GuildWars2Hub

Daily

13 of 13 Complete

Achievements

9

Daily Kills

2

60 / 60 Kills — Completed

Daily Kill Variety

2

15 / 15 Types of Enemies — Completed

Daily Gatherer

2

20/20 Gatherings — Completed

Daily Events

3

5/5 Events — Completed

GAMEFICATION OF NfN

- Increase the number of users and records transcribed.

- Incentivize accurate data.

Competitors

Defined by:
A focus on winning, rank, and direct peer-to-peer competition.

Engaged by:
Leaderboards, Ranks

Achievers

Defined by:
A focus on attaining status and achieving preset goals quickly and/or completely.

Engaged by:
Achievements

Socialites

Defined by:
A focus on socializing and a drive to develop a network of friends and contacts.

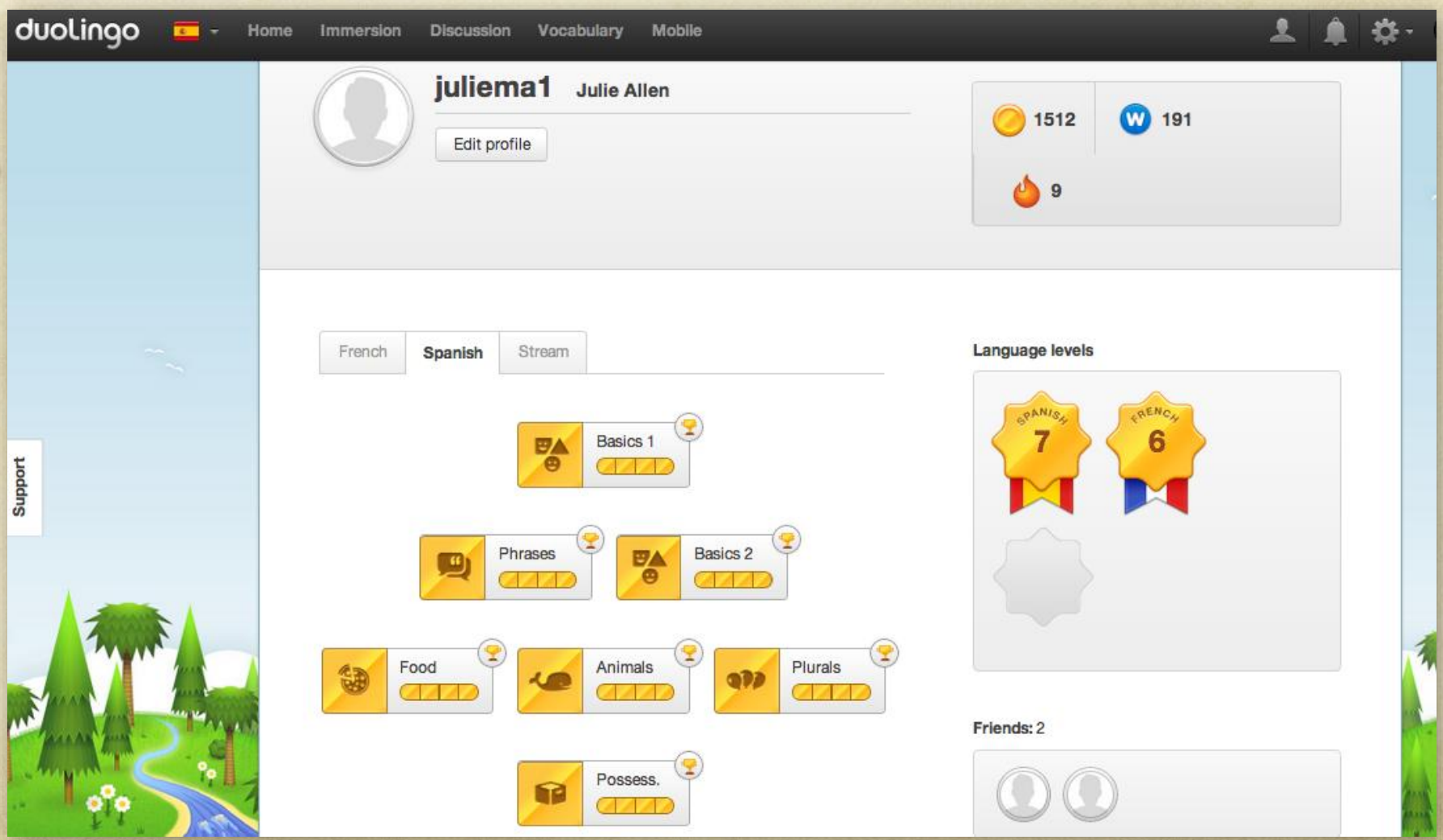
Engaged by:
Newsfeeds, Friends Lists, Chat

