



**ILLINOIS GREEN
BUSINESS ASSOCIATION**

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Gamification of Certification

Anthony Santarelli



Game Plan

- **What is Gamification?**
 - **History & Context**
- **IGBA Certification Development**
- **Certification Recognition Frameworks**
- **New IGBA Certification Badges**
- **Add Gamification to Your Programs**
 - **Creating & Maintaining**
- **Future Focus**
- **Questions**



What is Gamification?

Definition: Gamification is framing an activity like a game to make it more motivating. The process involves applying game mechanics and game design techniques *to engage and motivate people to achieve their goals.*

- Desires & Needs | Status & Achievement
- Not a new concept

What is Gamification?

History

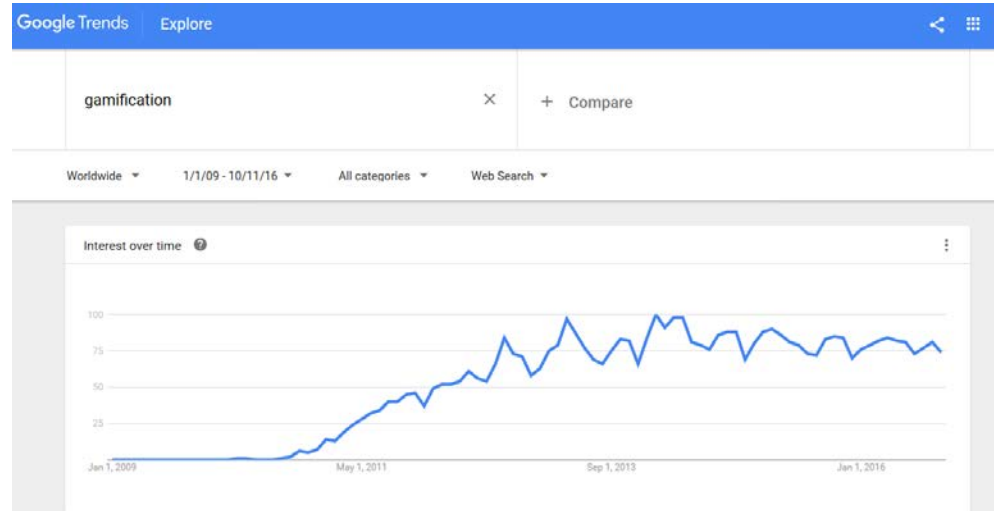
- A tactical approach that went digital
- A long history of using play or fun to motivate people



What is Gamification?

(Recent) History

- **2003:** The term was first coined by computer programmer Nick Pelling
- **2009:** Foursquare app released and viewed as gamification “blueprint” of badges, leaderboards and points
- **2011:** The term becomes really popular. It’s added to Gartner’s hype cycle
- **2012:** People become dubious about gamification. Gartner predicts a large number of gamified applications will fail by 2014
- **2013:** Foursquare phases out the gamification elements of its app



What is Gamification?

Game Mechanics for Green Business

- **Game Mechanics are strategies to reward activity among users**
- **Points, Badges, Levels, Leaderboards, and Challenges**
- **Success depends on design**

What is Gamification?

Recipe for Success in Gamification

Successful gamification tools work when they:

- Give users the motivation to do something (the chance to win, receive rewards or gain recognition)
- Give users the ability to carry out a task – by facilitating it, or breaking each task into bite-size chunks, increasing the perceived capability for the user
- Give the user a trigger or cue to complete the action

What is Gamification?

How Gamification Helps Green Business Programs

"If you can gamify the process, you are rewarding the behavior and it's like a dopamine release in the brain. Humans like a game." --Frank Farrall, Deloitte Digital

- Decrease stagnation and drop outs
- Increased engagement opportunities



IGBA Certification Development

Pilot to v2

- TAG structure and purpose
- Weighted measures
- Program design considerations



Cert. Recognition Frameworks

Binary

- **Businesses complete the full program to attain certification**
- **Status options are certified or not certified**
- **Able to market a more concrete definition of certification, but one size fits all**
- **Engagement opportunities limited to being “in progress”**
- **Advancement potential is low after certification is reached**



Cert. Recognition Frameworks

Levels

- **Businesses can achieve varying levels of certification depending on percentage of program completion**
- **Status options include the levels of certification indicating varying levels of achievement**
- **Able to better market the degree of business achievement but may decrease consumer understanding**
- **Engagement opportunities include “in progress” and moving to next level**
- **Advancement potential to move to higher levels of certification**



Cert. Recognition Frameworks

Sectional (Badges)

- **Businesses can achieve certification by completing each section of a multi-sectional program**
- **Status options available at the completion of each section**
- **Able to specifically market the areas in which a business has acted to be greener**
- **Engagement opportunities possible at the completion of each section**
- **Advancement potential to add new sections to drive continuous improvement**



New IGBA Certification Badges

Program Specifics

- Structure and plan
- Room for creative and dynamic badges
- Continuous engagement and encouragement
- Process for weighting measures



New IGBA Certification Badges

Benefits of the Badge

- Make more carrots to reward steady progress
- Precision in marketing and transparency for customers
- Continuous improvement triggers



New IGBA Certification Badges

Lessons Learned in Development

- Design with the outcome in mind
- Agree upon the level of granularity
- Make the process easier on the creators



Add Gamification to Your Programs

Creating A Program

- **Identify Value**

- Make a list of the things that users value most about their interactions with the program
- Incorporate these values into the program

- **Guide the Experience**

- Put guidance to the next steps somewhere prominent – early on, the more directed the experience, the better
- Make a big deal about accomplishments – success should feel good



Add Gamification to Your Programs

Creating A Program

- **Balance Content**

- Stretch your content. As players grow experienced with the system, achievements should become less frequent
- Early goals should be effortless to accomplish – set an early precedent for success. The most meaningful achievements should be the hardest to obtain

- **Creativity**

- Think of unexpected rewards and special privileges for top performers
- Give users additional opportunities to promote each other



Add Gamification to Your Programs

Maintaining A Program

- **Iteration**
 - No program is perfect on the first try; Check your results to look for issues
 - Refine estimates and adjust incentives
- **Content Creation**
 - Create new goals and add higher levels to status systems for top users
 - Run promotions and seasonal events



Add Gamification to Your Programs

Maintaining A Program

- **Expansion**

- Add new features. Typically your first take at gamification is feature light. Once it is running well, introduce new features to deepen the experience
- Expand existing features. Maybe open them up to new audiences or broaden the scope covered



Add Gamification to Your Programs

Further Considerations

- **Align the objective of users with those of the organization**
- **You can't just slap points, badges and leader boards on to anything**
- **The target audience must be engaged with meaningful incentives**
- **Do not confuse activity with success**
- **To motivate users, focus on which behaviors you want to influence most**
- **Don't reward everything; this gets too confusing for the user to understand**



Future Focus

For Gamification

- **Maturing with more focus on the importance of design and the experience being created**
- **Defining clear business objectives to engage audiences at a deeper level**
- **Eventually, a seamless experience**



Future Focus

For IGBA Certification Badges

- **Monitoring results and tweaking design**
- **Expanding gamification services within organizations**
- **Enhancing the experience with GreenBizTracker web tool**



Questions?

Anthony Santarelli
Anthony@illinoisgba.com