#### **Version 1. Gamification Experience**

- 1. How interested are you in earning points/rewards for completing daily financial tasks?
  - Very interested
  - Somewhat interested
  - Neutral
  - Not very interested
  - Not at all interested
- 2. Which gamification elements would motivate you most to engage with financial tasks? (Select all that apply)
  - o Points system
  - Achievement badges (Bronze/Silver/Gold)
  - Streak counters for consistent login/activity
  - Tiered achievement paths
  - o Daily challenges
  - o Progress bars/visualization
- 3. How frequently would you be willing to log in to complete financial tasks if rewards were offered?
  - Multiple times daily
  - Once daily
  - o 3-5 times per week
  - 1-2 times per week
  - Less frequently

#### **Points and Rewards**

- 4. Which type of point system would you prefer?
  - Simple points (e.g., 10 points per task)
  - Tiered points (more difficult tasks = more points)
  - Combo points (bonus for completing related tasks)
  - Streak-based (increasing points for consecutive days)
- 5. What rewards would motivate you to consistently complete financial tasks? (Rank from 1-5)
  - Virtual achievements (badges, trophies)
  - In-app status/recognition
  - Unlocking new features/tools
  - Real financial benefits (interest rate bonuses, fee waivers)
  - Educational content/resources

- 6. How important is immediate feedback (points awarded instantly) after completing a task?
  - Extremely important
  - Very important
  - Moderately important
  - o Slightly important
  - Not important

#### **Daily Engagement**

- 7. What types of daily financial tasks would you be most likely to complete? (Select all that apply)
  - Expense tracking/logging
  - Reviewing daily spending summaries
  - o Setting/reviewing financial goals
  - Reading short financial tips/education
  - Budget check-ins
- 8. How many minutes would you be willing to spend on daily financial tasks?
  - Less than 2 minutes
  - o 2-5 minutes
  - o 5-10 minutes
  - o More than 10 minutes
- 9. Would streak counters (tracking consecutive days of activity) motivate you to log in more consistently?
  - Yes, significantly
  - Yes, somewhat
  - Neutral
  - Not really
  - o Definitely not

#### **Visual Elements**

- 10. Which visual indicators of progress would you find most motivating?
  - Numerical counters (33% complete)
  - Visual progress bars
  - Filling up containers/collectors
  - Milestone markers
  - Character/avatar advancement
- 11. How important is the visual design of badges and rewards to your motivation?
  - Extremely important

- Very important
- Moderately important
- Slightly important
- Not important

#### **Additional Feedback**

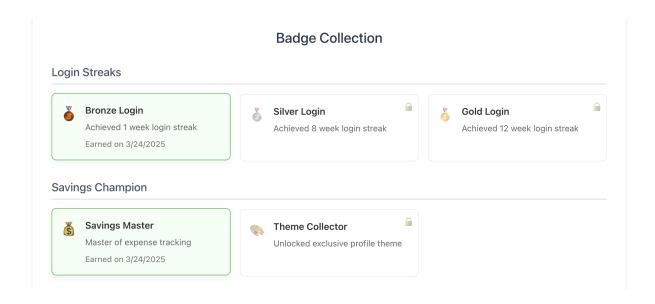
- 12. What concerns would you have about gamification elements in a financial app?
- 13. On a scale of 1 to 5, how would you rate the following aspects of the ElektraFi gamification system? (1 = Poor, 5 = Excellent)
- Motivational value of the points system: 1 2 3 4 5
- Visual appeal of badges and rewards: 1 2 3 4 5
- Usefulness of progress tracking features: 1 2 3 4 5
- Balance between fun and financial purpose: 1 2 3 4 5
- Overall gamification experience: 1 2 3 4 5

## Version 2. ElektraFi Gamification Experience Survey

#### **Gamification & Engagement**

Progress bars/visualization
Other (please specify): \_\_\_\_\_

How interested are you in earning points/rewards for completing daily ancial tasks?
Very interested
Somewhat interested
Neutral
Not very interested
Not at all interested
Which gamification elements would motivate you most to engage with ancial tasks? (Select all that apply)
Points system
Achievement badges (Bronze/Silver/Gold)
Streak counters for consistent login/activity
Tiered achievement paths
Daily challenges



