

# About gamification

1. Name

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2. What do you intend to achieve with this gamification?

*Marque todas que se aplicam.*

- ☐ Commitment
- ☐ Learning
- ☐ Social interaction

☐ Outro: 

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3. What do you plan to gamify?

*Marcar apenas uma oval.*

- ☐ Class
- ☐ Course
- ☐ Event

☐ Outro: 

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4. What is the estimated duration of gamification? (in minutes, hours, days)

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5. What subject do you want them to learn?

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6. Where will gamification be carried out?

*Marcar apenas uma oval.*

- ☐ Classroom
- ☐ Online
- ☐ Hybrid (face-to-face and online)

About the participants

7. How many people will participate in the gamified activity?

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8. What is the age range of the participants?

*Marque todas que se aplicam.*

- ☐ Child (03 -12 years old)
- ☐ Adolescent (13-17 years old)
- ☐ Young adult (18-24 years)
- ☐ Young adult (25-34 years)
- ☐ Middle-aged adult (35-54 years)
- ☐ Elderly (55 years and older)

9. What is the profile of the participants, what do they like?

*Marque todas que se aplicam.*

☐ Sports and Physical Activities: Outdoor Sports, Fitness, Bodybuilding, Team Sports (football, basketball, etc.), Water activities (swimming, surfing, etc.).

☐ Art and Creativity: Painting, drawing, music, instruments, photography, crafts.

☐ Entertainment and Culture: Movies, series, Books, reading, Theater, performing arts, Cultural events.

☐ Games and Digital Entertainment: Video games, board games, online games, streaming content.

☐ Travel and Adventures: Nature exploration, Cultural travel, Extreme adventures, Gastronomic tourism.

☐ Cooking and Gastronomy: Home cooking, Gastronomic experimentation, Cocktails, Visiting restaurants and cafes.

☐ Technology and Innovation: New technologies, Programming and development, Exploration of gadgets, Participation in tech communities.

☐ Social Activities: Social gatherings, Professional networking, Participation in clubs or groups, Organization of social events.

☐ Wellness and Spirituality: Meditation, mindfulness, Yoga, holistic practices, spiritual reading, participation in spiritual communities.

☐ Animal World and Nature: Bird Watching, Pet Care, Environmental Activism, Nature Park Exploration.

☐ Outro: \_\_\_\_\_

Engaging the narrative

10. Is there a specific theme you'd like to incorporate into gamification?

*Marcar apenas uma oval.*

- ☐ Sustainable City
- ☐ Underwater World
- ☐ Pirate Treasure Hunt
- ☐ Time Travel
- ☐ Space Exploration
- ☐ Construction of Utopia
- ☐ Mystical Journey
- ☐ Journey through the Solar System
- ☐ World of Fables
- ☐ Criminal Investigation
- ☐ Jungle Pathfinders
- ☐ Adventure in the Ancient World
- ☐ Magic and Sorcery
- ☐ Mountain Rescue
- ☐ Adventures in the Wild West
- ☐ Alien Hunters
- ☐ Adventurous Archaeology
- ☐ Space Race
- ☐ World of Robots
- ☐ Medieval Warriors
- ☐ Outro: \_\_\_\_\_

Customization

11. Will participants have the opportunity to personalize their experiences in gamification?

*Marque todas que se aplicam.*

- ☐ Avatar Choice
- ☐ Selection of Topic of Interest
- ☐ Customization of Virtual Badges
- ☐ Virtual Name Customization
- ☐ Choice of Virtual Items (clothes, accessories, etc.)
- ☐ Adaptation of the Virtual Game Environment
- ☐ Choice of Specific Challenge Track
- ☐ Profile Background Customization
- ☐ Profile Privacy Settings
- ☐ Notification Customization
- ☐ Choice of Participation Mode (Individual or Team)
- ☐ Selecting Extra Challenges or Special Missions
- ☐ Choice of Team Representative Avatar (in case of competitions)
- ☐ Adapting Accessibility Settings
- ☐ Personalization of Virtual Badges or Badges
- ☐ Choice of Nickname or Player Name
- ☐ Selection of Specific Roles or Functions
- ☐ Adjusting Communication Preferences
- ☐ Personalization of Challenge Responses
- ☐ Choice of Challenges Compatible with Preferred Difficulty Level"

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