

Building the world of gamification	
What do you intend to achieve with this gamification?	Learning
What do you plan to gamify?	Class
What is the estimated duration of gamification? (in minutes, hours, days)	3 lessons of 50 minutes
What subject do you want them to learn?	History of World War II
Where will gamification be carried out?	Classroom
How many people will participate in the gamified activity?	35
What is the age range of the participants?	Adolescent (13-17 years old)
What is the profile of the participants, what do they like?	<p>Sports and Physical Activities: Outdoor Sports, Fitness, Bodybuilding, Team Sports (football, basketball, etc.), Water activities (swimming, surfing, etc.).</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?	Time Travel
Will participants have the opportunity to personalize their experiences in gamification?	Choice of Avatar, Choice of Participation Mode (Individual or Team), Choice of Nickname or Player Name, Selection of Specific Roles or Roles