



RG Gamification

Let the Open edX
eLearning game begin



Why we created RG Gamification tool?

Online learning market demands flexible gamification tools

Open edX doesn't have any native one

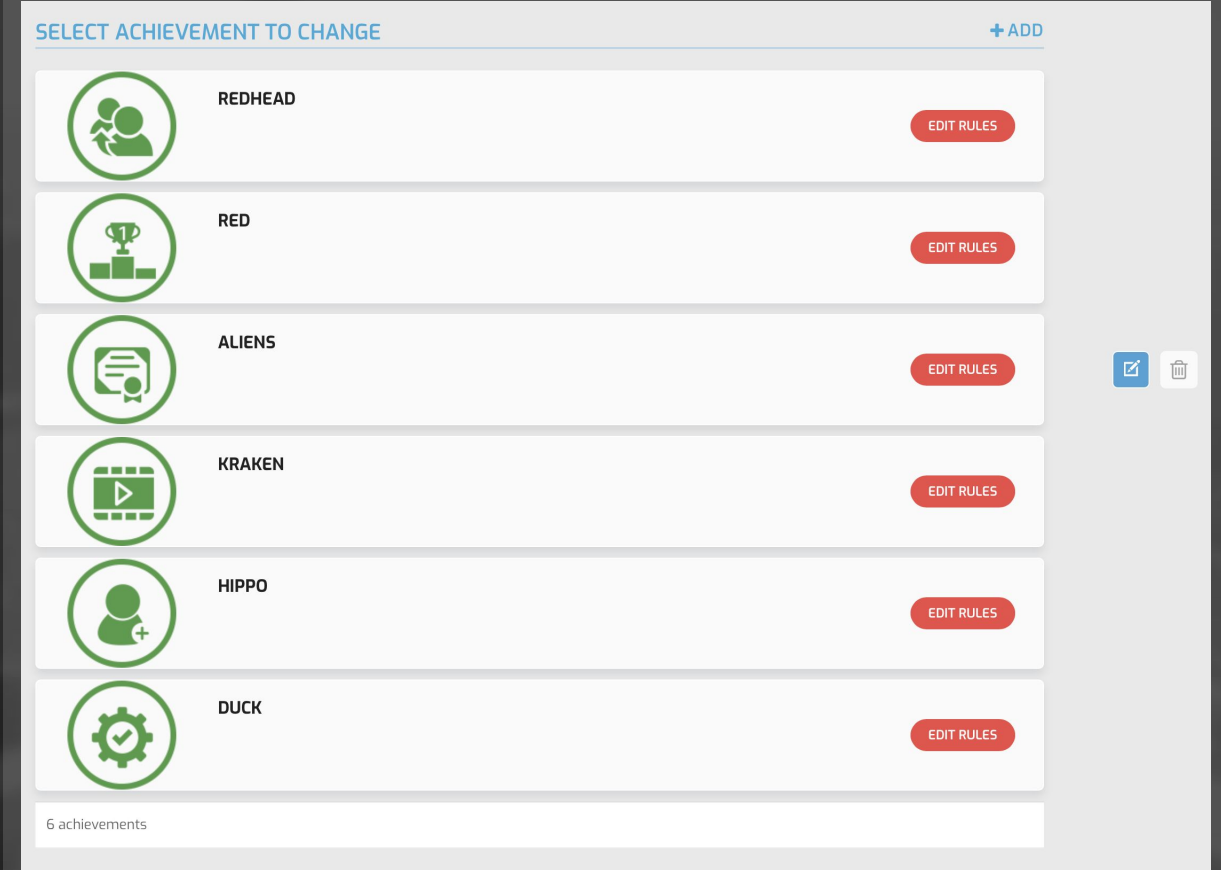


What do we offer?

