

Professor Response Form 1 - Building the world of gamification

What do you intend to achieve with this gamification?	Commitment, Learning, Social interaction
What do you plan to gamify?	Class
What is the estimated duration of gamification? (in minutes, hours, days)	60 minutes
What subject do you want them to learn?	User stories
Where will gamification be carried out?	Classroom
How many people will participate in the gamified activity?	51
What is the age range of the participants?	Young adult (18-24 years), Young adult (25-34 years)
What is the profile of the participants, what do they like?	<p>Entertainment and Culture: Movies, series, Books, reading, Theater, performing arts, Cultural events.</p> <p>Games and Digital Entertainment: Video games, board games, online games, streaming content.</p> <p>Technology and Innovation: New technologies, Programming and development, Exploration of gadgets, Participation in tech communities.</p>
Is there a specific theme you'd like to incorporate into gamification?	Space Exploration
Will participants have the opportunity to personalize their experiences in gamification?	Avatar Choice, Selection of Topic of Interest, Adaptation of the Virtual Game Environment, Choice of Team Representative Avatar (in case of competitions), Personalization of Virtual Badges or Badges, Choice of Nickname or Player Name, Selection of Specific Roles or Functions, Adjusting Communication Preferences

Professor Response Form 2 - Creating a mission

Questions	Mission
Describe the content that will be learned during this mission.	In this class, the student should be able to write user stories. User stories are specific, simple, and informal accounts of the desired functionality of the system, written from the end user's perspective. The stories should follow the pattern "I as [actor] need [action] so that [purpose]," as well as creating ease criteria for each story created.
What will be the type of evaluation?	Presentation of projects.
What types of challenges would you like to include?	Puzzles, Project Creation, Business Simulations, Case Study Evaluation
How will participants interact with each other and with the gamification system?	Collaborative Teams, Peer-to-Peer Feedback, Collaboration Challenges
What kind of rewards would motivate the participants in this mission?	Scores, Public Recognition, Virtual Badges
How will the performance of participants in gamification be evaluated?	Total Score, Level of Team Collaboration, Creativity in Projects, Adherence to Deadlines, Individual Progress
How will participants receive feedback during gamification?	Quest Completion Recognition, Comments on Creative Projects, Team Participation Feedback, Corrections and Suggestions after Case Study Evaluation, Comments on Engaging in Collaborative Activities
What happens if someone can't complete the quest?	Constructive feedback will be provided to guide the participant in improvement. The community can offer support and tips to help you complete the quest. An individual analysis will be provided to identify areas of improvement and learning. Even without completing the mission, participants can access additional educational content.