Gamification

Juho Hamari
Tampere University
juho.hamari@tuni.fi

Zampeta Legaki
Tampere University
zampeta.legaki@tuni.fi

Nannan Xi
University of Vaasa
nannan.xi@uwasa.fi

Gamification broadly refers to technological, economic, cultural, and societal developments in which reality is becoming more gameful either by design or as an emergent transformation [1].

Gamification has become a prominent vein of research globally as well as in HICSS after the publication of the popular review by Juho Hamari, Jonna Koivisto and Harri Sarsa in 2014 that reviewed the then-extant seeding empirical corpus of gamification [2]. Gamification, since its inception in HICSS 2016, has thus cemented itself as one of the largest minitracks and topics of the conference. The Gamification minitrack attracts research papers from a vast array of perspectives, and therefore, unites many of the different veins, domains and disciplines of research appearing throughout the HICSS conference.

For HICSS 2022, the minitrack received 13 submissions out of which 6 papers were accepted. The Gamification minitrack is proud to present the following papers that progress gamification research from multiple perspectives; design, effects, and sustainable outcomes as well as on several domains; information systems, education, organizations, pro-social behavior, mobility and software engineering.

In *Conceptualizing Narratives in Gamified Information Systems* by Manuel Schmidt-Kraepelin, Simon Warsinsky, Scott Thiebes, and Ali Sunyaev progress the conceptualization of one the of the most prominent avenues of gamification, i.e., narratives. They pave further way for future studies that employ and investigate narrative, stories and other framing as part of gameful stimuli.

While in the above study, narrative is being further conceptualized, in *Meaningful Gameplay Design and the Effect on Eudaimonic and Hedonic Gaming Experience*, Wei Jie Dominic Koek, Vivian Hsueh Hua Chen, and Valerie Yu investigate how these narrative structures contribute to meaningful play and game enjoyment as well as how they further affect prosocial attitudes towards culturally different outgroups. Thus, the study contributes to the growing corpus of using gamification towards inclusive practices and improvements in human rights attitudes.

While the investigated inclusive and non-tribal practices in the above study are crucial for social sustainability of organizations, in *Designing Gamification for Sustainable Employee Behavior: Insights on Employee Motivations, Design Features and Gamification Elements* by Jeanine Krath, Benedikt Morschheuser, and Harald von Korflesch in turn adopt a broader lens of overall to sustainable employee behavior and how gamification design could be wielded to improve it.

One facet of such sustainability of organizational or group functioning is related to shared engagement in a group towards mutual goals. In *Encouraging Gameful Experience in Digital Game-Based Learning: A Double-Mediation Model of Perceived Instructional Support, Group Engagement, and Flow*, Mona Höyng investigates how gameful instructions and goal setting may contribute to group engagement and to consequent shared flow state and gameful experience.

In the same vein, in *Gamification for Software Development Processes – Relevant Affordances and Design Principles* by Mathias Eggert, and Melina Kriska investigate best practices and design principles for gamifying software development processes and systems towards increased positive motivation and quality of software development.

The application and effect of gamification may, however, vary between users and domains. Therefore, in *Turning Users' In-Game Behaviours into Actionable Adaptive Gamification Strategies using the PEAS Framework*, Enrica Loria, Stuart Hallifax, Maximilian Altmeyer, Lennart E. Nacke, and Annapaola Marconi develop a framework of adapted gamification.

[1] J. Hamari, "Gamification". In G. Ritzer & C. Rojek (Eds.), T*he Blackwell Encyclopedia of Sociology*. New York John Wiley & Sons, 2019.
[2]. J. Koivisto, and J. Hamari, "The rise of motivational information systems: A review of gamification research", *International Journal of Information Management*, 45, 2019, pp. 191-210.

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