



Quests

Daily

 **1000** 



Play 3 games as
Druid, Hunter, or
Mage.

0 / 3

**New quest in 12
hours**

Weekly

 **2500**



Win 5 games of
Ranked Play Mode.

0 / 5

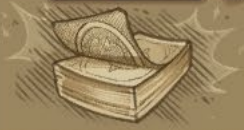
 **1750** 



Win 5 games of Tavern
Brawl, Battlegrounds,
or Duels.

0 / 5

 **1750** 



Spend 500 mana.

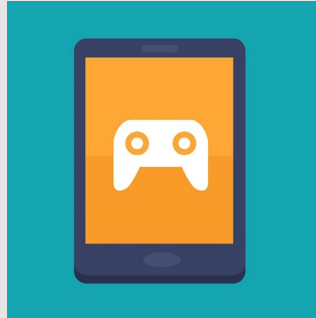
0 / 500

Workshop Gamification

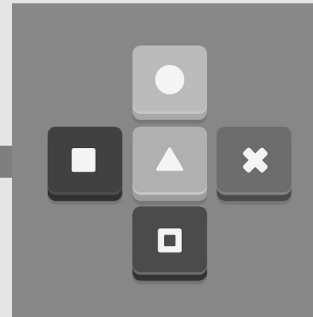
Fundamenten van
Gamification

Toepassen van
Gamification

START



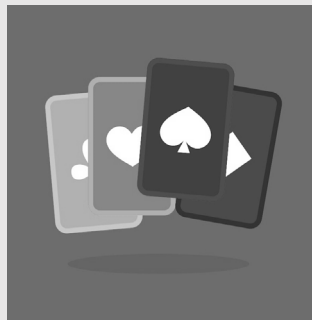
Level 1
Why?



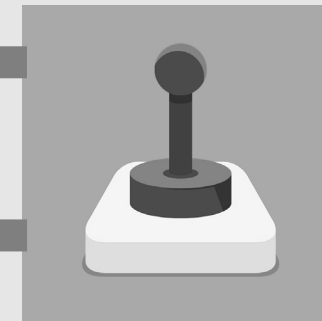
avans
hogeschool



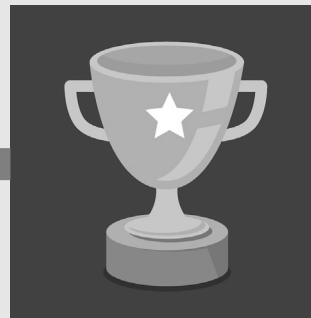
Level 3
HOW?



Level 2
FUN!



Level 4
REWARDS!



BOSS



START



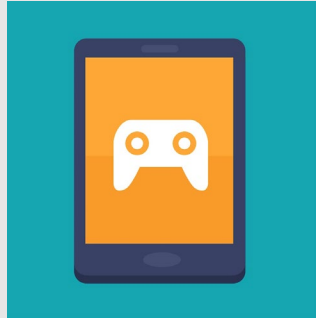
Opdracht

Bespreek eventuele ervaringen met gamification

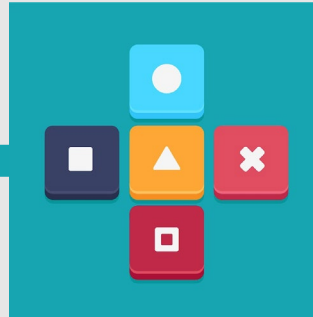
Opdracht

Verzin een team naam en zet deze boven aan je moodboard.

START



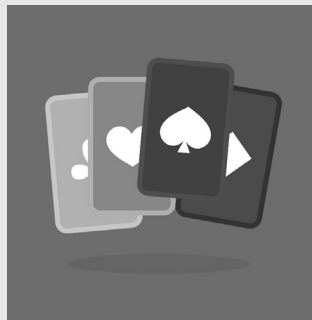
Level 1
Why?



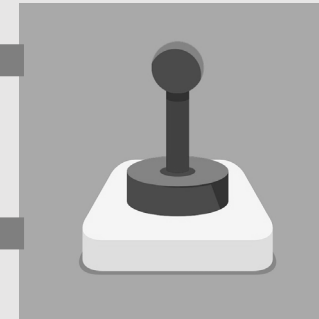
avans
hogeschool



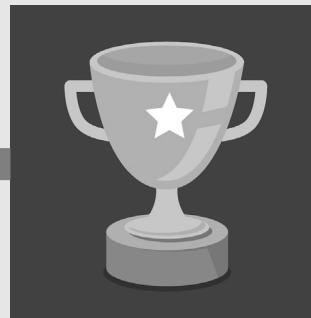
Level 3
HOW?



Level 2
FUN!



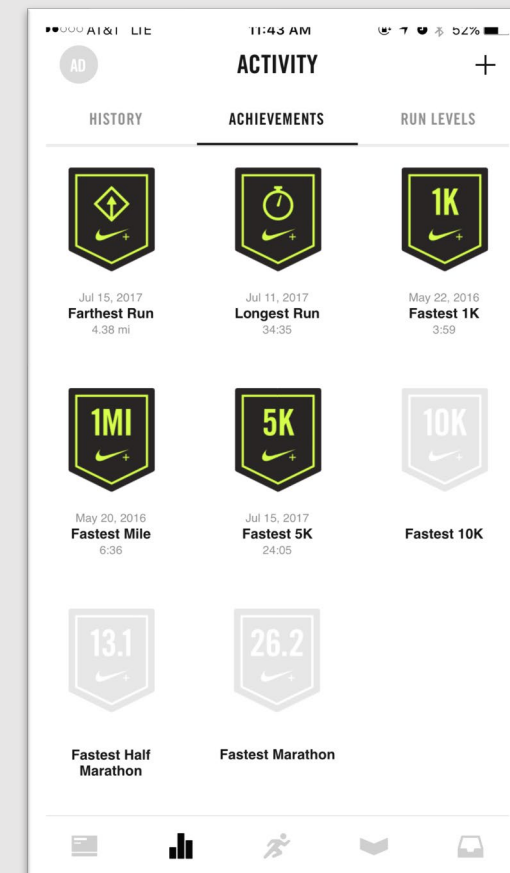
Level 4
REWARDS!

