

# WORKSHEET: GAMIFICATION PLANNING QUESTIONS

*This worksheet is designed to help prevent you from overlooking any crucial pieces of planning an effective gamification component. Please see the blog post “Quick Guide to Gamification for Elearning” for more detail on each of these areas.*

Gamification Project Title: \_\_\_\_\_

1. Who is your audience for this gamification project?

2. Which specific game mechanics do you intend to include for the above project?

- |                                       |   |
|---------------------------------------|---|
| <input type="checkbox"/> Point System | <input type="checkbox"/> Immediate Feedback |
| <input type="checkbox"/> Badges       | <input type="checkbox"/> Game scaffolding   |
| <input type="checkbox"/> Leaderboards | <input type="checkbox"/> Other:             |
| <input type="checkbox"/> Levels       |   |

3. What is the goal of the gamification? Are there certain learning objectives to meet?

4. What inspiration do you have for the feel of this project?

5. How will you show learners the value of participating?

6. What will you do to foster excitement for the initiative and maintain audience interest?

7. How will you judge the success of the gamification?

8. Which, if any, of the below metrics will help you gauge success?

- |  |   |
|--|---|
| <input type="checkbox"/> Adoption          | <input type="checkbox"/> Number of active users |
| <input type="checkbox"/> Usage             | <input type="checkbox"/> Frequency of login     |
| <input type="checkbox"/> Performance       | <input type="checkbox"/> Response time          |
| <input type="checkbox"/> Number of actions | <input type="checkbox"/> Other:                 |