

Training is withdrawn

Training program: **Practical Gamification**

Info:

Name:	Practical Gamification
Code:	Soft-practices-game
Category:	Soft Skills
	hr
Target audience:	sm
	management
	po
Duration:	1 day
Format:	30% lecture / 70% workshop

Gamification is the implementation of solutions used in game design into other areas of social and professional life. Using mechanisms, originally designed for games, which effectively engage the users attention, build their motivation and nudge their behaviors, they allow for significant increases in efficiency in the areas they are used.

Gamification tools also support data gathering and analysis as related to dealing with human behavior, teaching optimal behaviors or managing social processes.

This workshop is meant to introduce Gamification to participants, explain the psychological mechanisms it uses and the goals it can be used for, as well as introduce the practical tools for effective gamified solutions. Combining expert theoretical knowledge with an exploration of the practical aspects of gamification tools, it is a good basis for teams wishing to design gamified solutions.

Areas of implementation:

Developing solutions using gamified mechanisms.

Training program

1. Gamification – basic features, goals, tools

2. Psychological basis of Gamification

3. The structure of games

4. Gamification and similar solutions

4.1. Quantified Self

4.2. Pointifications

4.3. Differences, common points, possible combinations

5. Key aspects of Gamification

6. Review of Gamification tools

7. The limits of Gamification

8. Practical aspects of implementing Gamification solutions