OntoGamif competency questions

The list of competency questions is grouped in 7 sub-groups as follow:

• The core concepts directly related to gamification

1. What is gamification?
2. What is a game?
3. What is the relationship between gamification and game?
4. What is a game engine?
5. What game engines are used for?
6. What are game types that inspire gamification?
7. What is a hedonic game?
8. What type is a video game?
9. What is a utilitarian game?
10. What is a game with a purpose?
11. What is a serious game?
12. What is a simulation game?
13. How are gamification systems designed?
14. What are gamification design elements?
15. What are gamification mechanics?
16. What are gamification dynamics?
17. What are gamification aesthetics?
18. What are the gamification mechanics used in the literature?
19. What are the gamification dynamics used in the literature?
20. What are the gamification aesthetics used in the literature?
21. What are the domains where gamification has been applied?
22. What are the goals of gamification?
23. In what form gamification is implemented

• Psychological concepts derived from psychological theories that inspire gamification

24. What are the psychological theories that inspire gamification?
25. What is the aesthetic experience theory?
26. What is the flow theory?
27. What is the Fogg behavior model?
28. What is the goal setting theory?
29. What is Mechanics dynamic aesthetics theory (MDA)?
30. What is the Planned behavior theory?
31. What is the Self-determination theory?
32. What are the sub-theories derived from the Self-determination theory?
33. What is the Basic psychological needs theory?
34. What is the Causality orientation theory?
35. What is the cognitive evaluation theory?
36. What is the two factors theory?
37. What are the gamification outcomes?
38. What is a behavioral outcome?
39. What is a psychological outcome?
40. What is meant by user resistance to change?
41. What is user motivation?
42. What are motivation types?
43. What is intrinsic motivation
44. What is extrinsic motivation?
45. What are the levels of the extrinsic motivation?
46. What is user engagement?
47. What is user performance?
48. What are the psychological needs that compose the intrinsic motivation according to the Self-determination theory?
49. What is the need for autonomy?
50. What is the need for competence?
51. What is the need for social relatedness?

- Concepts related to the different user profiles in a gamified environment

52. Who are the actors involved in gamification?
53. Who are the gamification actors from the academic world?
54. Who are the gamification actors from the industrial world?
55. What are the user characteristics?
56. What are the types of user personality?
57. What is the user privacy?
58. What are the different user profiles?
59. What are the different user types?
60. Who is the apprentice?
61. Who is the Beginner?
62. Who is the Expert?
63. Who is the master?
64. Who are achievers?
65. Who are disruptors?
66. Who are explorers?
67. Who are the free spirits?
68. Who are the killers?
69. Who are the players?
70. Who are the socializer?
71. Who are the spectators?
72. Who are the observers?
73. Who are the philanthropists?

- Concepts related to the organization where the gamified system will be implemented

74. What are the organizational elements to take into account when gamifying the organization?
75. What are the organization’s goal types?
76. What are the types of processes to consider in gamification?
77. On what level gamification is applied in an organization?

- Concepts related to the way gamification is being evaluated

78. What are the gamification evaluation types?
79. Should the gamification evaluation take place before or after the gamification?
80. What is the viability?
81. What is the gamification analytics?
82. What is the gamification evaluation using heuristics?
83. What should the evaluation after gamification consider?
84. What are the gamification analytic tools?
85. What does the gamification analytic tool do?
86. What are the types of metrics used by analytic tools to evaluate gamification?
87. What are the detailed metrics used by analytic tools to evaluate gamification?
88. What are the general metrics used by analytic tools to evaluate gamification?

- Concepts related to the risks that a gamified system can provoke

89. What are the risks of applying gamification?
90. What is the addiction risk?
91. What is the cheating risk?
92. What is the declining effect risk?
93. What is the off task behavior risk?
94. What is the task quality risk?
95. What is the undesired competition risk?
96. What is the user change resistance risk?

- Concepts related to ethical considerations to be taken into account to protect users in a gamified environment.

97. What are the gamification ethical issues?
98. What are the types of gamification ethical issues?
99. What are the gamification issues in the real world?
100. What are the gamification issues in the gamified world?
101. What is meant by character as an ethical issue?
102. What is meant by manipulation as an ethical issue?
103. What is meant by exploitation as an ethical issue?
104. What is meant by harm as an ethical issue?
105. What are the difference types of harms?
106. What is meant by a physical harm as an ethical issue?
107. What is meant by a psychological harm as an ethical issue?
108. What is meant by privacy as an ethical issue?
109. Who defines gamification rules?