



New Solution & Gamification Design Lenses Card Deck

Description

For the first time in a while, I have a sort of new product for you! The Solution & Gamification Design Lenses Card Deck!

Basically it is a series of cards that contain questions related to various frameworks I use in my life as a solution designer. They cover ground from the User Type HEXAD, to the COM-B behaviour change model and lots in between – including the “What’s the worst that could happen” card!

Available through DriveThruCards, they come as a deck of 44 cards – which is actually 2 decks of the 22 cards, just to try and make them better value for you. I am also providing a downloadable deck for you if you want that instead.

Buy Them!

The link to the physical cards is <https://www.drivethrucards.com/product/362861/Gamification-Design-Lenses>

You can get the download and print deck from here [purchase_link id="8718? style="plain" color="" text="£10 Download Buy Now!" direct="true"]



- What do I want the users to feel?
- Should they experience fear, fun, humour, love, schadenfreude etc?
- What will they find fun?

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Emotion



- How can I connect to others?
- Can I play with friends?
- How can I collaborate?
- How will I be recognised by my peers?

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Socialiser



- What's the worst thing people could do in the system?
- Why might they do it?
- How can you prevent it from happening?

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The Pessimist



- Do they know why a change in behaviour is important?
- Do they know how to change their own behaviour?
- Do they have the physical / or mental ability to change?

Capability

Category

1. Education
2. Gamification
3. Loyalty

Tags

1. behaviour
2. bmem
3. cards
4. com-b.motivatio
5. comb
6. hexad

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