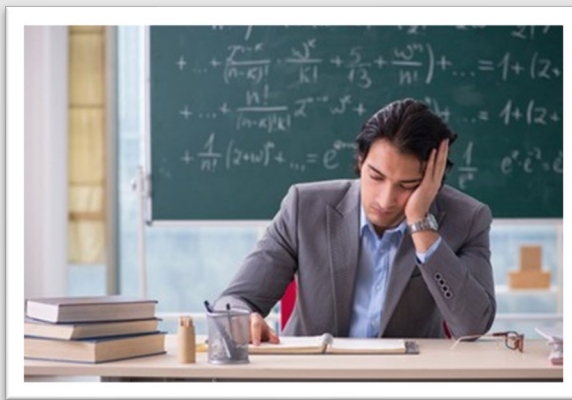


BOSS



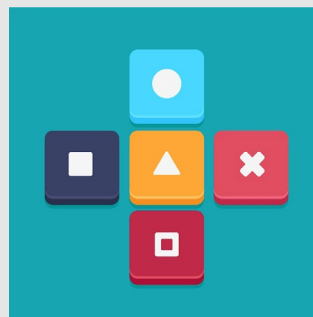
“Gamification is the use of game elements in a non-game context”





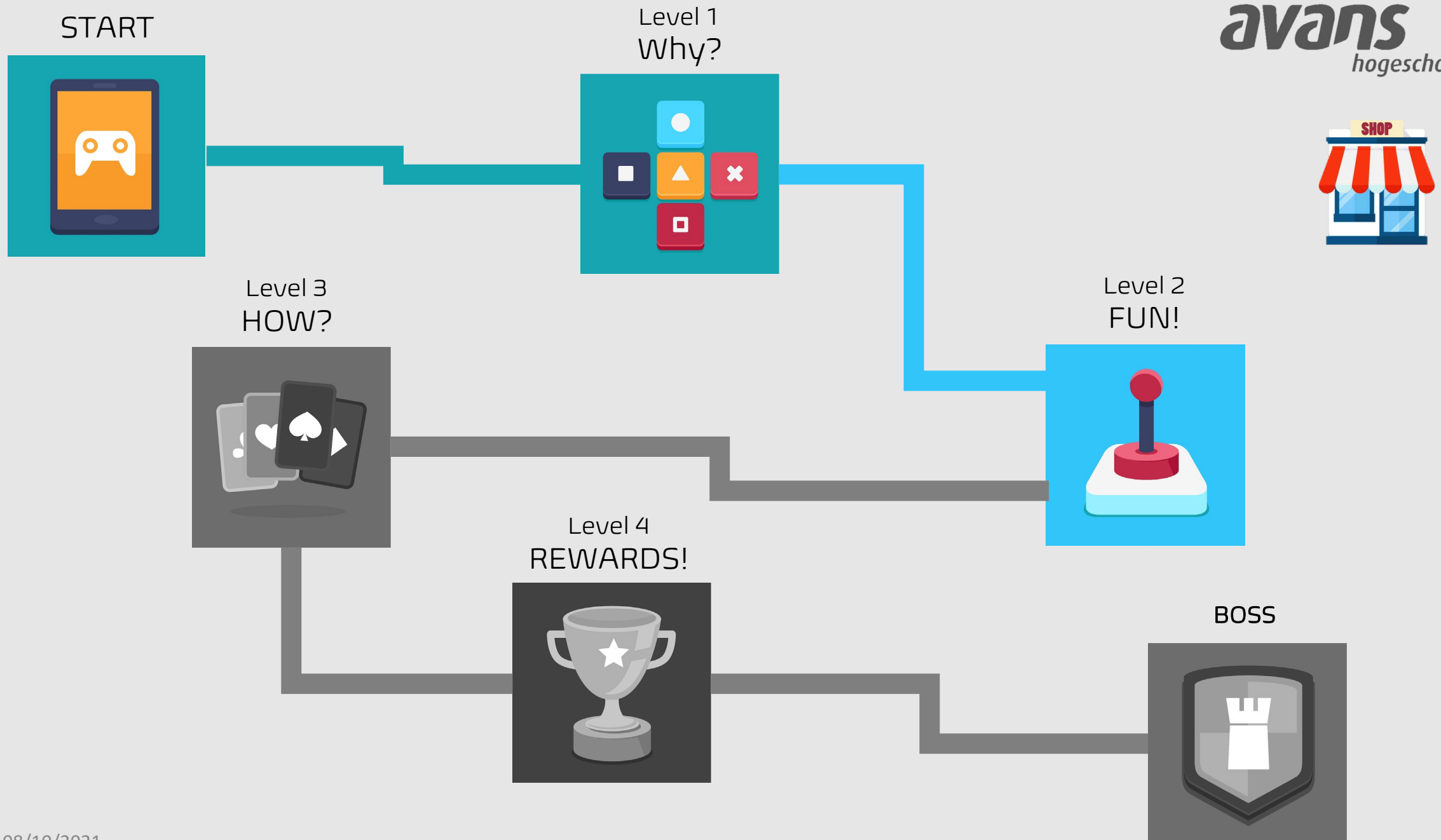


Level 1
Why?

