
Defining Gamification Video

Melissa Stocco

HCI Games Group,
University of Waterloo,
Waterloo, ON, Canada
mstocco@uwaterloo.ca

Mariam Ganaba

HCI Games Group,
University of Waterloo,
Waterloo, ON, Canada
mganaba@uwaterloo.ca

Gustavo F. Tondello

HCI Games Group,
University of Waterloo,
Waterloo, ON, Canada
gustavo@tondello.com

Lennart E. Nacke

HCI Games Group,
University of Waterloo,
Waterloo, ON, Canada
lennart.nacke@acm.org

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Abstract

Gamification is an emerging field that has developed and become popularized in recent years. Since the field of gamification is relatively new, there has been debate and confusion over the definition of the term and its use. This showcase seeks to inform researchers, designers, as well as the public about gamification, its application, and its relevance to current landscape of technology and innovation. Gamification is primarily used to improve users' motivations and engagement with non-game tasks.

Author Keywords

Gamification; Education; Serious Games;

ACM Classification Keywords

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