- Market-standard set of motivators: points, badges, statuses, leaderboards
- Easy-to use pick & click rules creator
- Variety of signals: problems, videos, discussion posts.... You name it
- Ability to set external signals: FB repost, your HR/L&D system...
- Set of filters: organization, course, timeframes...
- Ability to easily set gamification rules of any complexity
- Informative and great-looking learner dashboard
- Leaderboard

Achievement configuration

Set any number of gamification rules (conditions for getting points and badges)



The screenshot displays a user interface for configuring achievements. At the top, there is a header "SELECT ACHIEVEMENT TO CHANGE" and a "+ ADD" button. Below this, a list of six achievements is shown, each with a circular icon, a name, and an "EDIT RULES" button. The achievements are: REDHEAD (icon of two people), RED (icon of a trophy), ALIENS (icon of a document with a speech bubble), KRAKEN (icon of a play button), HIPPO (icon of a person with a plus sign), and DUCK (icon of a gear with a checkmark). To the right of the list, there are two small icons: a blue square with a white pencil and a white trash can. At the bottom of the list, it says "6 achievements".

Achievement Name	Icon Description	Action
REDHEAD	Two people	EDIT RULES
RED	Trophy	EDIT RULES
ALIENS	Document with speech bubble	EDIT RULES
KRAKEN	Play button	EDIT RULES
HIPPO	Person with plus sign	EDIT RULES
DUCK	Gear with checkmark	EDIT RULES

6 achievements

Achievement configuration

Set any number of gamification rules (conditions for getting points and badges)

The screenshot displays a user interface for configuring achievements. At the top, it says "SELECT ACHIEVEMENT TO CHANGE" with a "+ ADD" button. Below this, there are several achievement cards. The "REDHEAD" achievement is selected, and a modal window titled "Rules for 'redhead'" is open. This modal is divided into two columns: "ACTIONS" and "FILTERS".

ACTIONS

Event type	Count	Action
problem	30	DELETE
enrollment	15	DELETE
course	5	DELETE
likes	30	DELETE

At the bottom of the ACTIONS column is an "ADD" button.

FILTERS

Filter	Value	Action
Organisation	Microsoft	
Start interval	March 12th	CLEAR
End interval	March 31st	CLEAR
Add fields	Select...	

At the bottom of the FILTERS column is an "ADD" button.


At the bottom of the modal are "SAVE" and "CLOSE" buttons.

Below the modal, the "REDHEAD" achievement card is visible with an "EDIT RULES" button. Below that is the "DUCK" achievement card with a gear icon and an "EDIT RULES" button. At the bottom of the page, it says "6 achievements".

Achievement configuration

Set any number of gamification rules (conditions for getting points and badges)


