

Introduction to Gamification Minitrack

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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 itself after the publication of popular review by Juho Hamari, Jonna Koivisto and Harri Sarsa in 2014 that reviewed the then extant seeding empirical corpus of gamification [2][3]. Gamification minitrack, 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 of research appearing throughout the HICSS conference such as computing, media, information systems, management, business, education and governance.

The Gamification minitrack itself consists of 8 presentations, however, the gamification theme will continue in the following minitrack called “Digital mobile services for everyday life”.

References

- [1] J. Hamari, “Gamification”. In G. Ritzer & C. Rojek (Eds.), *The Blackwell Encyclopedia of Sociology*. New York John Wiley & Sons, 2019.
- [2] J. Hamari, J. Koivisto, and H. Sarsa, “Does Gamification Work?-A Literature Review of Empirical Studies on Gamification”. In proceedings of HICSS, 2014, pp. 3025-3034.
- [3]. 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.

Presented in “Digital mobile services for everyday life” –minitrack

Gameful self-regulation: A study on how gamified self-tracking features evoke gameful experiences by Lobna Hassan, Nannan Xi, Bahadir Gurkan, Jonna Koivisto, and Juho Hamari

Session 1:

Flow in VR: A Study on the Relationships Between Preconditions, Experience and Continued Use by Lobna Hassan, Henrietta Jylhä, Max Sjöblom, and Juho Hamari

Loot Box Purchase Decisions in Digital Business Models: The Role of Certainty and Loss Experience by Konstantin Roethke, Martin Adam, and Alexander Benlian

Using Gamification to Support Users’ Adoption of Contextual Achievement Goals by Jian Tang, Ping Zhang, and Yilin Jia

Does Tailoring Gamified Educational Systems Matter? The Impact on Students’ Flow Experience by Wilk Oliveira, Armando M. Toda, Paula T. Palomino, Lei Shi, Seiji Isotani, Ig Ibert Bittencourt, and Julita Vassileva

Session 2: Gamification in education and health

Using the “Daily Missions” Gamification Strategy To Promote Incremental Progress on Programming Assignments by Stephen H. Edwards and Andrew B. Goldman

“Fine-Dusty”: Gamification of Particulate Matter Risk Communication by Ju Yeon Choi, Helane Jin, Soojin Hwang, Sooyeon Kwon, and Youn Ah Kang

The Role of Gamification in Health Behavior Change: A Review of Theory- driven Studies by Manuel Schmidt-Kraepelin, Simon Warsinsky, Scott Thiebes, and Ali Sunyaev

“Who cares about fireworks?” – A Study on Digital Coaching, Gamification and Exercise Motivation by Miralem Helmefalk, Leif Marcusson, and Anna Sell