

GAMIFICATION SHORTFALLS

01



Not (exactly) A Video Game

Some practitioners and educators see gamification as a curricula around a video game when in reality it is using traits that make a game , apply to a non-gaming learning environment.

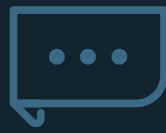
02



Quick Money

Part of the gamification hype, the need for a quick cash-in, leads to a rushed and poorly executed design.

03



Pressure

Practitioners in instructional design tend to feel some pressure to gamify every piece of training,.

04



Overhype

Practitioners argue that the concept can disillusion practitioners into a one-size-fits all approach to gamified learning.

05



Tool in a Toolbox

Gamification is nothing more than a tool that can be useful when knowing when to and when not to use.

Find out more at:

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