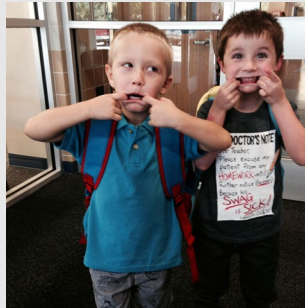


Opdracht

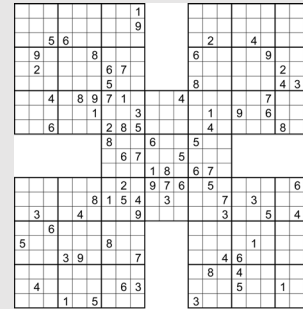
Bespreek waarom jullie als team Gamification zouden willen toepassen. Kies 1 casus en zet de bijbehorende doelstelling op je moodboard.







Easy fun



Hard fun



People fun

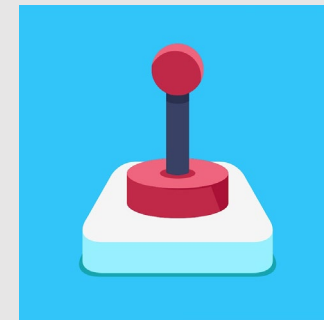


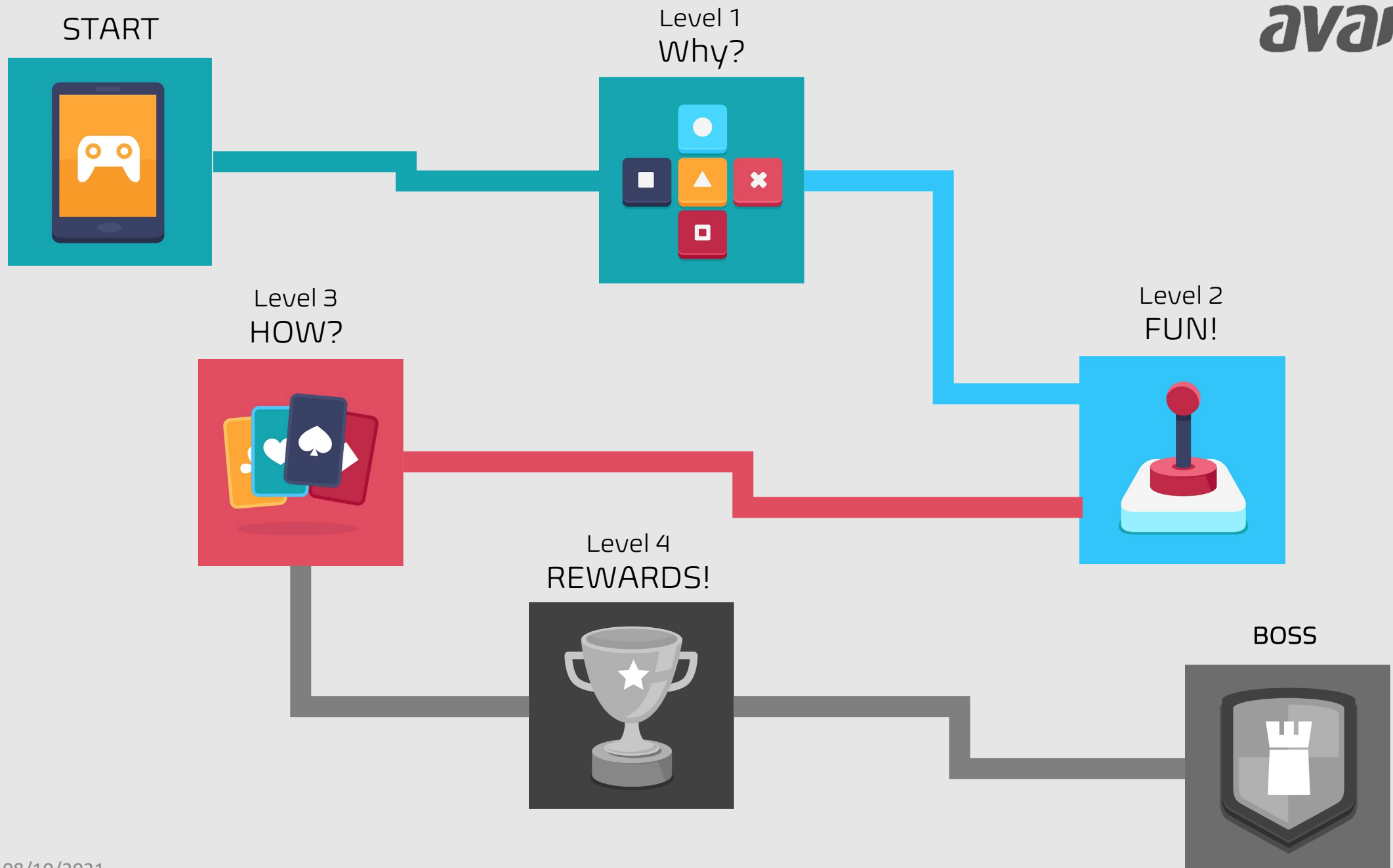
Serious fun

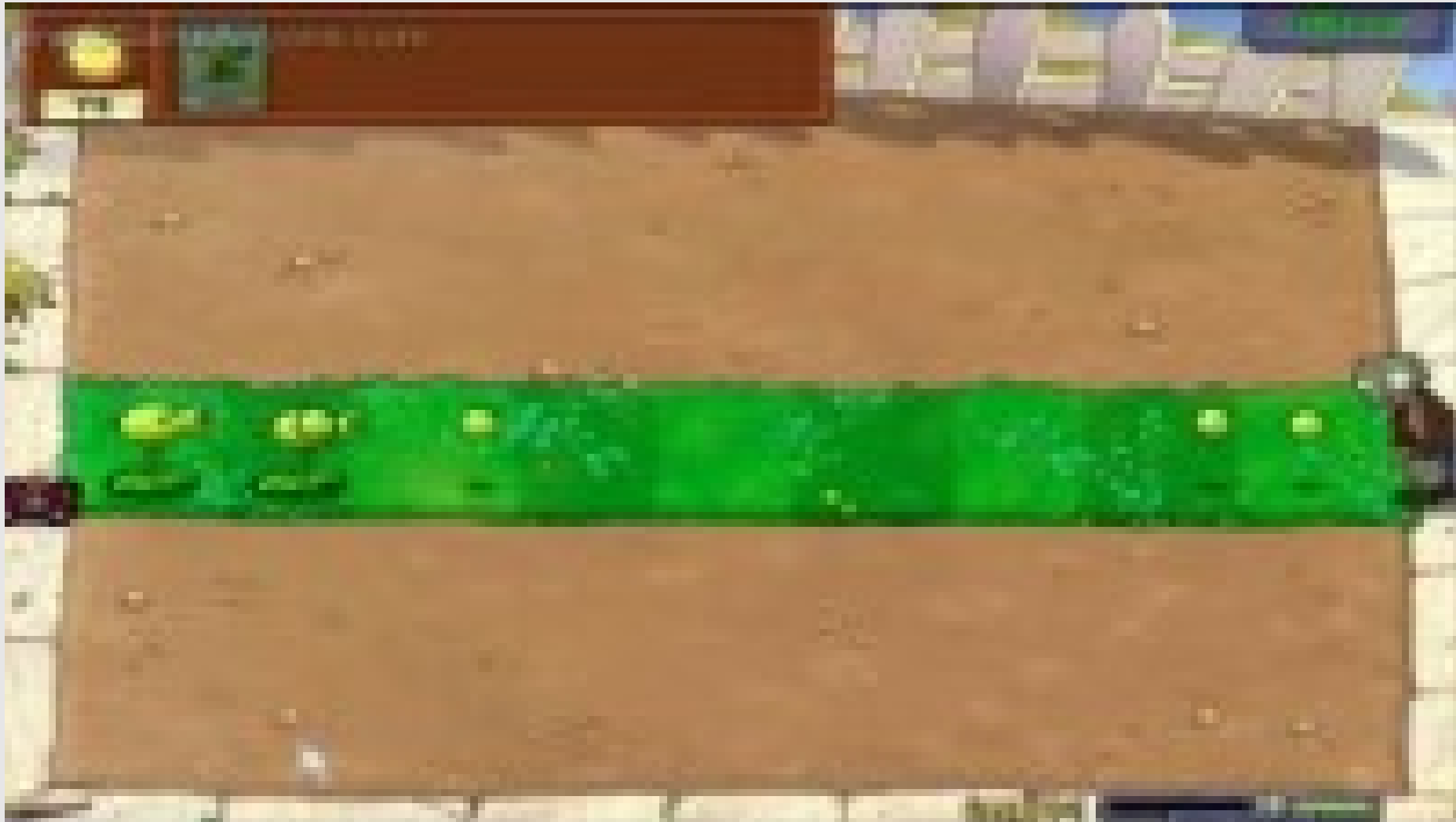
Opdracht

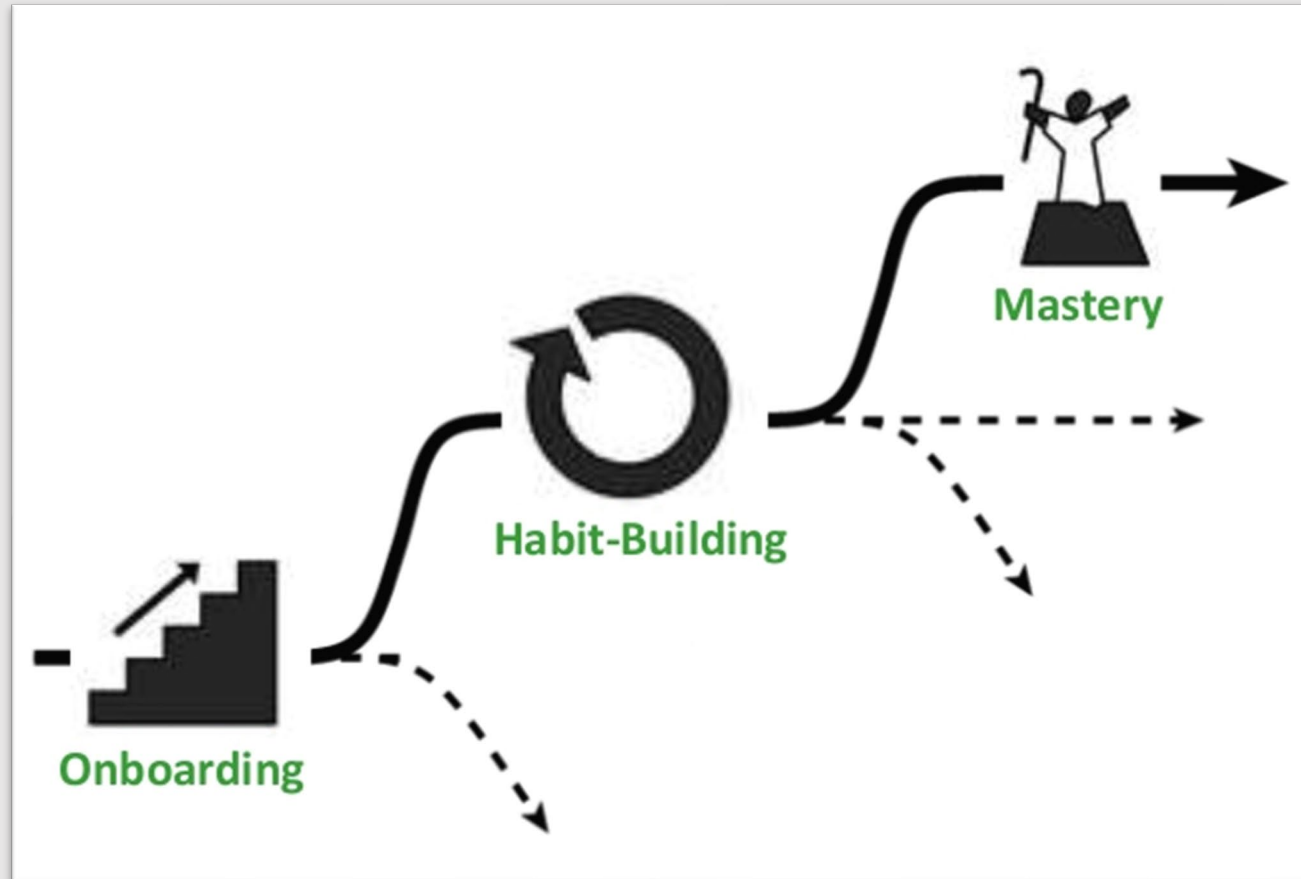
