



Motivation by Gamification



Julie Price



Tech

Coach

Games



15 marathons

accenture

Coach runners of all ages, from all over the world



























A Ghoice



Option 1

Walk around A Explore

Option 4

Points
Prizes

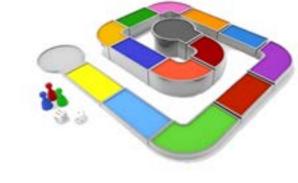


Option 3

Warning /







1. Walk & explore

2. Earn points & win prizes

3. Save the conference!









Exercise & Gaming





Barriers to exercise



- 1. It's boring Fun & exciting
- 2. Lacking support Friends & rewards
- 3. Hate it Easy & good at it









Canes





Barriers to exercise



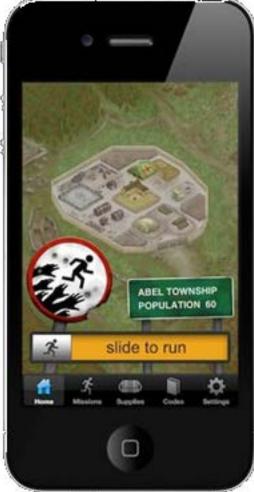
- 1. It's boring Fun & exciting
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Fun & Esciling Story

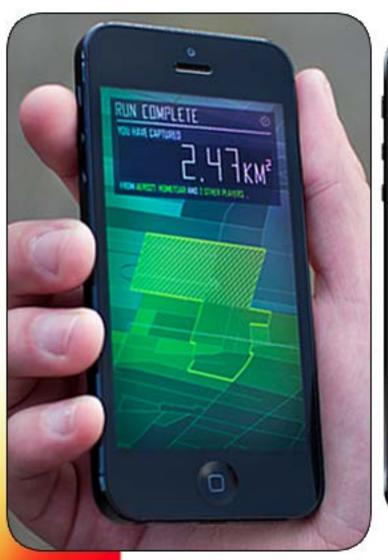








Fun & Esciling Strategy





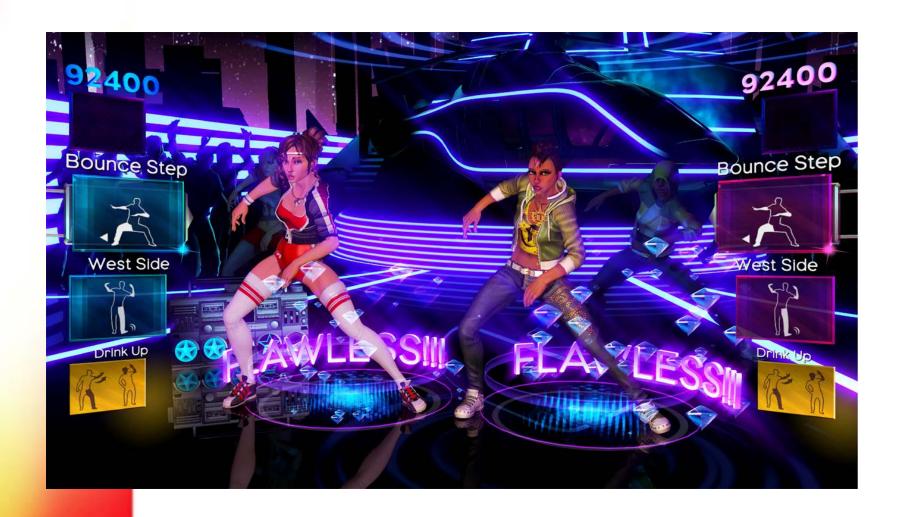




Fun & Esciling Story + strategy



Fun & Esciling Dance



Fun & Esciling At the gym





Barriers to exercise



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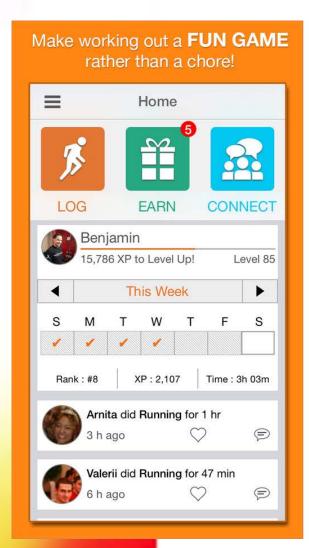


