Use of Gamification to Learn Software Processes in Workplace

Problem
1. Introduction of new technology needing new processes and collaboration methods. 2. Standard methods of “teaching” process are boring.

Goal
Use gamification strategy to develop a mobile game application in Android to make the learning process fun & efficient

Gamification
Use of game thinking and mechanics in a non-game context to engage users and solve problems

Game Type
Adventure & Board Game

SDM Process
Solution Delivery Method
Five levels: Start-up, Solution Outline, Macro Design, Micro Design, Build & Test, and Deploy

Technology
- Android platform API 15
- AndEngine (open source Android game engine)
- SQLite Database

Process
- Define Scope
- Choose Platform
- Select Maze Structure
- Draw Prototype
- Create Framework
- Implement Functions

Main Player
Explores through the maze to complete the game

Tasks
Duties to be accomplished in the work process

Components
Input or output for each task

Impact
- Will make the learning process fun and effective
- Application can be extended to other levels and roles
- Will improve collaboration among employees

Obstacles
Unexpected issues appearing during the work process

Other Roles
Main player encounters them in the game for various tasks

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