Group name	Dissertation Writing Preparation / Research Methods	https://goo.gl/Bk2g5u
Background of the groups members	Senior Lecturer & Technology Advisor	

Gamification Conceptualization

					Why do we use it?	For who?	How do we use it?/ how do you implement it?	What data do we need to support that?
Game Element	Description	Do we use it? (Y/N)	How do we use it?	Response				
1. Empowerment	to perceive that he/she can impact on the situation, have a sense of control		learner can take?					
2. Smooth Learning Curves	mastering his/hel skills	Yes	different learners?	of each section. Evaluation at the end				
3. Communication Channels	it enables communication via chats, forum, etc		specifically needed?					
4. Levels	until a	Yes	What is specific for each level?	Metaphor baking a cake . Ingridients with badge				
5. Clues	goal and unblock the next level		not too few, informative without giving away					
6. Goal Indicators	Are indicators that explicit the goals	Yes	Which goals can be selected/defined?	one is achieved by the end of each session. At				
7. Skills tree	often		we organise them in a hierarchy?					
8. Guild	achieve a	Yes	is the goal of each guild? How does it	Group by subject. Forum discussion				
9. Storytelling	the act of telling stories within the game		Which story do we want to tell?					
10. Stimulated Planning	strategy to follow to complete a level or the game itself		implementation of Stimulated Planning, a					

Learning Analytics conceptualization

For each game element selected:	Why do we use it?
	For who?
	How do we use it?/ how do you implement it?
	What data do we need to support that?

Design Phase

Domain	Dissertation
Topic	writing support
Target group in mind	undergrad / post grad