

Gamification Shownoter

I denne Rocket Cast sommer speciel taler vi om to ting. Gamification som bedst kan beskrives som det at bruge spil-elementer i ikke spil-kontekst, og så taler vi nye forretningsmodeller inden for computerspil, som eks. DLC og in-app purchase.

Noter:

Yu-kai Chou Octalysis:

<http://www.yukaichou.com/gamification-examples/octalysis-complete-gamification-framework/>

Sebastian Deterdinger:

http://www.ted.com/talks/sebastian_deterding_what_your_designs_say_about_you.html

Bartles Player Taxonomy:

http://en.wikipedia.org/wiki/Bartle_Test

For the Win, af Kevin Werbach og Dan Hunter:

<http://www.amazon.com/For-Win-Thinking-Revolutionize-Business/dp/1613630239>

Reality is Broken, af Jane McGonigal

<http://www.amazon.com/Reality-Is-Broken-Better-Change/dp/0143120611>

Gamificattion på Coursera:

<https://www.coursera.org/course/gamification>

League of Legends:

<http://eune.leagueoflegends.com>

Smølfebær:

<http://www.version2.dk/blog/plukket-af-smoelfebaer-29221>