Measuring Research Productivity: An Innovative Sport Gamification Approach

Emergent Research Forum Paper

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Abstract

While gamification has traditionally been applied at the student level in educational settings, the same concepts and capabilities can be applied to measuring research productivity of educators through a gamification application using a problem-based learning approach. Research productivity is an area of high importance in academic fields and has gained considerable attention and analysis in the Information Systems field. The gamification approach supports an organizational goal of increasing research productivity, while also creating performance and evaluation measurements using a relatable and easy to communicate sport method. This research contribution includes an innovative research productivity measurement approach that closely follows a well-known sport paradigm of basketball, and introduction of gamification within an academic setting to improve communication and decision-making. Additional contributions of the design science research include development of a reusable artifact, construct development, and sport gamification method.

Keywords

Gamification, Basketball, Research, Design Science, Problem-Based Learning, Communication