

I have written a little about [Gamification](#). I love the concept and have just been doing a little bit of it on my website - [www.yars.co.uk](http://www.yars.co.uk). I have implemented very simple ideas like Achievements and Experience points for participation.

I talk to many people about such things and they often come back with the same comments. Where is the game in that? Is that not just Kudos or Karma like we used to have on forums?

My response is always the same, yes. It is exactly that. The game is the mechanic of doing a task for a reward, but now we have a buzzword for it.

However, when I talk about projects like [Digitalkoot](#) that uses a game to digitise words, people get the Gamification idea straight away.

This got me thinking. I understand perfectly well, why we call both things Gamification. However, it is clear that many don't see how the first example fits with this moniker.

Should we instead consider making it easier for people to understand?

Rewardification and Gameification.

It would be very simple to split the two.

Offering rewards for tasks in situations that are not obvious games, such as Experience points and Achievements for submitting news and reviews to my site, would be Rewardification.

Using actual games, that are easy to see as games, to complete tasks would be Gamification.

Just a thought.

Please wait...