



Universitat d'Alacant
Universidad de Alicante



CÁTEDRA SANTANDER · UA
**TRANSFORMACIÓN
DIGITAL**
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ByteRealms

Creating Gamified Contexts

Francisco J. Gallego-Durán

Relevant Aspects

Autonomy

Decision Space

Creativity

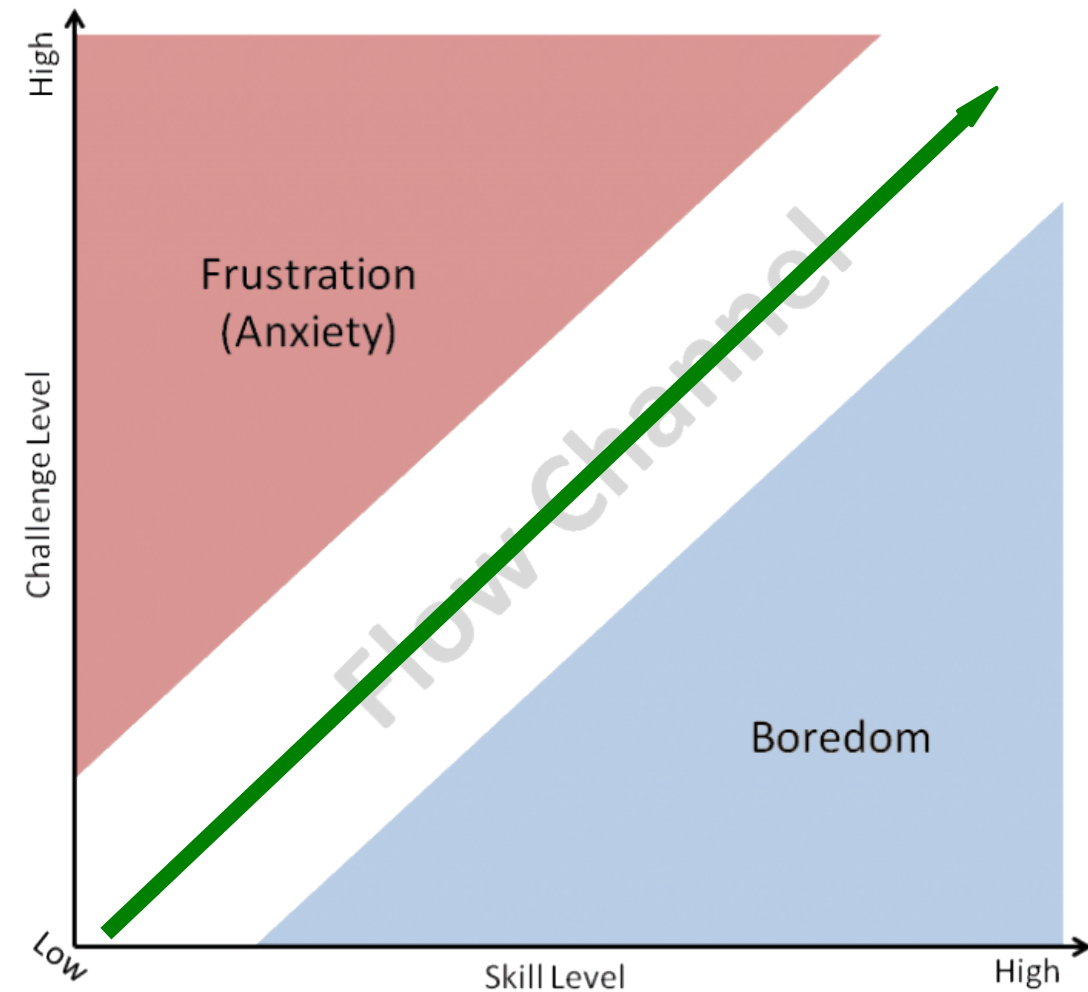
Open Resolution

Competence

Challenges
Failure
Learning

Difficulty

Flow Simplified



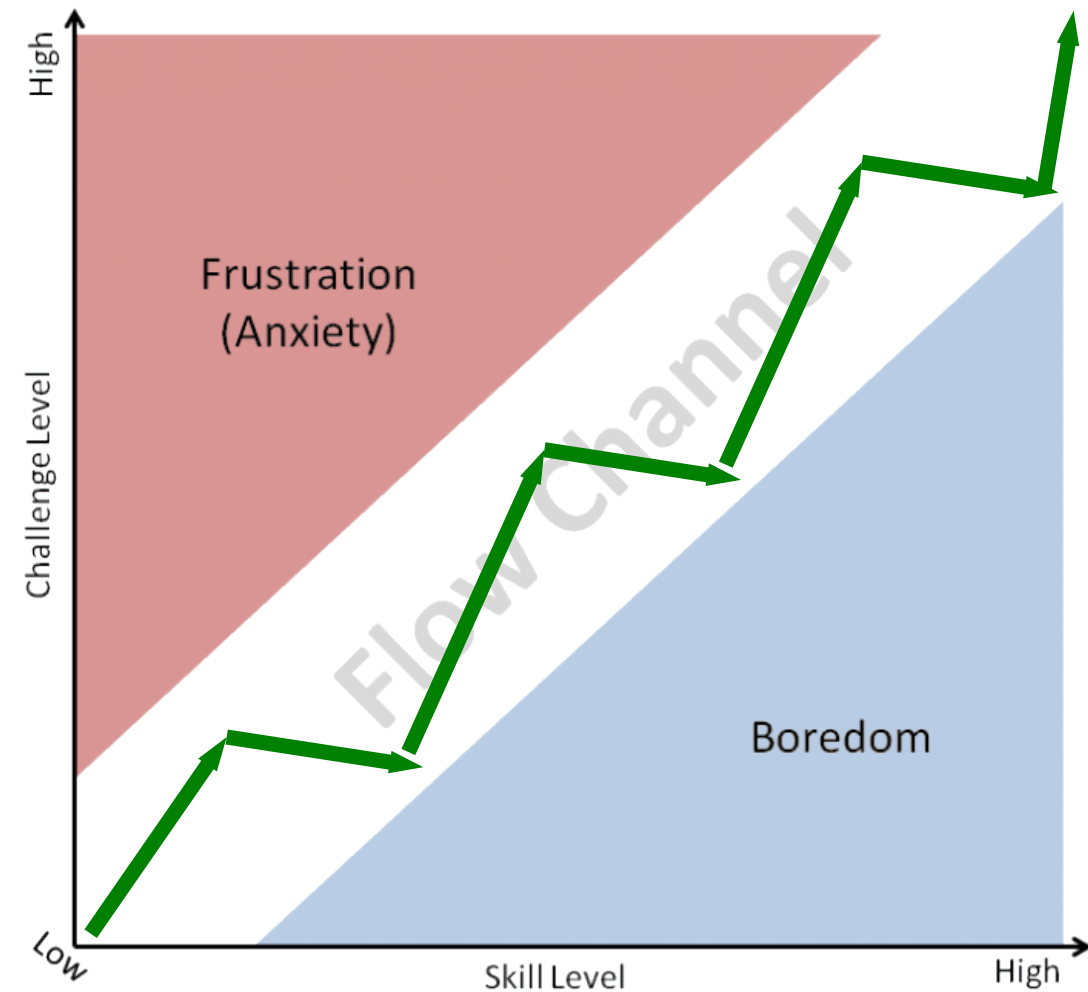
Flow Reward



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Difficulty

Flow Simplified



Flow Reward



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Randomness

**Surprise
Adaptation
Ability**

Competition

Be extremely cautious!

Relatedness

Context



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