Gamification: Using Gaming Technology For Achieving Goals (Digital And Information Literacy) By Therese Shea

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Gamification 2020: What Is the Future of Gamification? 5 November 2012. Gamification is a tool to design behaviors, develop skills and enable innovation.
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Businesses use gaming principles in marketing
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What is gamification? | gamification.org

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Sep 14, 2013 Gamification uses online gaming and smart design to hire and engage employees, boost performance and give a jolt of adrenaline to everyone s work lives.