SELECT ACHIEVEMENT TO CHANGE + ADD



REDHEAD EDIT RULES

CHANGE ACHIEVEMENT

Title


Image 

Description


Slug

Badge id

SAVE CANCEL



RED EDIT RULES

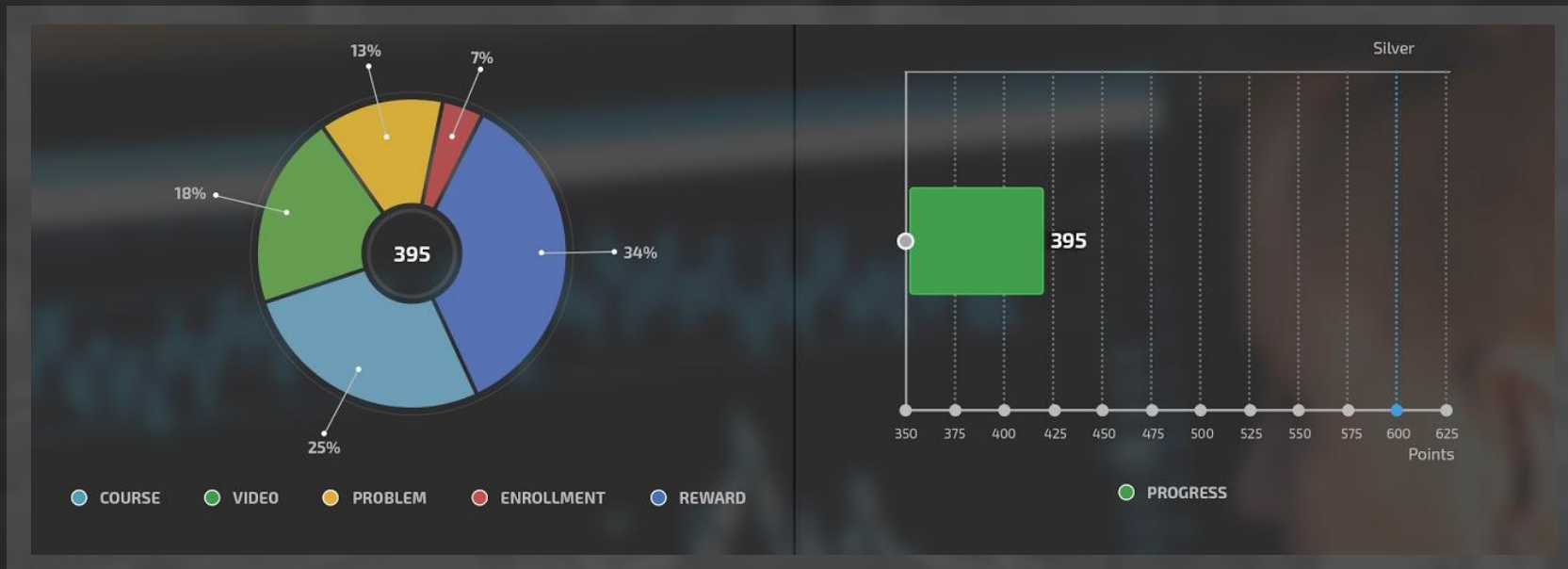


ALIENS EDIT RULES



Statuses

Learners can achieve additional badge for getting particular level (based on points)



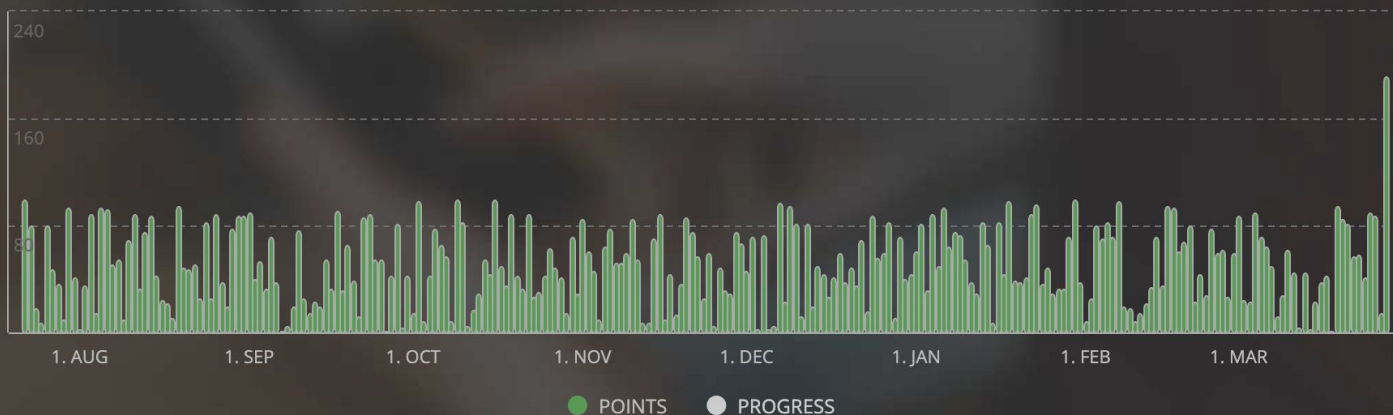


Progress

YOUR PROGRESS



See the dynamics of your activities and points acquisition through time





Leaderboard

LOREM IPSUM DOLOREM

VIEW LEADERBOARD

STUDENTS	PROGRESS	BADGES
 Name Design & Development	<div style="width: 80%;"></div>	
 Name Design & Development	<div style="width: 60%;"></div>	
 Name Design & Development	<div style="width: 40%;"></div>	
 Name Design & Development	<div style="width: 20%;"></div>	
 Name Design & Development	<div style="width: 10%;"></div>	