Explorers

Defined by:
A focus on exploring and a drive to discover the unknown.

Engaged by:
Obfuscated Achievements

User Account – Tracks Score



Verification System

- User is involved in the verification
- System looks for 5 same answers. Once the 5th same answer is entered, the answer is locked in.
- The record flashes blue and the user is awarded more points. All other users who have entered correct data on the record are also awarded points and are alerted to this next time they log in.

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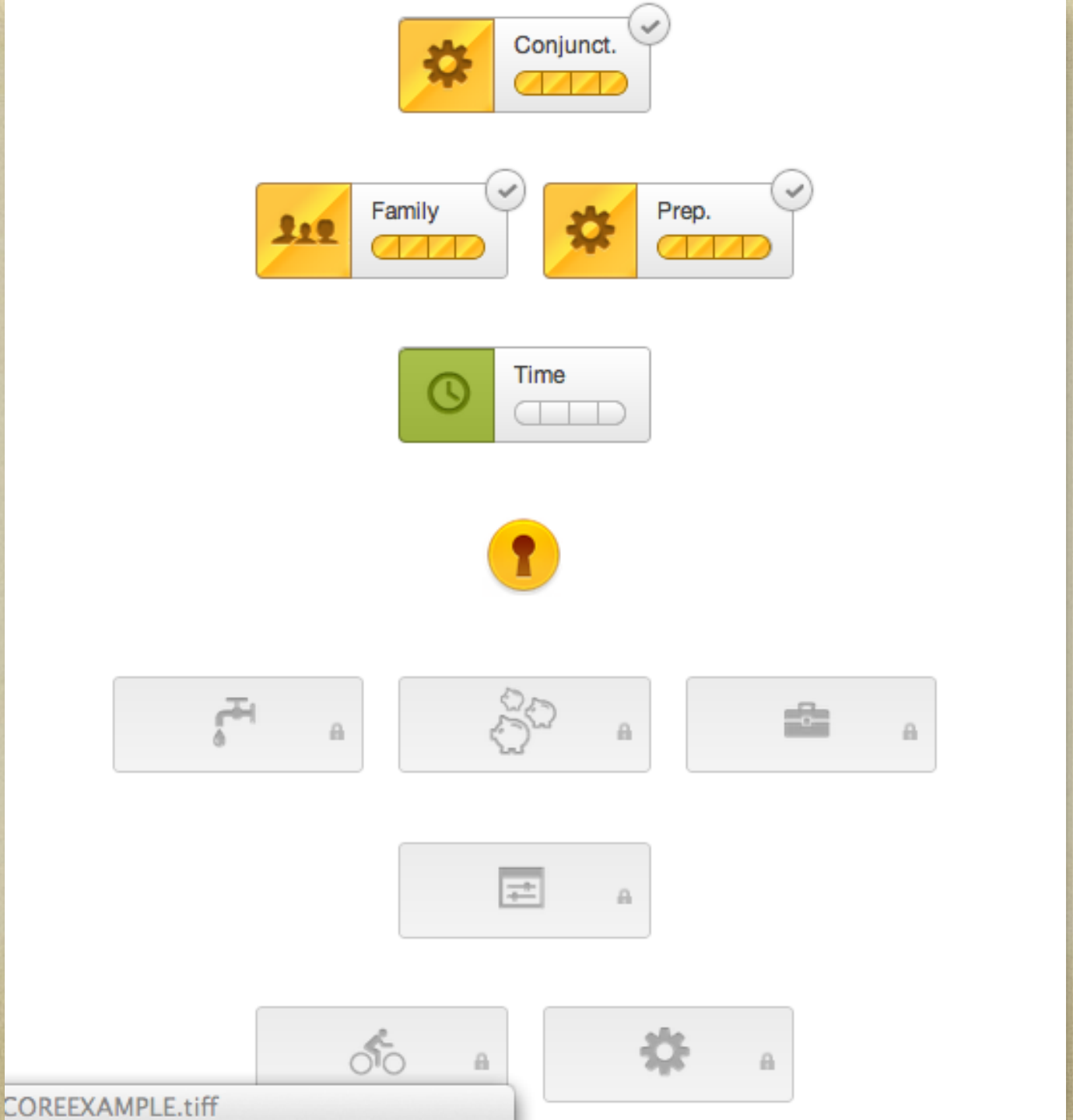
- A System of Achievements some easy to get some hard.
  - Daily Challenges.
  - Transcribe a record on your birthday
  - Transcribe records from 6 continents
  - Transcribe a record from your home town
  - Transcribe 15 correct records, 50 correct records, 100 …

