

Tallinn Summer School: Gamification Workshop

	Monday 16/07/18	Tuesday 17/07/18	Wednesday 18/07/18	Thursday 19/07/18	Friday 20/07/18
10:00	Ice breaking games, getting to know each other	Presenting and selecting ideas and forming teams	Design of challenges	Design of feedback loop and progress phases	Prototype development
11:30	Lunch				
12:30	Nature of gamification, process of gamification	Defining expected user behaviour and measurable objectives	Designing extrinsic motivators	Entertaining elements	Prototype development
14:00	Coffee break				
14:30	Playing gamification examples	Analysing the target group needs	Defining intrinsic motivators	Other game elements	Prototype presentation and testing
16:00	Free workshop				