Wat vinden jullie leuk? Geef een voorbeeld of ga op zoek naar voorbeelden hoe je iets leuk probeert te maken! Noteer deze op je moodboard en vermeld het sort 'fun'.

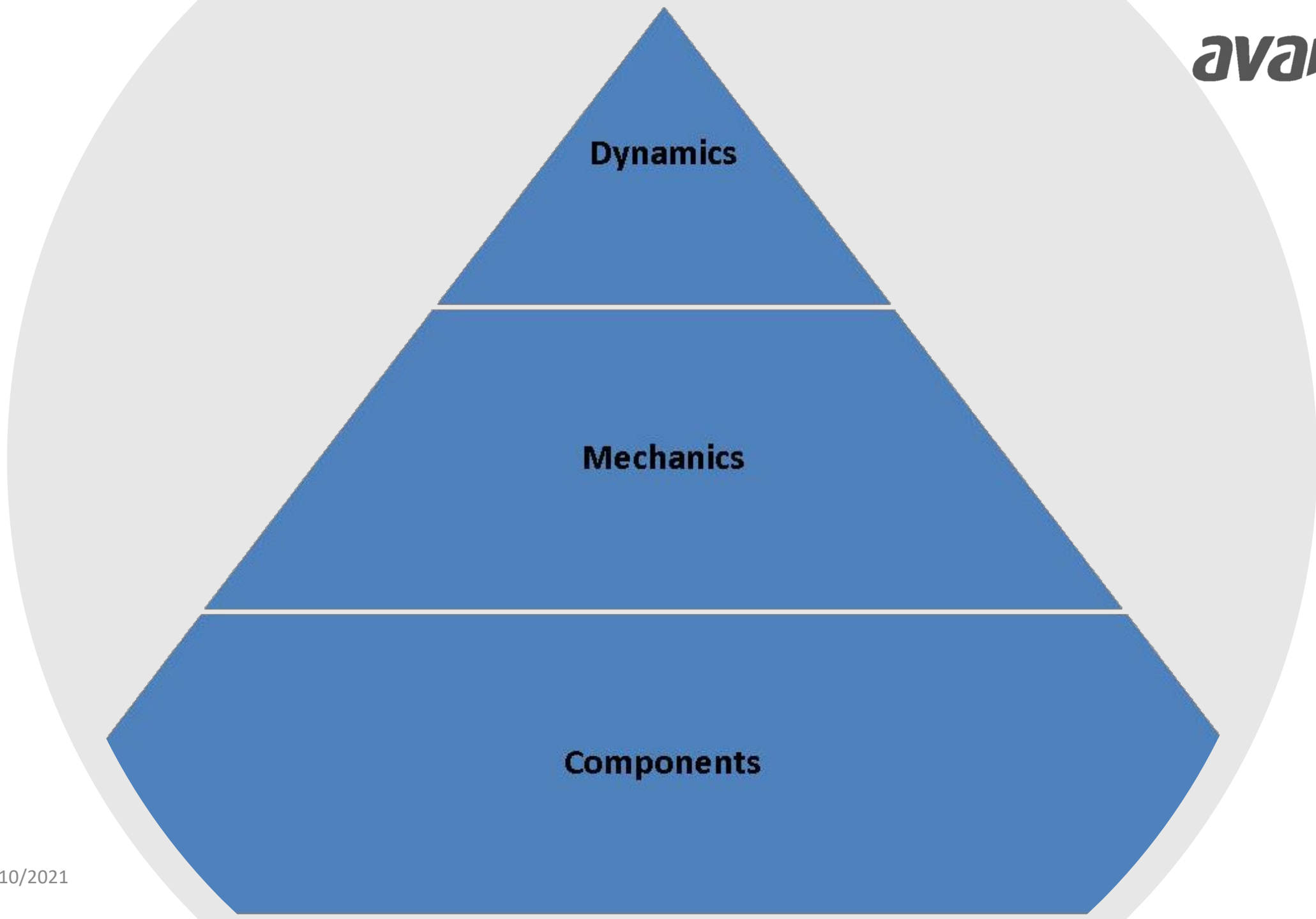
Level 2
FUN!