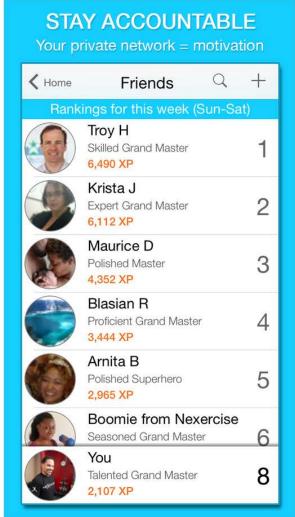


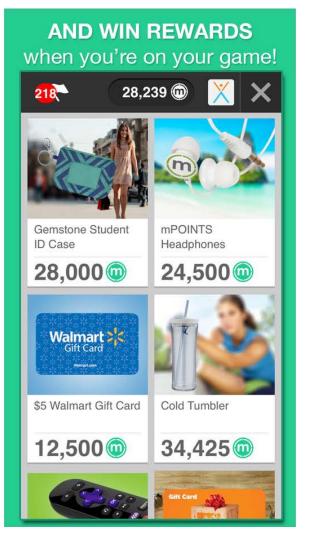


Friends & Rewards

Nexercise



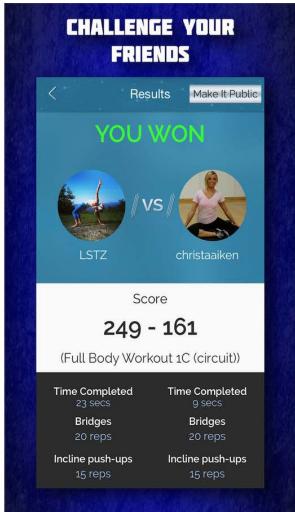


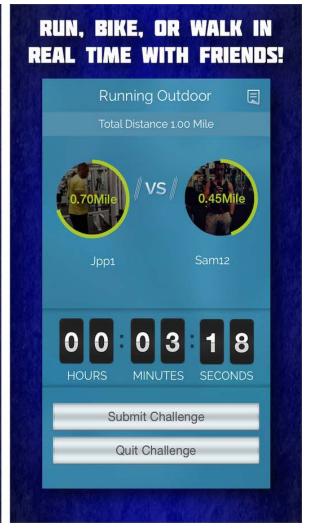




Friends & Rewards The Fitness Games





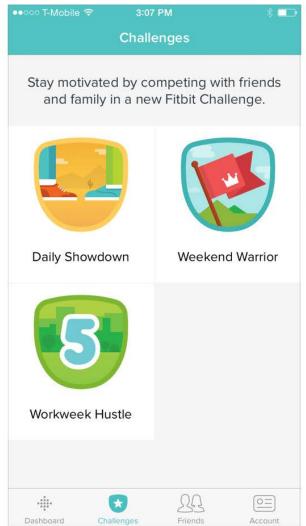


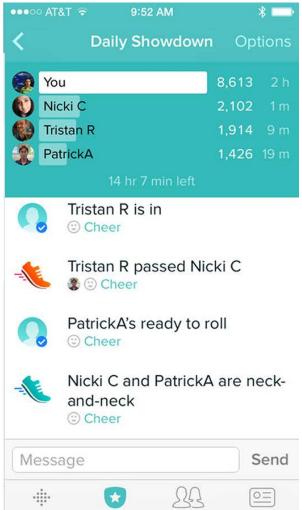


Friends & Rewards

Fitbit: Challenges







Account

Barriers to exercise



- 1. It's boring Fun & exciting
- 2. Lacking support Friends & rewards
- 3. Hate it Easy & good at it