LOREM IPSUM DOLOREM

LOREM IPSUM DOLOREM

YOUR BADGE PACK 3 OF 10

YOUR STATUSES 0 OF 2

Web accessibility testing is a subset of usability testing where the

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Events

Recognizable events

Easy to add new one

Creation in admin panel

Sample types:

Problem

Manual awards

Video watching

Social activities

Pass problem with the average level



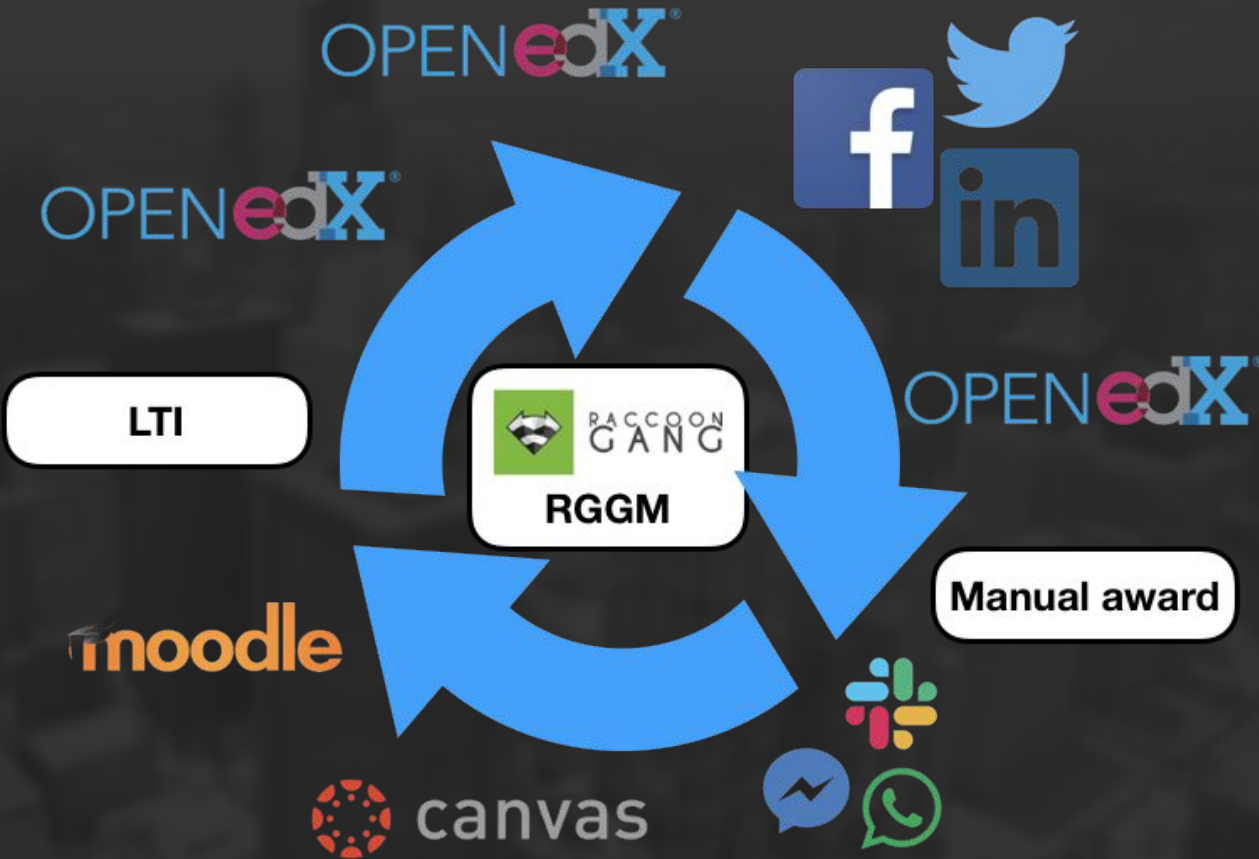
Clients

Edx installations

Non edx installation

Social activities

Messenger bots



What will we have in the end?

Awesome dashboard for
Students.

Flexible tool for Instructors.





Question?

Thanks!



GAME OF PLANTS