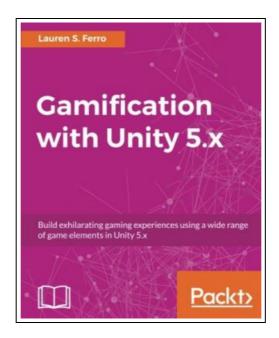
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Packt Publishing - ebooks Account. Paperback. Condition: New. 328 pages. Dimensions: 9.2in. x 7.5in. x 0.7in.Key FeaturesAchieve your goals in a funfilled way by creating gamification projects from scratchLeverage the Unity 5. X toolkit to create stunning and appealing projectsMake your transition towards a pro project manager developer by learning tricks and techniquesBook DescriptionAre you looking at implementing gamification techniques for your business and wondering where to get a complete rundown of all the tricks and techniques Well, you have come to the right place! This book will start right from the basics such as gameplay elements and their functionalities before gradually moving onto creating your first gamification project from scratch. Youll be given the tools and shown how to perform various techniques for creating gamified applications in different contexts. Finally, you will implement various game elements into Unity, publish your own task management application, and get to know the best practices and approaches when designing gamified experiences. What you will learnAssess your learners abilities by setting up challenges and questsImplement the game elements that relate to the project into UnityPublish your own task management application to better engage readersImprove your design using methods of playtesting and iterationIssue OpenBadges to recognize achievements and set up an online database to store your users achievements. About the AuthorLauren S. Ferro is a gamification consultant and designer of game and game-like applications. She has worked, designed, consulted, and implemented strategies for a range of different purposes, including professional development, recommendation systems, and educational games. She is an active researcher in the area of gamification, player profiling, and user-centered game design. Lauren runs workshops both for the general public and companies that focus on designing user-centered games and game-like applications. She is also the creator of a game design r

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