Examples

Research question:

If we decide to gamify an image tagging task, should we give people the ability to disable the gamification?
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Method:

- **Image-tagging system**
  - Participants were either given a choice to enable/disable or were forced one way or the other
    - 2:1:1
  - Two tutorial images (one with, one without gamification for the choice group)
    - For choice group: asked about each option, given the chance to enable/disable
  - Tags were coded mostly for sensibility (to analyze how productive people were)
  - Enjoyment/competence/autonomy/pressure questionnaire given to everyone
  - Game elements questionnaire given to only people with gamification
Examples

Research question:
If we decide to gamify a system, should we give people the ability to disable the gamification?

Method:

- Image-tagging system w/ enabled/disabled gamification and questionnaires
- Results:
  - Gamification motivated participants (motivation: amount of tags produced)
  - Choice motivated participants who disabled gamification
  - Tag quality unaffected by gamification
  - Choice improved autonomy