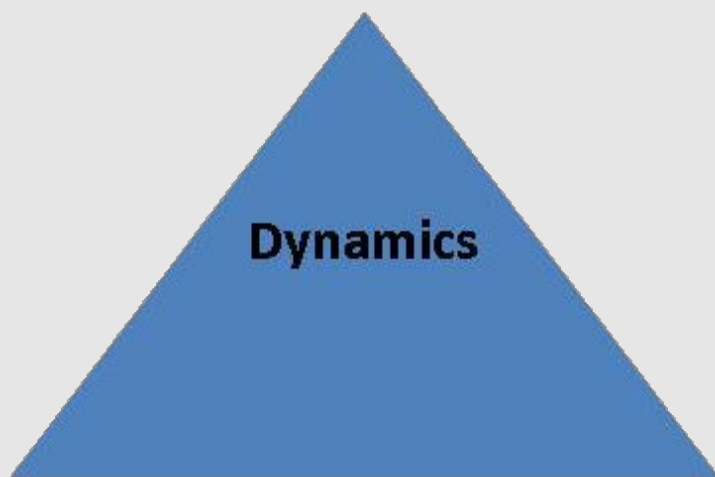








Dynamics: “The big picture”



1. Constraints

2. Emotions

3. Narrative

4. Progression

5. Relationships

Mechanics: “Processes that drive the action forward”