Home Page Keeps Track

- Content gating keeps users wanting to explore more material.
- After a certain number of points they can unlock a new taxonomic group or museum.



COREEXAMPLE.tiff

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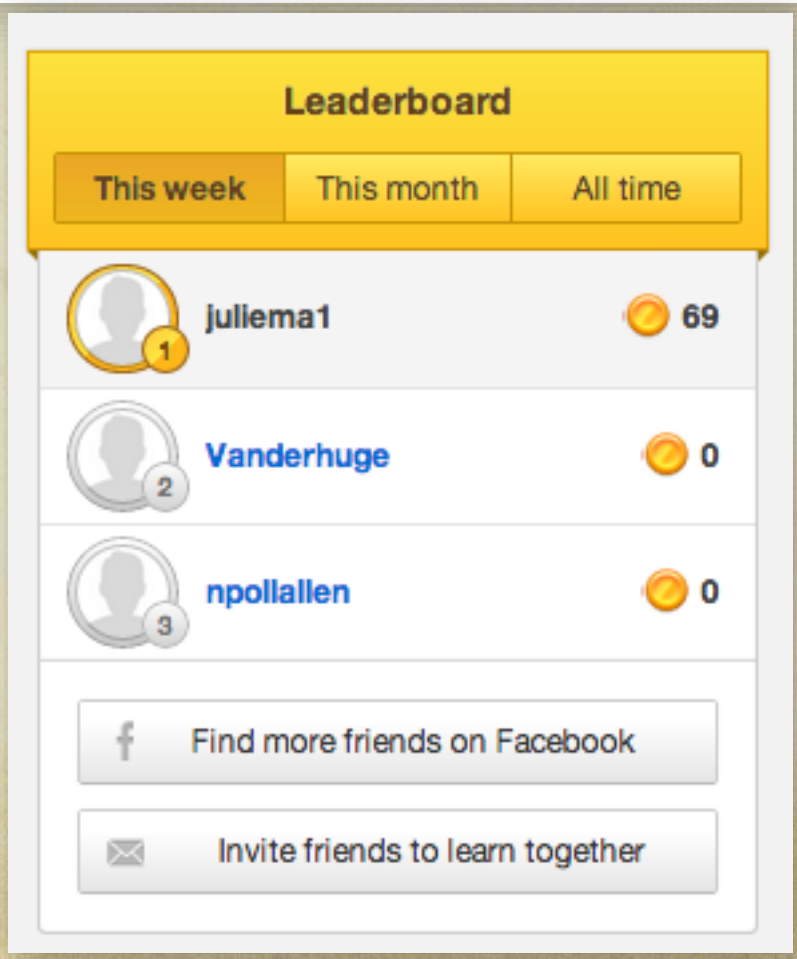
- Point System promotes competition.
- Leaderboard shows stats number of points today, number of points this week and of all time.
  - Number of records transcribed num correct.
  - Number in each museum



What Could We Accomplish This Week?

