UNIVERSITI TEKNOLOGI MALAYSIA

FACULTY OF ENGINEERING

SCHOOL OF COMPUTING

SESSION 2020/2021 SEMESTER 1

**SCSV 3104: APPLICATION DEVELOPMENT**

**SECTION 01**

**GAMIFICATION CONCEPTS**

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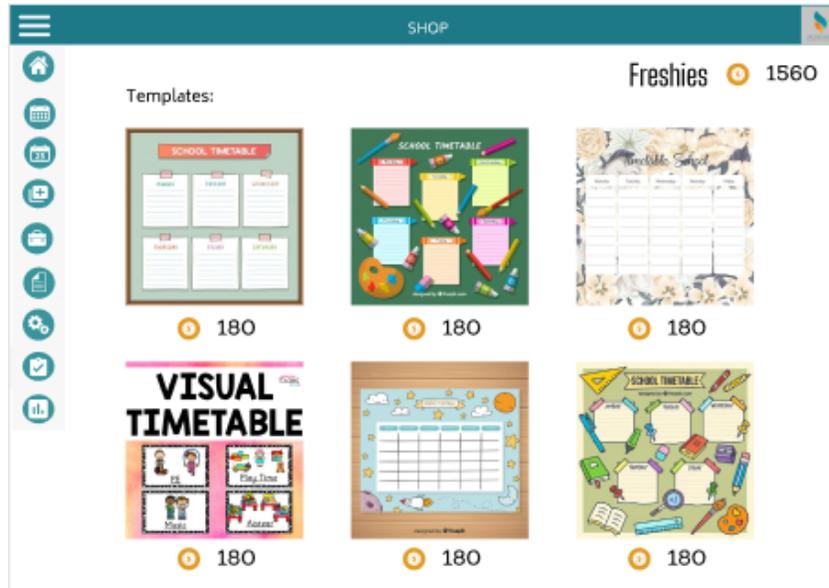
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# Gamification Concept

## Goal

This application`s goal is actually to unlock the theme and image background for the schedule that users can use in their daily life.



*Shop page to unlock theme and image background*

## Learning

The application will train the student and lecturers to be more disciplined by following and finishing the task on time.



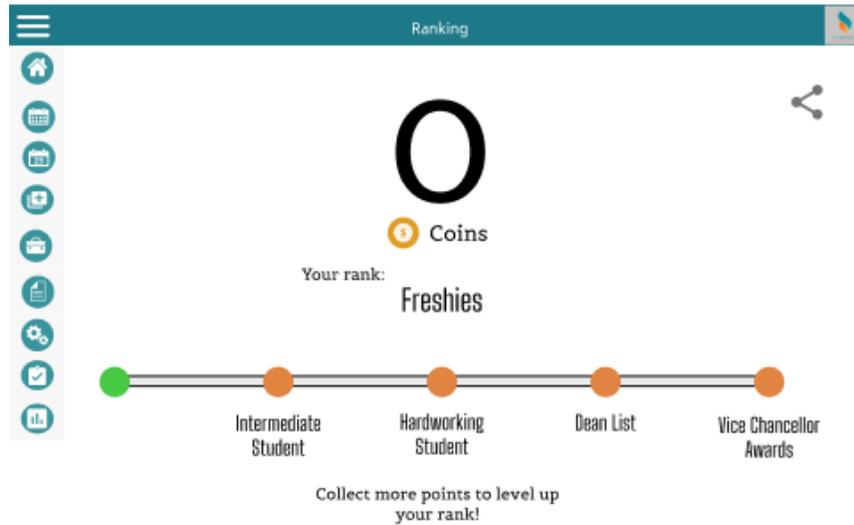*Task that makes student submit assignment on time*

**Skill**

This application will provide a reward every time a student finishes a task on time. These features will enhance and encourage the student to have a better time management. This application will also make students to be more alert with the assignment that the lecturer has given to them so that they do not miss any task that has been given.



