

gamification

things that are fun

- problem solving
- winning
- exploring
- chilling
- teamwork
- recognition
- triumphing
- collecting
- surprise
- imagining
- sharing
- role playing
- customization
- being silly

how to get people to play

- easy / dumbed down start

players need to have control

- decisions that make a difference and have a real meaning
- values created by choices
- puzzle-aspect, not pure work, but real skill required

games are built around the players

character development

- children never fail to immitate
- make children aware of their (positive) character traits

parents

- give regular positive feedback to parents
 - makes negative feedback later easier and more cooperative

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