

## **UWS Reward Systems App**

### **Summary**

This is a draft design document for a reward systems app. It is meant for students to download and they earn points automatically when they participate in university life.

These points can be used to spend on something small - using them to purchase items in the cafeteria - or big - entered into a prize draw of winning a tablet or iPad, etc.

### **Purpose**

It is to allow students to see what they can do within the university to embrace the student life and feel satisfied – for joining the activity, and rewarded – earning points to spend.

### **Main Body**

This app is a web-app and there will be a server within UWS with all the student records and what they have participated in, and the app will be linked with the server – therefore you must be connected to the internet to be able to update the app. This is an attempt to use the process of gamification to participating within the university.

The app itself will be simple to use and self-explanatory. On the first screen, you will fill out your details:

- First name
- (Middle name)
- Last name
- Date of Birth
- Banner ID
- Campus
- Year of Study
- School Department
- Course studying
- What student
  - Part-time
  - Full-Time
  - Exchange
  - Erasmus

The language of the app will be default English, it will be possible to change the language but a pop-up will show saying that it will be easier to understand, but hindering your English learning. The app will then check if the details input matches up with the details in the server. If it is all correct, then the app will proceed onto the second screen.

### **Home Student**

If you are a student studying at UWS for the full course (full-time or part-time), then the full app will be available to you. There will be buttons that you can click into and details will be provided and how to engage/apply. A simple example would be if you are a student and you want to become a student rep within your course, you will be able to follow these buttons:

- Student Jobs
  - Paid
  - Volunteer
    - Student Representative
      - Explanation of what a Student Rep is
      - What you can do
      - How much impact you will have
      - How it will affect your CV
      - How many hours per week
      - If paid, how much earned per hour
      - How you will rank up as you carry on
      - How many points you will earn and how the points will multiply for every year you are doing it continuously:
        - e.g. 1<sup>st</sup> Year as Student Rep – Normal points earned
        - 2<sup>nd</sup> Year as Student Rep – Normal points earned x 2
        - 3<sup>rd</sup> Year as Student Rep – Normal points earned x3
        - 4<sup>th</sup> Year as Student Rep – Normal points earned x 4
- Apply
  - There is already a Student Rep for your course this year!
  - Apply for next year
    - Details of how to apply
    - Details of when to apply
    - Set reminder

This format will be applicable to the rest of what I am going to list:

- Student Guide
- Student Fellowship
- Student Representative
- Student Ambassador
- Student Warden
- Becoming a representative of a society/club
- Joining a (sports) team
- Volunteer jobs
- etc

This is for the UWS students who are studying here long term and will be able to make money and or volunteer, add onto their CV and be rewarded long term and short term. The next part I will write is also for Home Students, but also for non-Home students.

#### Erasmus / Exchange Students

As they proceed onto the second screen, the system will check if they are full enrolled yet. If they are not, then the app will proceed with their enrolment. If they are, options will appear. In no particular order:

- Student Self Banner
  - Grades
  - Attendance Records
- Timetable

- Points
- Events attending/attended
- Modules studying (as an example)
  - Introduction to Computer Games Development
    - Brief Module overview
      - Lecturer
        - Contact details
        - Email
        - Office hours
      - Assessments
      - Week 1
        - Lecture 1 (downloadable)
        - Lab 1 (downloadable)
      - Week 2
        - Etc
    - Introduction to Computer Animation
      - (Same as above)
- Societies
- Sports
  - Bronze explained
  - Silver explained
  - Gold explained
  - Football
  - Badminton
  - Etc
- Student Union
  - Events going on
  - Fresher's week
  - Monday night
  - Tuesday night
  - Etc
- Volunteering
  - Gardening
- Student Elections
- Student Engagement
  - Zombie night
    - Participate
    - Volunteer as zombie
  - Suggestions on what events the university can put on
- Student surveys (when required)
  - Student dissertation surveys
  - Catering survey
  - NSS survey – if eligible
  - UKES survey
  - NUS survey

All of listed above, the user will earn points on what they join to engage with the student life.

For example, if a student attends 4 out of 5 events during the Fresher's week, then the student earns 5 points per event joined (in total 20 points) is automatically rewarded the Student union pack – Hoodie, t-shirt and a badge that can be shown to Student Union staff for discounted entry/free cloakroom. With the points earned, the student can redeem free drinks at the bar or free entry for a particular night or a free game of pool.

### Points

Points can be earned if the student accepts to go to the event. Then at the event, the person(s) hosting the event will be able to see who wants to come, and if they do come, the host can confirm that that person is here. This eliminates the need to sign-in at each event, saving time and paper.

The student can also earn points by going to class – although it is a requirement by university policy that they show up, the person will feel rewarded just by going to class.

The points system will have to be adjusted per event. E.g. a student can earn points by

- Enrolling – 100 points and earning a badge
- Going to class – 1 point per class
- Signing up for any club and showing up: +4 points  
(Person hosting the event will automatically have attendance list and can mark who's there and who's not)
  - Showing up for 1<sup>st</sup> event: +6 points
  - Showing up for 2<sup>nd</sup> event: +8 points
  - Showing up for 3<sup>rd</sup> event: +12 points
- Participating in Student Engagement Zombie night: +30 points
- Going to an event in the Student Union: +10 points  
(Eliminates the need to check ID since can show security your phone)
- Competing a 4<sup>th</sup> year's dissertation survey: +50 points
  - If completes a lot of surveys, earn a badge
- Completing UKES survey: +100 points
  - Completing UKES survey: +75 points

A student can spend points by:

- Going to the union and getting free entry: -25 points
- Getting a free drink: -10 points
- Getting a free sandwich at the cafeteria: -30 points
- Entering a prize draw for a tablet/iPad: -2000 points

These are all theoretical numbers and will need to be adjusted accordingly.

In addition to the points, you can also earn badges. Most of these badges won't do anything, you can show off and compete to get as many badges as possible (therefore increasing student participation by making it a competition among themselves).

### Final Thoughts

With this app, I feel there will be a massive increase in student participation and becoming as one. Students will want to go to the Union more – to spend points, save money and to see their friends at the event instead of going to Glasgow.

A big drawback however is that the university will be losing out on a lot of money – union and cafeteria. Maybe with the increase in participation of students, it will be a good trade-off. This is just a draft and will need to be properly adjusted if the idea is put forward.