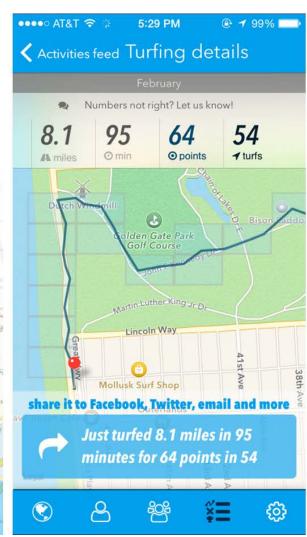


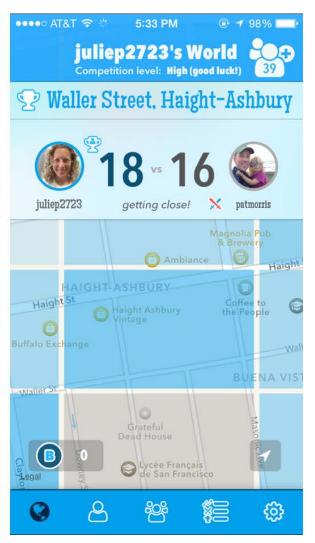
Easy & Good At It Turf.ly

actigram. Labs



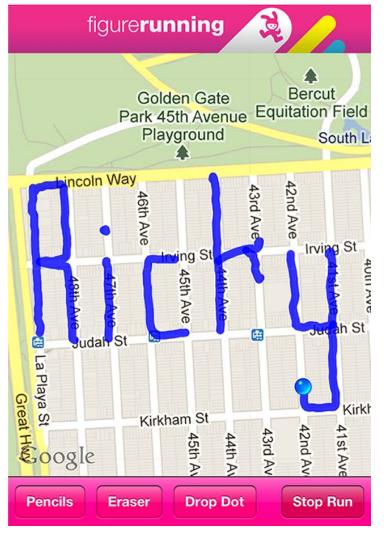






Easy & Good At It Figure Running





Easy & Good At It The Walk

Awesome Fitness Tracker | Walk in the real world to + Game + Story



move in the game



A gripping story where every step counts



Discover clues hidden in 65 gorgeous maps





Barriers to exercise



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Behavior Design Skinny City





Veggies & Fruits:

Mostly Fruits & Veggies today + My Rules

Success

Want to skip this? Skip

My Rules

- 1. A salad a meal edit
- 2. 60 minutes of exercise edit
- 3. Max 1 sweet/bad snack a day edit
- 4. Try to take 3 breaths before eating edit

My History

Current streak: 0 Days Longest Streak: 4 Days Skip's left: 2

Recent Activity

Add comment

Comment

Arya Stark, 7pm I'm going to float away after all this water.

2 Comments Like

Nina Princess, 5pm

Epic fail with too mch stress and too many cookies today. Tomorrow I'll be back on track.

Comment Like





Barriers to exercise



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What's missing?

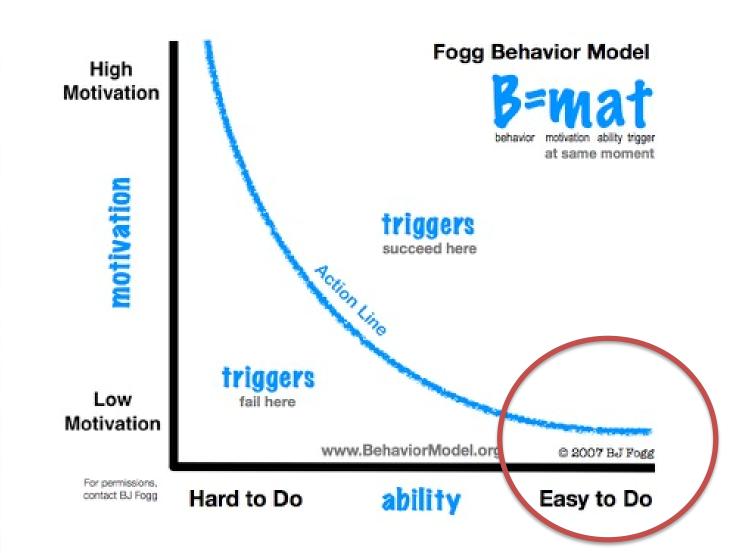


- 1. It's boring Fun & exciting
- 2. Lacking support Friends & rewards
- 3. Hate it Easy & good at it
- 4. Can't stick with it Behavior design

