

Gamification Elements

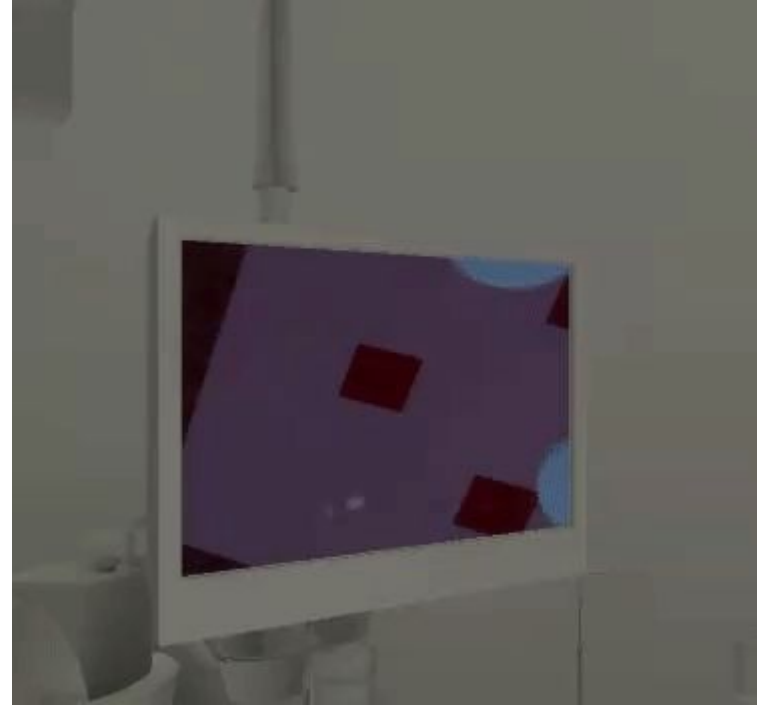


Why add Gamification Elements

- **Motivation**
 - Gamification encourages intrinsic motivation by making work more interesting and rewarding
- **Focus**
 - Interactive and game-like elements help keep users attention for longer periods.
- **Positive Reinforcement**
 - Rewards and feedback help reinforce learning and retention of information
- **Goal Setting**
 - Clear objectives and progress tracking allow users to create goals and help them stay committed to improving

Time

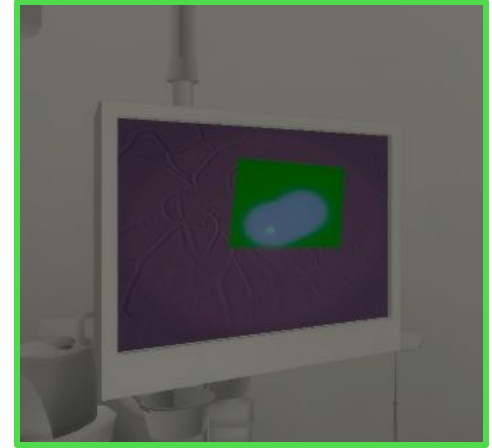
Each target board is timed to see how efficient users are at completing the level. Lower times reward players with higher scores.



Accuracy

Accuracy is measured by assessing how much the laser hit targets vs non targets.

Accuracy: **100%**



Accuracy: **50%**



Score

Each level players earn score based on their accuracy, time and targets hit. Score keeps track of how well the player is doing, with a higher score representing better performance.

Perfect Accuracy and quick time leads to a high score of **489**



Poor Accuracy and slower time leads to a low score of **294**



Grade

The grade is there to provide users a better understanding of their performance, since grades are a more familiar grading scheme than score.

Grade	Score
A	1800 +
B	1600-1799
C	1400-1599
D	1200-1399
F	1100<

