



## A-Z of Gamification

### Description

This is a total cop-out of an article. However, I would love to hear your versions! It all came about when listening to an advert for a kids show called the Dinosaur Train, where there is a song that teaches A-Z using the names of Dinosaurs!

On a side note, I will be speaking at [Gamification World Congress](#) in November. I was wondering if you had any thoughts on topics. I was considering a story about real loyalty, but if you want to hear about User Types again or anything else – let me know in the comments!

- A. Autonomy
- B. Badges
- C. Challenge
- D. Discovery
- E. Exploration
- F. Feedback
- G. Game Mechanics
- H. Habit
- I. Innovation
- J. Journey
- K. Knowledge Management
- L. Leaderboards
- M. Mastery
- N. Nudge
- O. Over Justification Effect
- P. Purpose
- Q. Quest
- R. Relatedness

- S. Schedules
- T. Theme
- U. User Types
- V. Virtual Economy
- W. Win State
- X. XP
- Y. gen-**Y** (yeah I know!)
- Z. Zombies

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And for those interested, here is the Dinosaur Train A-Z!

### **Category**

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1. Gamification

**Tags**

1. dinosaur
2. Gamification
3. hear
4. know
5. loyalty
6. styleheight
7. train
8. widthatdtd
9. widthautonomytdtrtrtdbtdtdbadgestdtrtrtdctdtdchallengedtrtrtdtdtddiscoveryttrtrtdetdtdexplorationt
10. widthtbodytrtd

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