*Tasks that makes student learn to manage time*
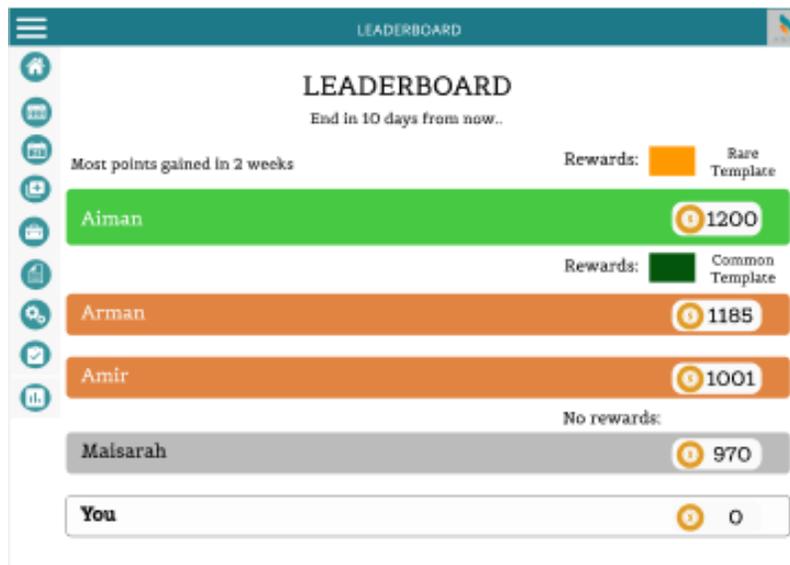
**Achievement**

For students who have achieved every 200 points they will get the title. For example, Freshies rank - Dean list rank. This will make our application more fun to be used. It also can gain the courage for students to achieve the rank.

*Rank of the user displayed*

**Challenge**

In this application, for every challenge they will get a certain reward. Every month our application will announce the date to join the competition like the user with the most points and the most beautiful timetable. This game will be implemented in the leaderboard and it will have a certain time to submit. If the user manages to win this competition will get a rare reward for example a special theme of the application, receive coins and get the special access to premium for one month. This premium access is to get the premium to the theme of application and premium background images.



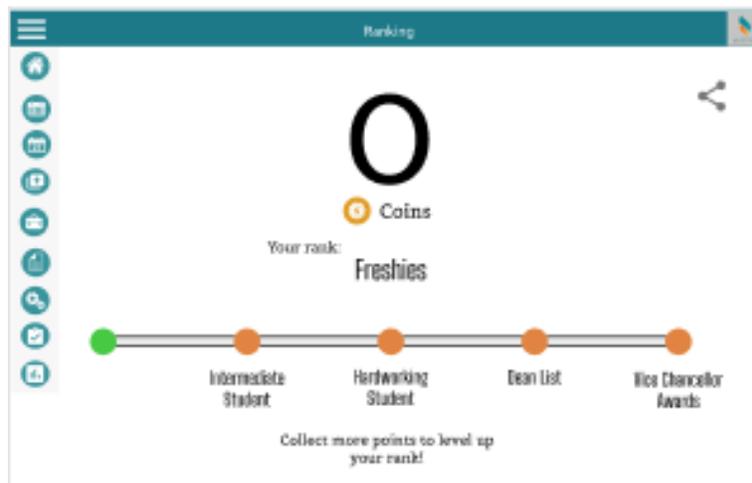*Challenge other users in limited time event*