1. Challenges

2. Chance

3. Competition

4. Cooperation

5. Feedback

6. Resource Acquisition

7. Rewards

8. Transactions

9. Turns

10. Winstates

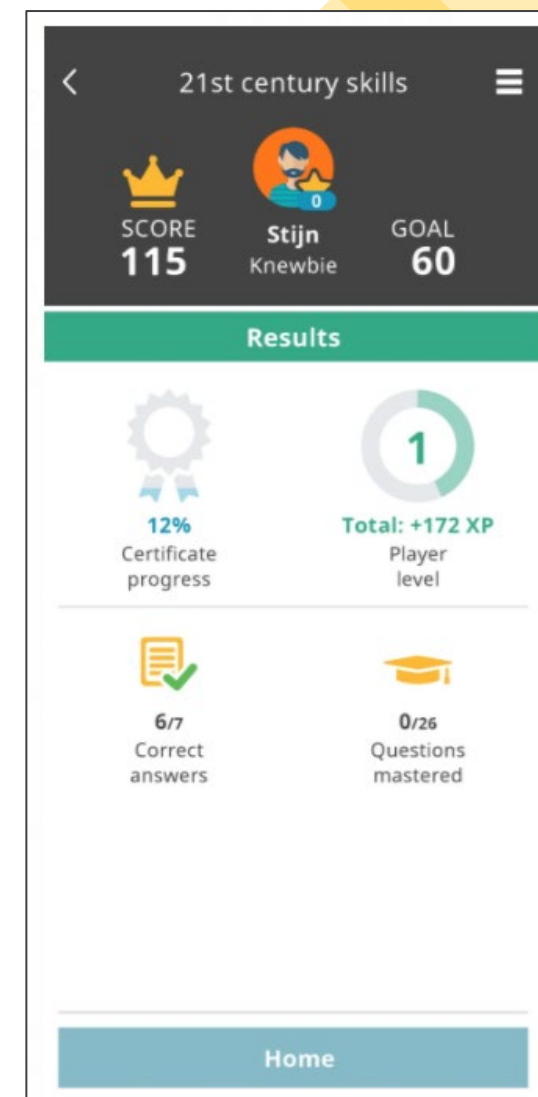
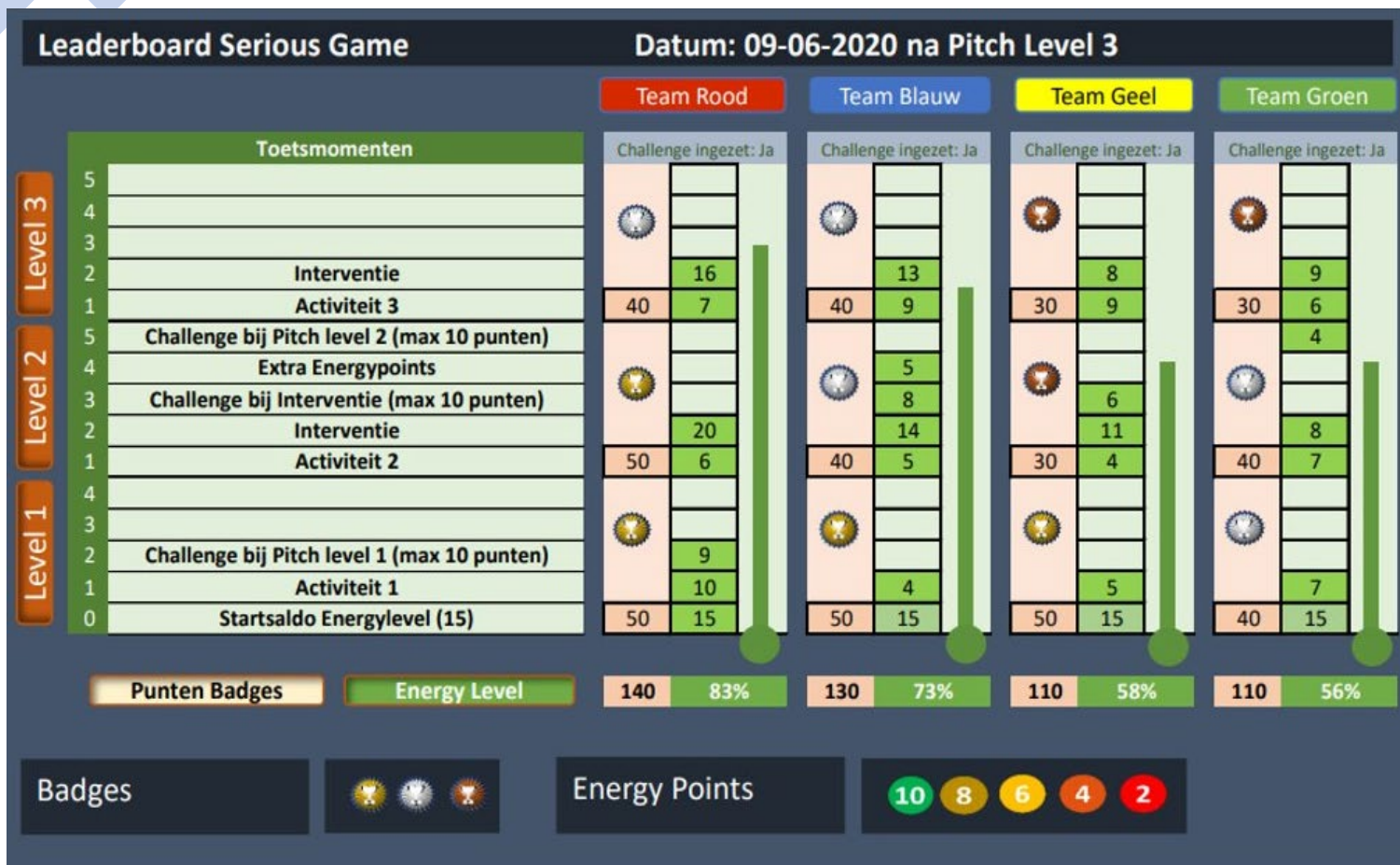
Components: “Instances of Mechanic’s and dynamics”

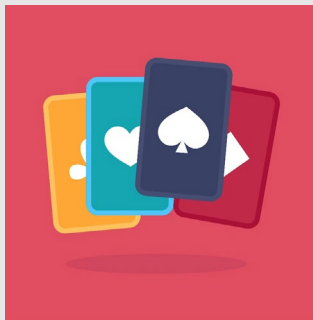


????

????

????





Opdracht

Ga op zoek naar game componenten en maak een keuze welke jullie willen toepassen om je eerder gestelde doel te bereiken.



Cashround!

