

Course : Gamification Overview, Hands-On Workshop

Practical course - 1d - 7h00 - Ref. FGF
Price : 910 CHF E.T.

NEW

Discover gamification in a whole new way! This collaborative, interactive, and fun one-day workshop combines the Gamification Fresque—which introduces the principles of gamification and the mechanisms of engagement and motivation—with the Gamifi'cartes workshop in the afternoon, where you'll practice designing engaging gamified experiences.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Understanding the World of Gamification and Its Challenges
- ✓ Develop concrete ideas for gamified experiences
- ✓ Identify game mechanics that can be applied to your projects
- ✓ Assess the presence of gamification in various projects
- ✓ Implement a gamification strategy tailored to your company or project

Intended audience

Anyone interested in learning about gamification in general—and the gamification canvas in particular—to enhance their projects

Prerequisites

None

Practical details

Interactive discussions on the Gamification Mural, followed by a collaborative workshop and case studies using Gamifi'cartes

Teaching methods

Interactive discussions on the Gamification Mural, followed by a collaborative workshop and case studies using Gamifi'cartes

Course schedule

PARTICIPANTS

Anyone interested in learning about gamification in general—and the gamification canvas in particular—to enhance their projects

PREREQUISITES

None

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

1 The Gamification Mural

- Understanding Phase: Identify the definitions of gamification and serious games, then match them with adjectives using cards and badges
- Analysis phase: Identify the engagement drivers used in a variety of gamification examples—physical, digital, and in various contexts
- Creative Phase: Identifying the gamification mechanisms used within the Gamification Mural itself
- Presentation phase: Each team discusses its mural and its messages. General debriefing

2 Hands-On Workshop: Integrating a Responsible Digital Approach into the Company

- Quick Overview: Business/Educational Objectives, Target Audiences, Desired Behaviors, Constraints, and Risks
- Card-driven ideation: card draws and selections (mechanics, feedback, progression, rewards, social elements, storytelling, economy, ritual, surprise) aligned with the 9 levers of engagement
- Paper prototyping: user journey storyboard, engagement loops, friction points, rules, and feedback
- Pitch and Cross-Feedback

Hands-on work

The Gamifi'cartes Workshop is a fun, collaborative workshop designed to generate relevant gamification ideas for a specific project.

3 Creating a deliverable: developing an action plan for the company

- Analyze the challenges of gamification for your company or project
- Develop a prioritized and structured action plan for integrating gamification into your company or project

Hands-on work

Developing an action plan.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

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Dates and locations

REMOTE CLASS

2026 : 9 Dec.

2027 : 26 Mar., 18 June, 24 Sep., 10 Dec.