- Profile system, collects a tiny bit of data (optional) to pull into achievement system,
  - Birthday
  - City they were born in etc..
  - user interface that allows users to track the number of records hey have done over time.
  - Starts tracking points for different museums.

30 Records

10 Records

All other system changes feed on this

- Armor Games ~ reach out to them.
- Kongregate
- Duolingo – more closed
- Achievements – track this
- Competative thing – track friends
- Angry birds ~ screenshot
- Daily Challenges

- OPEN SYSTEM

Verification Step 2

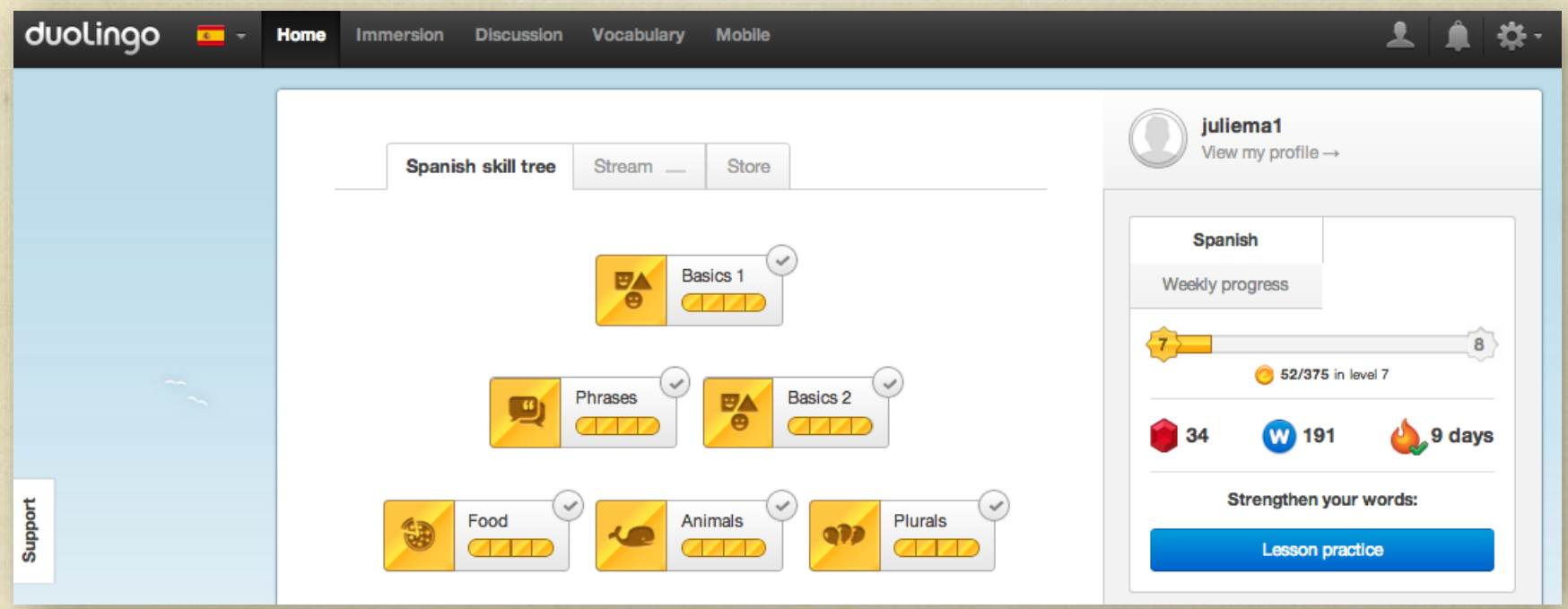
- One a record has 5 records it gets committed and does not show back up.
- On the fifth

1. Profile

Need continuous progression

1. Needs to remember number of records previously recorded

Score

- Total Records Done
- Total Correct Records Done
- Total Records in each collection
  - Have fun little animal icons.

User Account