



Gamification: Using Gaming Technology for Achieving Goals (Digital and Information Literacy)

Therese Shea

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The concept of gamification turns healthy behaviors, such as losing weight or helping the environment, into a game that rewards success. This new and exciting niche in the game industry provides limitless opportunities for young people who are interested in the cutting edge of computers and technology, and how it interacts with daily life. This book does an excellent job of explaining exactly what gamification is by showing how technologies such as smartphones and apps are upending the way games are conceived and played. The reader is then introduced to specific examples of gamification concepts in the areas of environmentalism, education, health, and social causes. These include games that incentivize such behaviors as exercising, recycling, and volunteering in the community. The examples illustrate the potential of this new concept in computer technology, sparking an interest in future computer scientists to jump into the field.



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