

"How gamification motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction"

The link: <https://www.sciencedirect.com/science/article/pii/S074756321630855X?via%3Dihub>



SHORT DESCRIPTION

The results of the study show that badges, leaderboards, and performance graphs positively affect competence need satisfaction, as well as perceived task meaningfulness, while avatars, meaningful stories, and teammates affect experiences of social relatedness.



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SUGGESTIONS

This article is a handy guide for teachers, instructional designers, or anyone interested in understanding how game features can boost motivation. You can use it in staff training sessions or college classes to look at how different design choices (like badges, leaderboards, or avatars) help meet basic psychological needs such as feeling competent and connected.

It's a great resource for planning fun, engaging digital learning setups or creating classroom activities that encourage students to be motivated from within.

KEY WORDS

- Gamification
- Education
- Social Impact

LANGUAGES

English.

PRICING

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