

Gamification proposal generated by GDS

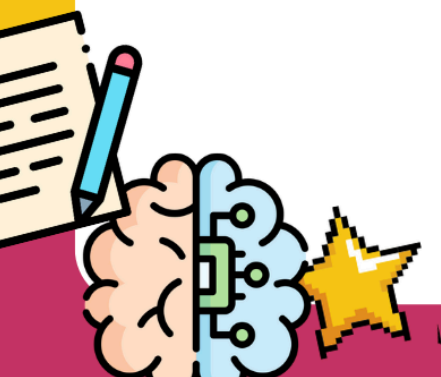
Content: Writing user stories, simple and informal descriptions of the desired system functionalities.

1. Introduction: Welcome to the world of Cyberium! A futuristic universe where technology and innovation are the pillars of society. In this world, the space race takes center stage, driving technological advancements and exploring the limits of human knowledge. It is the year **3100**, and the demand for new ideas and solutions is more crucial than ever. However, a threat looms over Cyberium: the lack of accurate and engaging user stories is delaying technological progress. The laws of this world encourage collaboration and creativity but impose strict challenges to ensure quality and precision in all initiatives.

2. About the Player: You, a young visionary, are one of the many talents seeking to make your mark on Cyberium. Motivated by your passion for technology and your quest for knowledge, you immerse yourself in a world of innovation where social interaction is essential for success. Your daily life is filled with heated discussions about futuristic movies, virtual reality series, and the latest scientific discoveries. You are here to learn, to stand out, and to make a difference.

3. Plot: However, an incident has disturbed the tranquility of Cyberium. A mysterious villain, known only as "The Forgotten," has sabotaged the records of user stories, causing chaos and confusion among the citizens. The inaccurate stories have resulted in failed projects and disillusionment among innovators. Now, it's up to you and the other heroes of Cyberium to restore order by creating clear and concise user stories to drive technological progress. With the help of experienced mentors and your determination, you embark on a journey to confront The Forgotten and restore confidence in the technological community.

4. Call to Mission: Embarking on this mission, you find yourself immersed in a new world of challenges and possibilities. Your goal is clear: to create user stories that inspire and guide developers in building new technologies. However, the road ahead will not be easy. Obstacles will arise, and challenges will be faced, but the reward will be great. Along the way, you will find allies, uncover secrets, and gain recognition as a true hero of Cyberium. By working together, you can overcome any obstacle and achieve your goals. **However, "The Forgotten" is determined to thwart any attempt to foil his destruction plan by eliminating groups of people who might conspire against him. For our plan to succeed, we need to deceive him. Every 5 minutes, a gong will sound, indicating that one member from each team must switch groups. Look at one of the panels around the room and make the swap.**



5. About scoring:

Points will be awarded based on the accuracy and creativity of the user stories created. Those who excel will be awarded distinctive titles such as:

- - “Master of Narratives”: For participants who demonstrate creativity and professional storytelling skills.
- - “Exemplary Innovator”: For participants who propose the most innovative and practical solutions.
- - “Guardian of Technology”: For participants who consistently create accurate and impactful user stories.

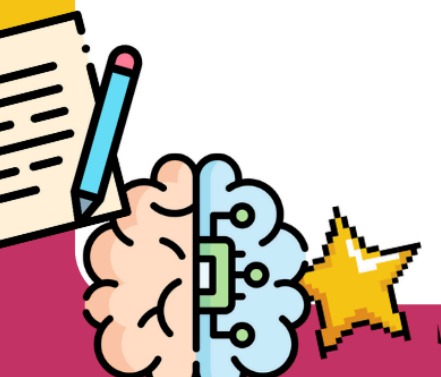
Constructive feedback will be provided if a mission is not completed, and additional opportunities to earn points will be offered. Attendance and active participation will also be considered in point allocation.

6. For the Mission

- **Phase Title:** "Exploring New Technological Frontiers"
- **Learning Content:** Creating clear and concise user stories.
- **Location:** Cyberium's Center for Technological Innovation.
- **External Participants:** Experienced software development mentors.
- **Enemies Present in the Phase:** Communication difficulties and unclear ideas.
- **Problem:** The sabotage of user stories by The Forgotten.
- **Player Objective:** Create user stories that meet end-user needs and inspire developers.
- **Mission:** Write three complete user stories following the pattern: "As a [actor], I need [action] so that [goal]."

7. The Final Challenge: The decisive moment has arrived. You confront The Forgotten, determined to stop your progress. Using all the skills and knowledge acquired throughout your journey, you must face the villain and restore order in Cyberium. The final challenge requires creativity and precision, but also as well as courage and determination. By connecting the dots and using your unique skills, you can overcome The Forgotten and emerge as a true technology hero. **The professor removed this stage because it was no longer necessary due to the limited time available for the lesson.**

8. Analysis and Awards: After the final confrontation, the points are tallied, and Cyberium's heroes are recognized for their achievements. Badges are awarded, and players are congratulated for their dedication and skill in overcoming the challenges. The community celebrates its accomplishments, and Cyberium's future looks brighter.



9. Conclude the Story: Cyberium embarks on a new era of progress and innovation with The Forgotten defeated and order restored. The accurate and engaging user stories drive the development of new technologies, and the heroes who fought for their creation are remembered as the true architects of the future. Thanks to their courage and determination, the legacy of the heroes will live on forever in Cyberium, inspiring future generations to achieve incredible feats.