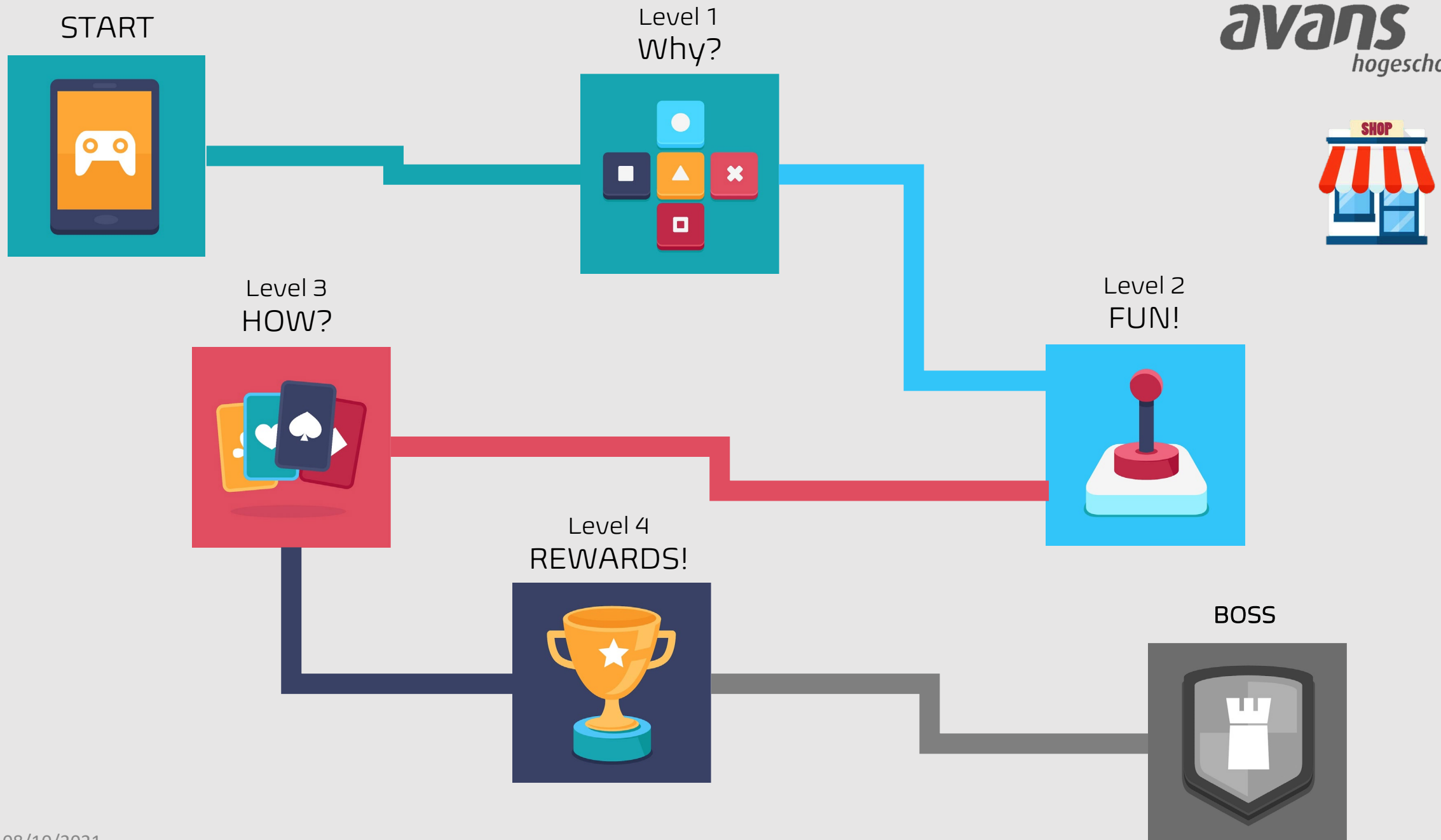
1.
2.
3.
4.
5.
6.

7.
8.
9.
10.
11.
12.



Disclaimer!

- The elements are not the game
- Not all rewards are fun
- Not all fun is rewarding
- No out of the box solution





PRAISE ME



VS





Rewards

- *Tangible V.S. Intangible – What?*
- *Expected V.S. Unexpected – How?*
- *Contingency – When?*

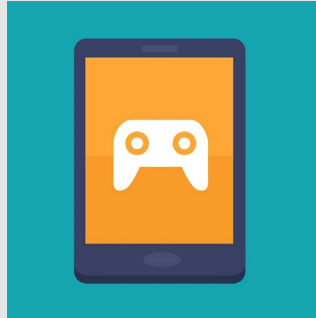


Opdracht

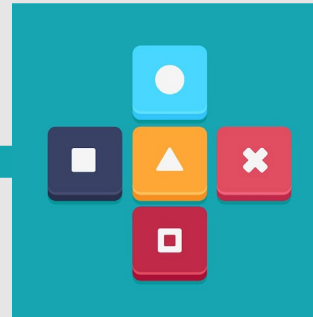
Verzin een feedback loop op basis van de eerder gekozen doelstelling en componenten. Welke belonging gaan jullie inbouwen in jullie game?



START



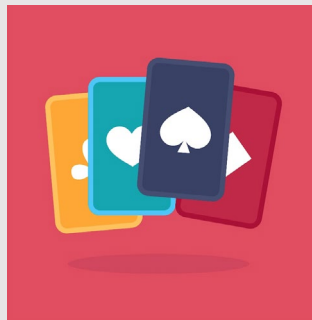
Level 1
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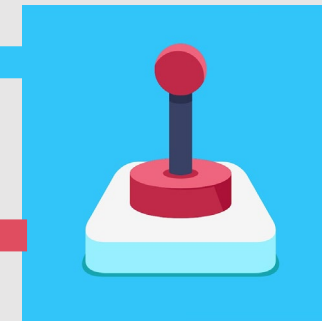
avans
hogeschool



Level 3
HOW?



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REWARDS!



BOSS



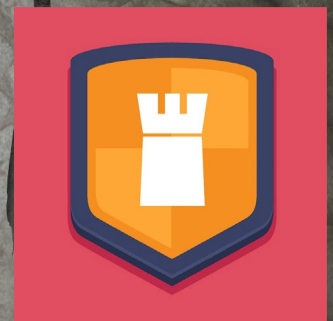
Meer weten?

Free course:

<https://www.coursera.org/learn/gamification>

Kevin Werbach

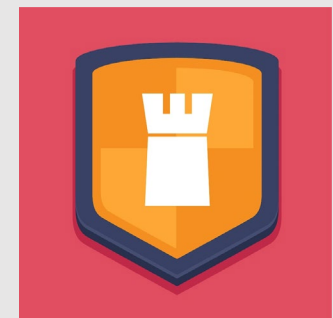
The Coursera logo, featuring a stylized infinity symbol followed by the word "coursera" in a bold, lowercase, sans-serif font.





Boss fight

Welke game elementen uit de workshop heb jij herkend? Geef 1 voorbeeld van een element wat je goed vond en een voorbeeld van een element dat je minder goed (slecht?) vond.



And the winner is....

Achievement

Teamwork makes the dreamwork!



Achievement

Huiswerk huiswerk huiswerk



Achievement

Game is the name



Achievement

Kritische noot



Quest

Kritische concert – 10 vragen