**Reward**

- User will get the reward after finishing the task.
- Special themes will be given after achieving the points.
- Receive coin after finishing the task.
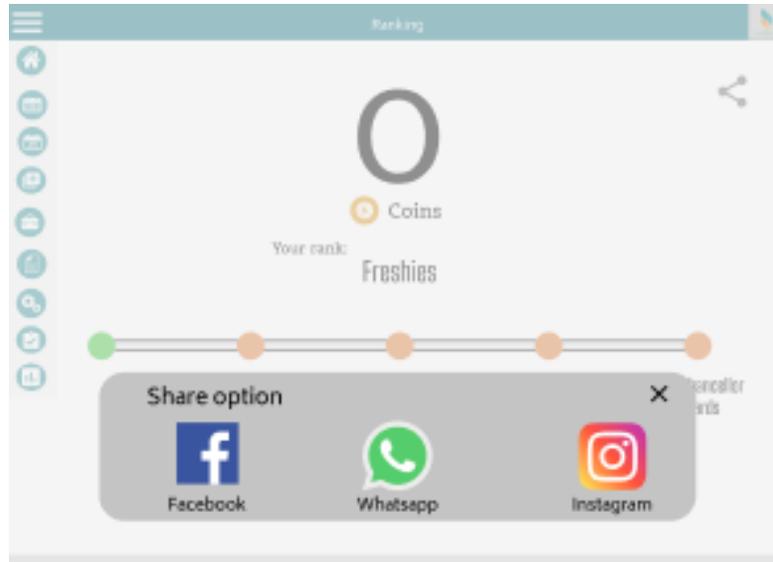- Special access to premium for 1 month.



