



UI Activity

12.1 | Research and Apply Gamification

Overview

In this activity, you will partner together to research and understand the concept of gamification.

Instructions

Part 1: Set Up

1. Create a shared Google Slide presentation to gather your findings.
2. Create a slide for each of these considerations.
 - What is Gamification
 - What are the Common Principles of Gamification
 - How does it Apply & Improve UX
 - Any Trends or Current Popular Uses

Part 2: Research Gamification

1. Spend time digging into articles, research, and videos together.
2. Add findings to your slideshow.
 - Remember to create it as if you were sharing out with coworkers who are just learning about the concept.
 - Slideshow should be well designed following UX principles. Not just copy and paste.
 - Add images and well-designed typography to optimize learning.

Part 2: Add Recommendation Slide

1. Add a slide with one or two recommendations to implement into an upcoming project. This can be based on previous projects you were working on or a fictitious upcoming project.