Well, Happy New Year everyone. 2014 was a good year for gamification, but 2015 is where we will come of age I feel. Below are a couple of top 10's for my blog. The first is based on page views for blogs just posted in 2014. The second is based on comments for blogs in that year and the final is page views for all content on the site.

It looks like defining gamification was a big thing in 2014!!

Page Views for 2014 posts

1) Defining gamification – what do people really think?

Posted on April 16, 2014 As many of you know, I recently took exception to a particular definition of gamification that was doing the rounds. However, the positive effect was to make me think about what it really means and also started to make me wonder what other people think of it. So, I asked them – I did a… More...

Posted in Gamification, Opinion

2) 4 part SAMR Model to Analyse Gamification

Posted on November 12, 2014 I love coming up with new models and frameworks, I find them really handy and hope that when I share them that others do as well. However, I am also a great believer in not reinventing the wheel! Recently I happened to see a comment from one of my favourite people on Twitter, Alice Keeler,… More...

Posted in Education, Gamification, Gaming

3) Flow & gamification: a misunderstanding

Posted on July 8, 2014 Flow. A popular concept in gamification, goodness knows I have spoken about it often enough – just last week in fact. It was that article that actually made me realise that there is a distinct misunderstanding of flow as Mihály Csíkszentmihályi describes it. The image below is how we in gamification tend to view it,…
More...

Posted in Gamification

4) Points and Badges in Gamification – Not totally evil.

Posted on March 17, 2014 Over the last few days, the conversation about the use of points and badges has come up several times with several different people. The stock answer in gamification these days is that points and badges are bad gamification. They are meaningless and we should be looking at intrinsic motivation more – yet almost every implementation… More...

Posted in Gamification, Loyalty

5) The EEEE User Journey Framework

Posted on April 30, 2014 Over the past weeks as I have been re-writing chunks of my book and preparing for various talks, I have been trying to consolidate a lot of my ideas. This has so far lead to four basic frameworks. RAMP, GAME, EEEE and User Types. There is a big infographic at the end of this post… More...

Posted in [Gamification](#)

[6) The Language of Gamification – Short Glossary [Updated]](#)

Posted on September 19, 2014 As I rewrite my book, I realise that there are many terms that I have been using that may not be known to non-gamification people. When I started writing it was with the intention of using plain language. Sadly, that is not always possible. So I have started to build a little glossary of terms… [More…](#)

Posted in [Gamification](#)

[7) GAME: A design process framework](#)

Posted on May 7, 2014 Quite some time ago I released my little design framework. Well as I have been condensing my thoughts and ideas, I decided it was time to make it a little easier, so I came up with GAME. Gather Gather information by asking; What are you gamifying Why are you gamifying it Who are you gamifying… [More…](#)

Posted in [Gamification](#)

[8) A response to Gartner's new definition of gamification](#)

Posted on April 5, 2014 On April the 4th, Brian Burke, via his blog announced that Gartner had changed its definition of gamification. It would be; "the use of game mechanics and experience design to digitally engage and motivate people to achieve their goals"

http://blogs.gartner.com/brian_burke/2014/04/04/gartner-redefines-gamification/ At first I chuckled. This was very similar to the definition I use in my... More...

Posted in Gamification, Opinion

9) Non-Competitive Leaderboards

Posted on June 23, 2014   Leaderboards are evil. They create competition in environments that may not benefit from competition. They make more losers than winners and only engage the top 10 players on the board. Right? (out of context quotes ahoy!) Well, yes and no. In reality it is not quite as simple as that. It all comes down to... More...

Posted in Gamification

10) Gamification: The users perspective

Posted on July 24, 2014   As a gamification designer, it is easy to get hooked up on the intricacies of the system. The feedback mechanics, the game mechanics, the economy and the cleverness of it all. It is also easy to think, "this is going to be great" when you have a new idea and then spend waaay to long... More...

Posted in Gamification, Gaming

Comments for 2014 Posts

1. Gamification: Overjustification Effect and Cheating
2. The Language of Gamification – Short Glossary [Updated]

3. [Gamification: Low tech real-time feedback](#)
4. [A response to Gartner's new definition of gamification](#)
5. [Put up or Shut up and stop moaning about gamification.](#)
6. [Points and Badges in Gamification – Not totally evil.](#)
7. [Gamification in Change Management processes](#)
8. [What if they don't want to play?](#)
9. [Mystery, Curiosity and Surprise](#)
10. [The EEEE User Journey Framework](#)

Overall Page Views across the site

1. [User Types Hexad](#)
2. [Differences between Gamification and Games](#)
3. [A Simple Gamification Framework / Cheat Sheet](#)
4. [The Intrinsic Motivation RAMP](#)
5. [Game Mechanics in Gamification](#)
6. [Defining gamification – what do people really think?](#)
7. [Gamification Inspiration Cards](#)
8. What's the difference between Gamification and [Serious Games](#)?
9. [The Fun Survey](#)
10. [Gamification Examples and Case Studies](#)

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