

GamFed Newsletter (May 14)

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GamFed Gyan #3 Interview with Kira Downer



Kira Downer is a phenomenon and a delight to talk to. A self-described gamification designer (so described because she wasn't allowed "fun" in her job title), winner of the Gamification+ prize for 'Best Use of Gamification in a Business Context' at the 2018 Brighton Business School Excellence Awards for her essay on personal branding, and one of the organizers of the Annual Gamification Europe Conference, Kira is ranked among the top 50 gamification gurus by Rise Global. In a chat where she often had me in splits, Kira opened up about her journey in gamification, how she learned most of what she has by being thrown into the deep end of the pool, and the projects she is currently focussed on.

[Read the interview here](#)



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Gamification Turkey | June 2, 2019

Gamification Meetup

GAMFED GAMIFICATION MEETUP 3. ETKİNLİĞİ
2 HAZİRAN 2019 PAZAR GÜNÜ
BAHÇEŞEHİR ÜNİVERSİTESİ'NDE!
SİZ DE OYUNDAKİ YERİNİZİ ALIN!

 ROMAN RACKWITZ Centigrad GmbH, Enterprise Gaming Pioneer, EngagingLab GmbH, CEO	 JASMIN KARATAS Mindset, Founder Acemure, Gamification Chapter Lead	 GUY HALFTECK Klaack, Kurucu CEO	 NIELS VAN DER LINDEN Circular ID, Head of Product, Gamfed, Co-Founder	 AKAY SÜMŞET INVERTIV Kurucusu
 EMREHAN HALICI Türkiye Zeka Valfi Başkanı	 BAGER AKBAY Islele47, Kurucusu	 ERDEM AKSAKAL SAP, Orta Doğu Bölgesi, Gazeteler Direktörü, Yatırımcı	 BELMA TUĞRUL İstanbul Aydın Üniversitesi, Akademisyen, Oyun Savunucusu	 GÖKHAN ORUN Hadi, Kurucu Ortaak CTO
 ADEM ÇİLEK MEB Bakan Müşaviri ve Başdanışmanı	 AYSU ERENŞOY Loyalty Up, Kurucusu	 ALP KÖRSAL Khan Academy, Türkiye Direktörü	 SİMAY DİNÇ Women in Games Türkiye Başkanı	 ŞERTAC TAŞDELEN Faladdin, Girişimci



The Gamification Turkey Meetup is set to be hosted by Bahçeşehir Beşiktaş Campus on June 2, 2019, Sunday. With about 20 days to go, 30 speakers, 10 workshops and 400 participants are confirmed to attend. GamFed members such as [Niels Van Der Linden](#) (GamFed Ambassador - Education/Civic), [Roman Rackwitz](#) (GamFed Co-founder), and [Ercan Altuğ Yılmaz](#) (GamFed Ambassador, Turkey) are also expected to speak. GamFed members can buy their tickets at a special price of 50 TL.

[Stay up to date with the meetup and buy your tickets here](#)



How we use Gamification in Classroom Training | Growth Engineering



In this article, the team at **Growth Engineering** look at how you can take four elements - Leaderboards, Badges, Teams, and Competition - which make

games so much fun and apply them to a classroom setting.

[Check out the article now](#)



You have a new quest: gamify your lessons



Beaconing spearheaded by the professor of game science at Coventry University and GamFed member, **Dr. Sylvester Arnab** and team was featured by [European Schoolnet](#), a Network of 34 Ministries of Education in Europe, based in Brussels, Belgium, as one of the innovations to look forward to, in game-based learning. Congratulations, Dr. Arnab and team!

[Read the article here](#)



Gamification Europe seeking feedback for their next conference theme | Spare a minute, take the survey

Theme *

Rules for winning at gamification

- It's been emotional (triggering emotions with gamification)
- Future fun: where's gamification headed? i.e. vr, ar, immersive storytelling
- Enabling fun: platforms and techniques
- Other: _____

Gamification Europe 2019 is scheduled for November in Berlin. Spare a minute to answer which of the above can be an interesting and engaging theme for 2019. [Take me to the survey now.](#)

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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

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** - A Gamification and User Experience Consultant at MotiviUX, he's also a sessional lecturer, and Ph.D. Student at the University of Waterloo, Canada, blogging at Gameful Bits.

[Tell us your guess on Facebook](#)

[Create some buzz on Twitter](#)

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



Top 3 Game Mechanics



An initiative by [Insert Coin](#) to share, every week, the favourite game mechanics of the community members and enthusiasts of gamification, featuring experts of the field

of the gurus, experts and enthusiasts of gamification - featuring stars of the field including several GamFed members such as **Toby Beresford**, **Sabrina Bruehwiler**, **Kira Downer**, **Dr. Sylvester Arnab**, and **Vasilis Gkogkidis**.

Bernardo Letayf is the creator of Blue Rabbit bluerabbit.io which was awarded best gamification software of the year at Gamification Europe in 2017. He is a gamification speaker and expert living and working in Mexico City.

[His three favourite game mechanics are...](#)

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News from beyond GamFed...

Can you learn a language playing video games? What the research says



Language learning, in particular, seems a perfect place to try “gamified” classes. Evidence suggests gaming can encourage social skills and teamwork – as well as incredible scope to share ideas and build knowledge – there may be a good argument for ditching the textbooks and logging into another world for a while, writes [Christopher Timothy McGuirk](#), lecturer in EFL.

[Take me to the article](#)

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Is experiencing consequences key to gamification design for learning?



In the world of corporate learning, there is often a hesitation around feedback about bad choices and also around losing in a game. On the way to building confidence, we do need to know what good looks like and by its very virtue it means we need to know what the flipside looks like too, writes **An Coppens**.

[Read her article here](#)



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