*User get rewards after complete a task*

**Competition**

This application will be able the user to share their achievement within friends for their title, coins amount via Whatsapp, Facebook and Twitter.
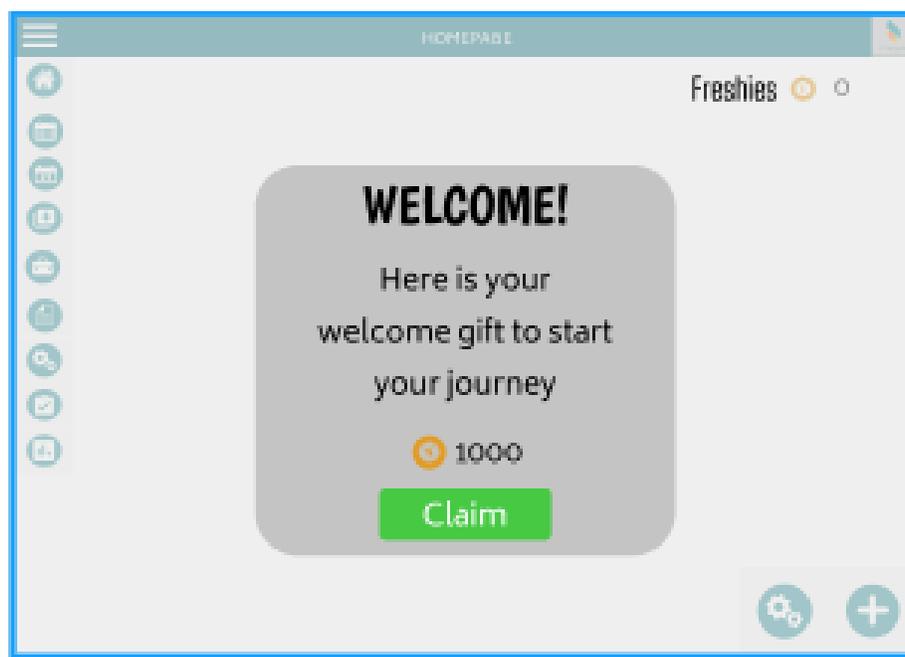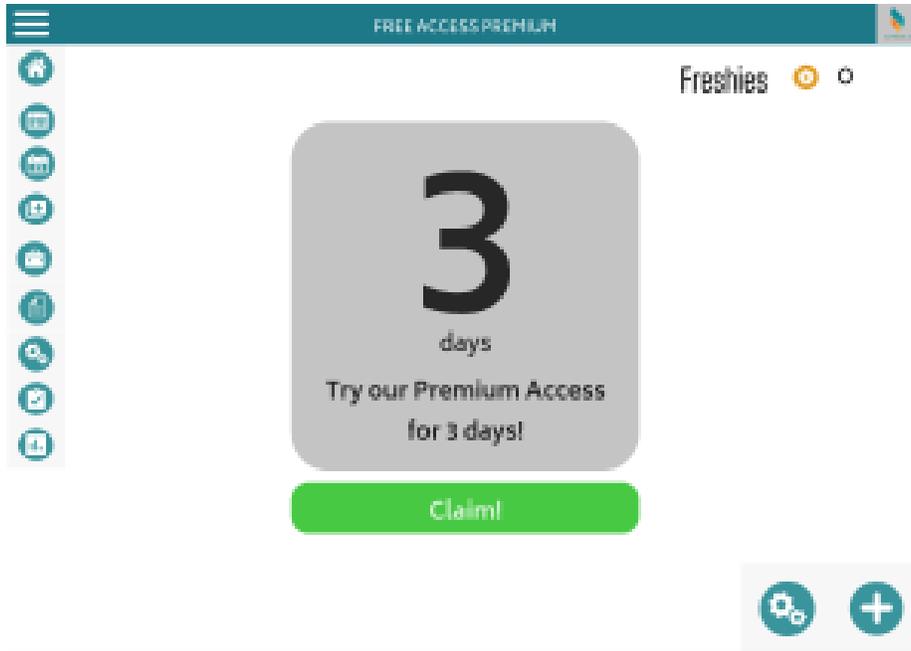
*User can share their achievement's ranking to others*
*via Whatsapp, Facebook or Instagram*
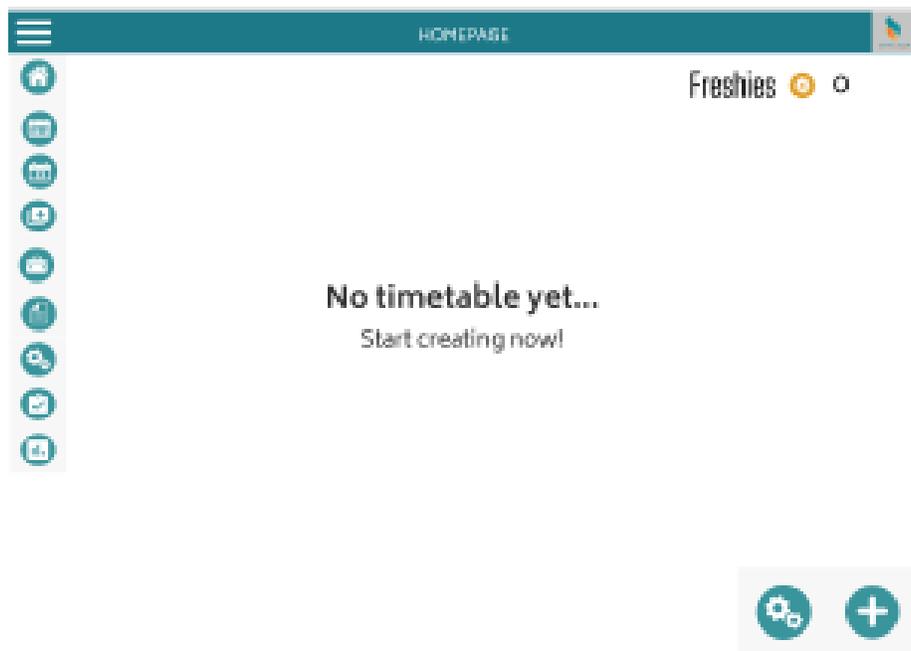
**User engagement**

- For the first time login students will get 1000 free coins.
- To make student more excited to use this apps students will get trial for premium access for 3 days
- The interface in this application is developed as user-friendly to make sure that students and lecturers will not easily get bored every time when they login into this application.



*Coin rewards for first time user*

*Premium access for 3 days as for the first time user*



*User friendly interface*