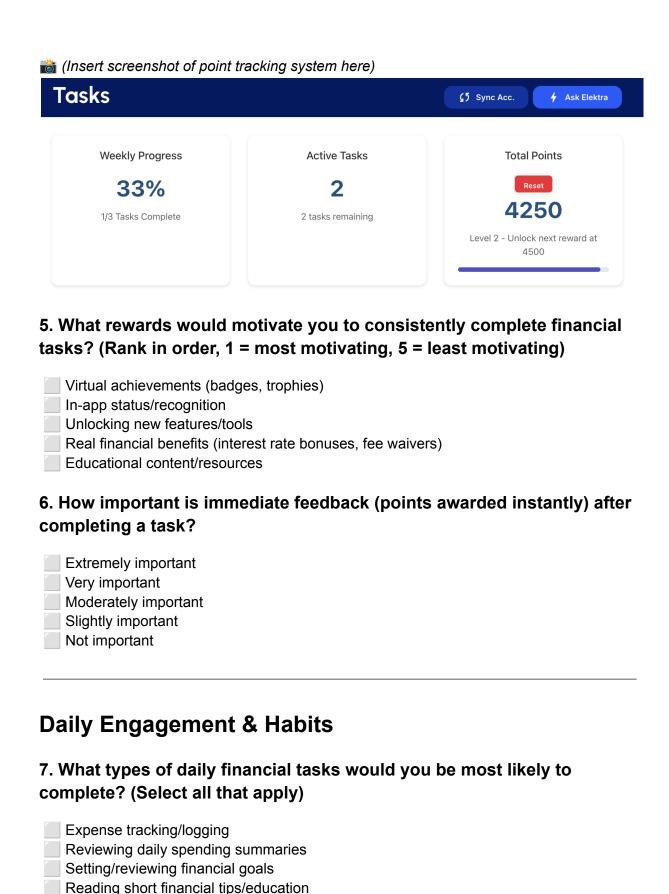
## 3. How frequently would you be willing to log in to complete financial tasks if rewards were offered?

- Multiple times daily
- Once daily
- 3-5 times per week
- 1-2 times per week
- Less frequently

#### **Points & Rewards**

#### 4. Which type of point system would you prefer?

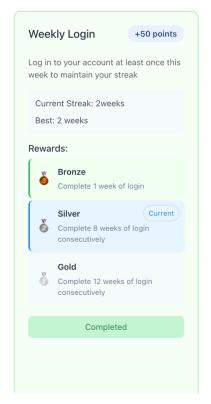
- Simple points (e.g., 10 points per task)
- Tiered points (more difficult tasks = more points)
- Combo points (bonus for completing related tasks)
- Streak-based (increasing points for consecutive days)

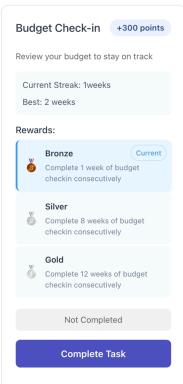


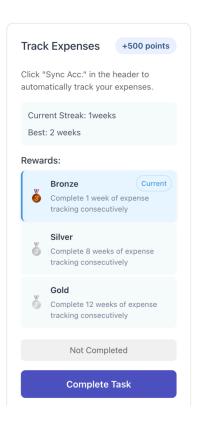
**Budget check-ins** 

Other (please specify): \_\_\_\_\_

#### **Task Activity**





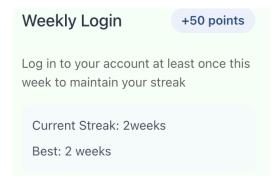


## 8. How many minutes would you be willing to spend on daily financial tasks?

- Less than 2 minutes
- 2-5 minutes
- 5-10 minutes
- More than 10 minutes

#### 9. How do streak counters influence your engagement?

- Highly motivating
- Somewhat motivating
- Neutral
- Not very motivating
- Not motivating at all



### **Visual Elements & Design**

10. Which visual indicators of progress would you find most motivating?										
Numerical counters (e.g., 33% complete) Visual progress bars Filling up containers/collectors Milestone markers Character/avatar advancement Other (please specify):										
11. How important is the visual designmotivation?	n of bad	ges a	and ı	ewa	rds to	your				
<ul><li>Extremely important</li><li>Very important</li><li>Moderately important</li><li>Slightly important</li><li>Not important</li></ul>										
Overall Feedback  12. What concerns (if any) do you have financial app?	ve about	gan	nifica	ition	eleme	ents in a				
(Open-ended response)										
13. On a scale of 1 to 5, how would yo ElektraFi gamification system?	ou rate t	he fo	llow	ing a	spect	s of the				
(1 = Poor, 5 = Excellent)										
Feature	1	2	3	4	5					
Motivational value of the points system										
Visual appeal of badges and rewards										

Usefulness of progress tracking features			
Balance between fun and financial purpose			
Overall gamification experience			

# 14. Any additional feedback on how we can improve ElektraFi's gamification experience?

(Open-ended response)