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Interview of Vasilis Gkogkidis -
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Gamification? A Few Ideas.

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nudging collective behaviour | Kerstin
Oberprieler | TEDxCanberra

Meaningful Play: Getting Gamification
Right I just read the book "Actionable
Gamification" by Yu-Kai Chou. This is

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what I learned The Beginner's Guide
to Gamification (4 of 90): Gamification
Framework /"Octalysis /"

Gamification in public areas Good
Gamification Starts With Our Core
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Yu-Kai Chou: Gamify the Experience -

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S2 E2 -Voices of CX Podcast by
Worthix Yu-kai Chou Introduces the
Octalysis Framework Actionable
Gamification Beyond Points Badges
Yu-kai Chou is an Author and
International Keynote Speaker on
Gamification and Behavioral Design.
He is the Original Creator of the

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Octalysis Framework, and the author of Actionable Gamification: Beyond Points, Badges, and Leaderboards. He is currently President of The Octalysis Group and the Founder of Octalysis Prime.

Actionable Gamification: Beyond

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Points, Badges and ... And

Buy Actionable Gamification - Beyond
Points, Badges, and Leaderboards by
Chou, Yu-kai (ISBN: 9780692858905)
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Yu-kai was one of the earliest pioneers in Gamification, starting his work in the industry in 2003. In 2015, Yu-kai was rated #1 among the "Gamification Gurus Power 100" by RISE, and was also awarded

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"Gamification Guru of the Year Award"
for both 2014 and 2015 by the World
Gamification Congress based in
Europe.

Actionable Gamification: Beyond
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Actionable Gamification (AG) is a great

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handbook for anyone who has decided to design a service, a game, or improve his/her life with little (or big) gamification tricks. This book provides a lot of value. I mean, really a lot – a little investment in it will bring huge benefits in whatever you're creating.

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- and lifestyle. Key Features:
- Explore what makes a game fun and engaging.
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Last updated on 2019-02-19. Yu-kai

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This is where the majority of gamification efforts focus – awarding points, badges, or a place on a leader board. The third drive is the sense of empowerment that comes from being engaged in the creative process, figuring out new things and trying

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had a positive impact on readers, ranking 4.6 out of 5 stars on Amazon. It has become the de facto learning material in classrooms around the world and has been organically translated into over 15 languages. Pictures with me and readers from around the world

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Gamification Book: Actionable
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While talks on theory and the promise
of Gamification are proliferating, very
few of them provide the necessary

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tools to turn knowledge into action
that deliver a strong Return on
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