

GamFed Newsletter (April 26)

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GamFed Gyan #1 Inteviuw with Rui Patricio



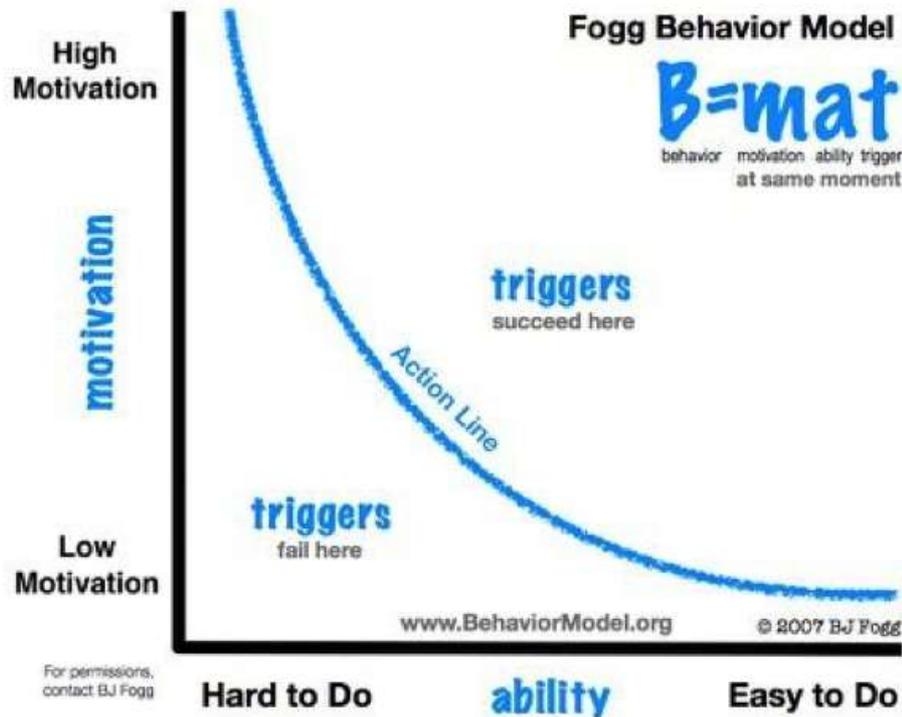
Rui Patricio is a lecturer and researcher at IADE Creative University as well as the founder of Digitalflow, a spin-off boutique-consulting firm from University of Porto in the area of Innovation Management. He is an innovation advisor, auditor, project evaluator, trainer, speaker and also a creator of gamification tools (e.g. ideaChef®), having received an award for one of the top 10-innovative ideas from the 'Born from Knowledge' competition launched by the Portuguese government in 2016. Rui is the GamFed Ambassador (Portugal)

In a wide ranging chat over Skype, Rui talked about his work, upcoming projects and what GamFed can do to contribute for the growth of gamification.

[Read the interview here](#)



An Effective Behavioural Change is Only 3 Steps Away | Gabriel Goh



Gamification designer and GamFed member, **Gabriel Goh** of Think Codex begins with a fundamental question - What do you want to change? In an interactive article Gabriel suggests that you make sure that the changes you want to implement really matter to you (motivation), the behaviours are as simple as possible (ability) and prompt yourself to take action in the right way (triggers).

[I want to make a change now](#)



Research Design for Human-Computer Interaction Studies | Gustavo Tondello

Research Design for Human-Computer Interaction Studies

Gustavo F. Tondello

Brown Bag Talk / Ph.D. Seminar
18 April 2019



Based on his experiences, **Gustavo Tondello** discusses how to prepare and conduct graduate studies in Human-Computer Interaction (HCI), presenting tips on how to choose topics and plan studies and publications. He shares suggestions on how to plan and carry out experimental studies in HCI, how to choose and define research questions, how to select a type of study, and how to document the results and prepare them for publication.

[Watch his talk here](#)



The Ultimate Octalysis Guide to Remote Work | Sabrina Bruehwiler





Octalysis Gamification can help you to create a work environment for remote workers and digital nomads that is engaging long-term and increases your employees well-being and productivity. Knowing about the Core Drives that motivate people can make the difference between a thriving, inspiring work environment and a workplace that is uninspired and boring writes gamification consultant and GamFed Ambassador (Marketing) **Sabrina Bruehwiler**.

[Tell me how to be a digital nomad](#)

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**From Player to Professional: Applied Gamification Mechanics 101 |
Bernardo Letayf | Gamification Europe**



In this talk **Bernardo Letayf** shares his experience and 5 things that worked consistently through all classes and systems he created for the past 8 years and how he went from player to professional. [Watch the discussion](#)

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GamFed Gyan - Interview series with GamFed members



Gyan is an Indian word for knowledge. GamFed has members who are not only passionate but also very knowledgeable about gamification. So in this section we interview members, find out what cool stuff they are working on, get them to share their insights, and their ideas to build a stronger gamification industry.

Every week will feature hints to the next interviewee. **This week's hint** - He is the author of 'Gamificación en la Empresa' which translates to 'Gamification in

the Company', a gamified book which was featured in the March 28th edition of this newsletter. Let us know your thoughts on every interview.

[Tell us your guess on Facebook](#)

[Create some buzz on Twitter](#)

[Or share on Slack for a community that "Slacks" together stays together](#)



News from beyond GamFed...

What the global 'play gap' means for our children's futures



Today, we're increasingly seeing a "play gap" around the world, with time and space to play influenced by socio-economic status and gender. Time to play is under threat. A decline in the number of community play spaces in an urbanised world coupled with parental safety concerns is reducing opportunities for outdoor play, too. In the United Kingdom, time playing outside has declined by 50% in a generation. One in 10 children don't get any outdoor play.

[Read what is being done to solve this crisis in this article which is a part of the World Economic Forum Annual Meeting](#)



News from beyond GamFed...

How to Use Gamification Marketing on Your WordPress Website



There are plenty of ways to add gamification to your WordPress website including customer loyalty programs, and collaborations with other businesses. You should always think carefully about your niche and the type of game mechanics readers will likely enjoy.

[Find some simple ways to use gamification on your site here](#)



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