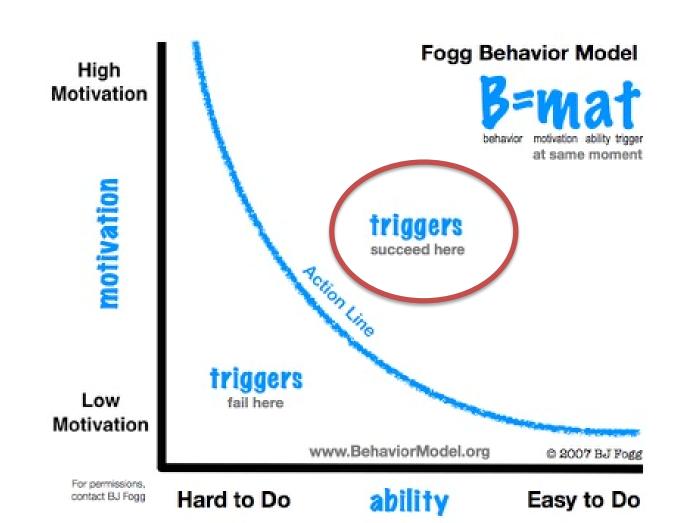




Behavior Design



Behavior Design





Hooked ModeI



Hooked: How to Build Habit-Forming Products, www.nirandfar.com

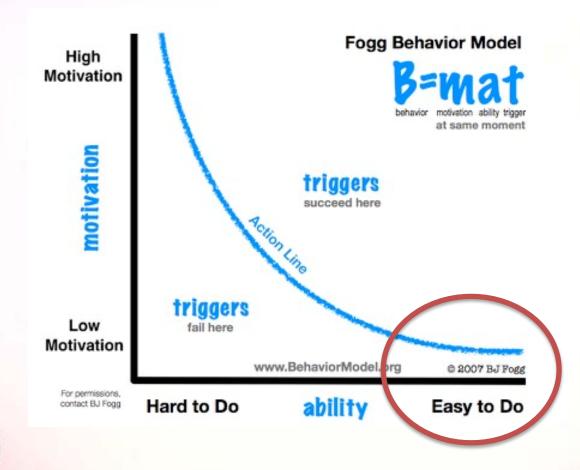




5 Opportunities in Gaming



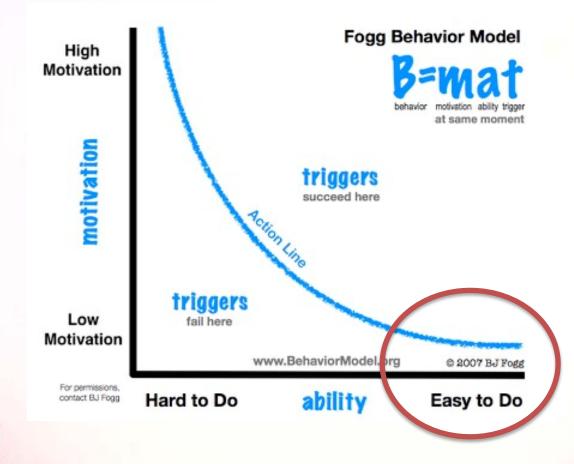
1. Make it easy







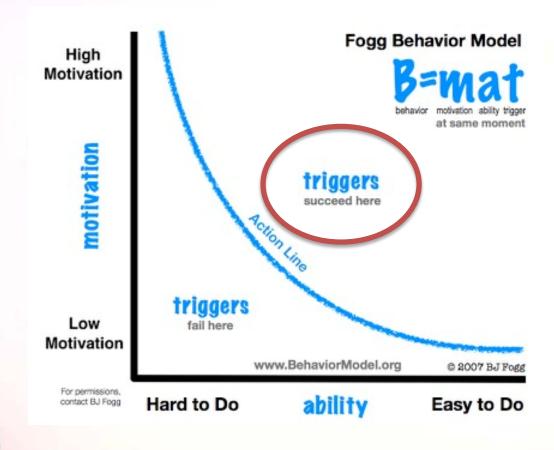
4. Make it progressive







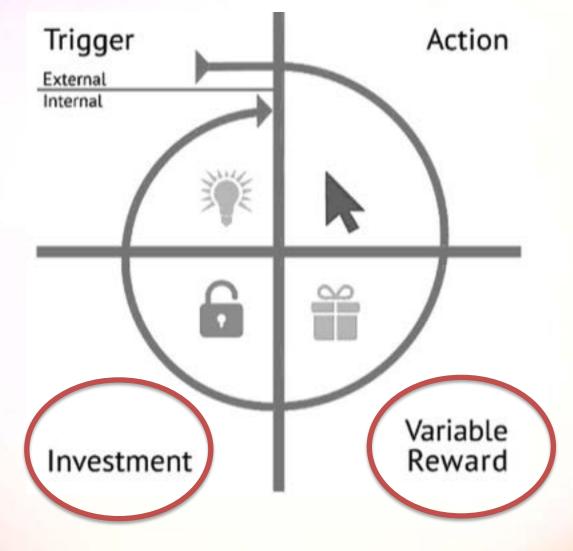
3. Focus on iriggers







4. Keep it rewarding





5. Make sure it's...







Games Summary

- 1. Games address some barriers
- 2. Problem: continued engagement
- 3. Opportunities:
 - Easy
 - Progressive
 - Triggers
 - Rewarding
 - **B** Fun!









Thank You

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