

Tallinn Winter School: Gamification Workshop

	Monday 20/01/20	Tuesday 21/01/20	Wednesday 22/01/20	Thursday 23/01/20	Friday 24/01/20
10:00	Ice breaking games, getting to know each other. Playing gamification examples	Presenting and selecting ideas and forming teams	Design of challenges	Design of feedback loop and progress phases	Prototype development (I)
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 (II)
14:00	Coffee break				
14:30	Current theories of gamification	Analysing the target group needs	Designing intrinsic motivators		Prototype presentation and testing
16:00	Free workshop	Adobe XD workshop	Free workshop		Free workshop