# Spline, a place to design and collaborate in 3D.

✓ Web-Based ✓ Real-time ✓ Collaborative

[Get started — it's free →](#)

Press and drag to orbit

Source: <https://spline.design/>

Essentials

&gt; ARView

WWDC Challenges

{ } WWDC21 Challenge: Framework Freestyle

Reality Composer

Creating 3D Content with Reality Composer

Scene Anchors

Selecting an Anchor for a Reality Composer Scene

Taking Control of Scene Anchoring

Scenes

Loading Reality Composer Files Using Generated Code

Loading Reality Composer Files Manually Without Generated Code

Scene Elements

Adding Elements to a 3D Scene

Configuring Elements in a Scene

Arranging Elements in a Scene

Manipulating Reality Composer Scenes from Code

Adding Procedural Assets to a Scene

Behaviors

Bringing a Reality Composer Scene to Life

Building Custom Behaviors

Exporting

Exporting a Reality Composer Scene to USDZ

Filter

# Creating 3D Content with Reality Composer

Assemble assets into a dynamic 3D composition that you can add to a scene in your app, or share with AR Quick Look.

## Overview

Apple's Reality Composer app gives you an intuitive interface for constructing 3D compositions and augmented reality (AR) experiences. You combine 3D models, audio, and other assets—along with a description of how these objects behave—into a file that you add to your RealityKit-enabled app. You can also export your composition as a lightweight AR Quick Look experience that lets users place and preview content.

You start by choosing the kind of real-world object that should anchor your scene, like a horizontal surface or the user's face. Then position virtual elements within your scene. Choose from Reality Composer's large collection of customizable assets, or import your own in usdz format. Add animations and sound triggered by events like user taps, as well as behaviors driven by physics simulation.

If you compose on a Mac, you can synchronize your composition with Reality Composer on an iOS device to try it in an AR session. Alternatively, compose directly on the iOS device. Either way, you use the [RealityKit](#) framework in your app to load, simulate, and render the composition.

## Get the Reality Composer App

You automatically get Reality Composer for macOS when you install Xcode 11 or later. The app is one of the developer tools bundled with Xcode. From the menu, choose Xcode > Open Developer Tool, and select Reality Composer.

To get Reality Composer for iOS, request access to the beta version from the [Apple Developer download page](#).

Source: <https://developer.apple.com/documentation/realitykit/creating-3d-content-with-reality-composer>

**Free tools for more advanced  
interactive 3D development**

[Features](#)[Download](#)[Support](#)[Get Involved](#)[About](#)[Jobs](#)[Store](#)[Donate](#)

# The Freedom to Create

"CHARGE" is the latest open movie by Blender Studio.

[Watch](#)[Download Blender](#)by Blender Studio

## Latest News

Source: <https://www.blender.org/>



Features   Blog   Community   About   Assets

Download   Learn   Contribute

Donate

# The game engine you've been waiting for.

The Godot Engine is a free, all-in-one, cross-platform game engine that makes it easy for you to create 2D and 3D games.

[Download Latest](#)

4.0.1

[Learn more](#)

[Download LTS](#)

3.5.2



Dome Keeper - Bippinbits

Source: <https://godotengine.org/>

**Thank you for your time!**