

14th Level Project Manager & The Gantt Chart of Truth

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Background

gpsAssassins

Gaming Personalities

Explorer

Socializer

Achiever

Collector

Perception of Progress

The Merit System



Positions

Ranks

Specialties

Ex: HTML(3)

Ex: Floater(4)

Ex: Branding(2)

Badges

Ex: Published \$250

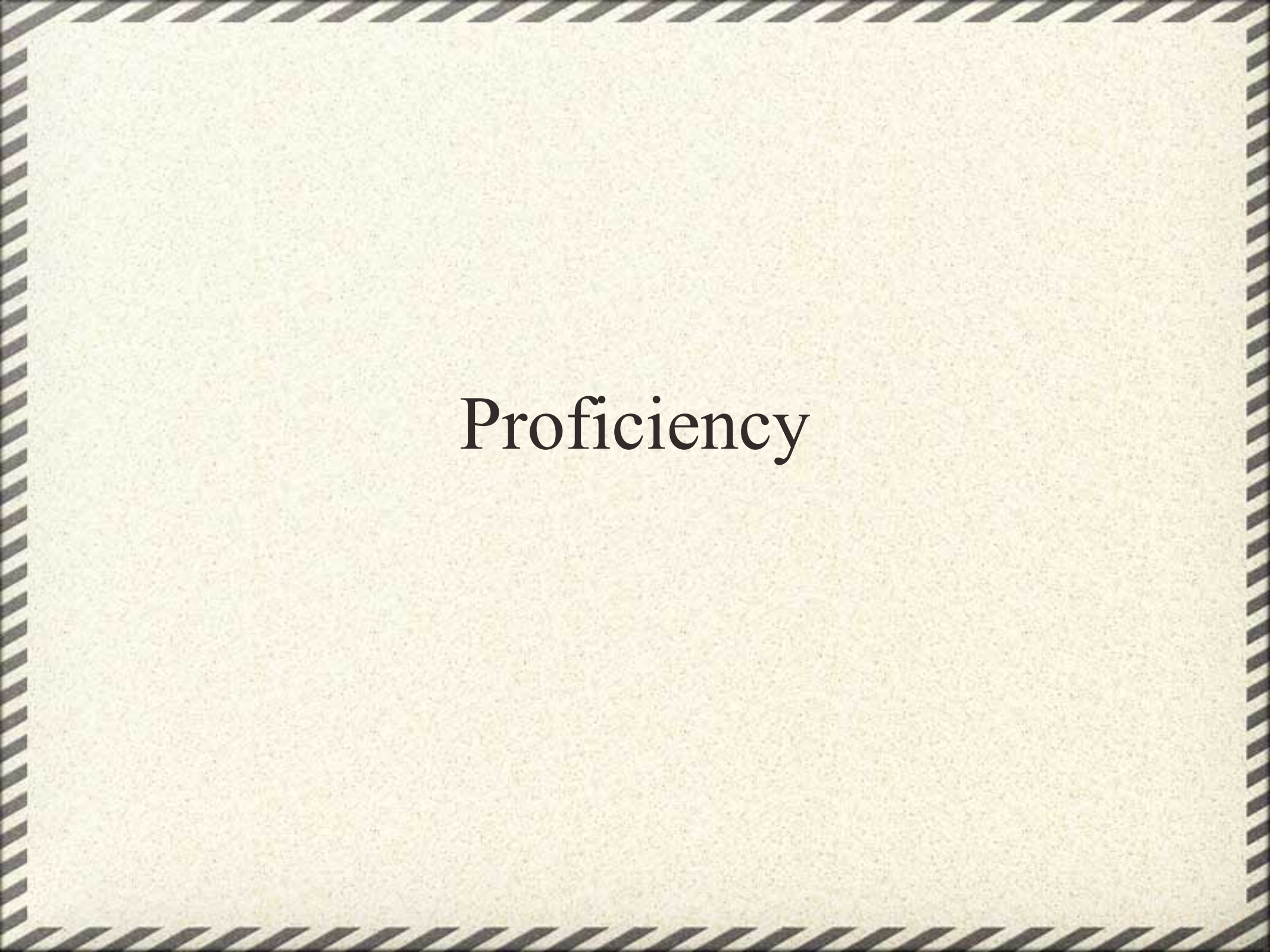
Ex: Blogger \$50

Ex: Profit Protector \$?

Ex: Superstar \$100

Tenure

Metrics



Proficiency

Citizenship

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The Process

ROWE

Merit Meetings

Profile Spreadsheet

Penalties: Marks

Rewards: Every 2 weeks

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Game Structure

Achievement

Badge, ranks, points, rewards

Continuous Gaming

Keep playing while away

Endless Games

Never ends, stays fresh

Meta Game

Games within Games

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Reward Schedules

Timeframe & Delivery Mechanisms

Contingency

The Challenge



Response

Expected Player Action

Reinforcer

The actual reward given

Fixed Ratio Schedule

Do enough, you get rewarded

Interval Rewards Schedule

Wait for a bit, get your reward

Chain Schedules

Link Rewards

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Game Mechanics

Appointment Dynamic

Do it = Good
Don't do it = Bad

Avoidance

Seek safety, not rewards

Disincentives

Penalty to alter behavior

Countdown

Increased activity, Forced Extinction

Blissful Productivity

Playing a game is fun, even if work

Epic Meaning

Motivation to do something great

Communal Discovery

Entire group rallied to solve problem

Cascading Info Theory

Only give info at relevant times



Free Lunch

Experience 'Luck'

Lottery

Only win through Chance

Envy

Desire to want what others have

Loyalty

Positive Sustained feelings

Ownership

Act of controlling something



Pride

Feeling of Accomplishment

Privacy

Sensitive info compels & repels

Leaderboards

Outward representation of rank

Progression Dynamic

ProceSSION through itemized tasks

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Pitfalls

Behavioral Contrast

Players can be irrational

Behavioral Momentum

Players act the same

Cross Situational Leader-Boards

Extinction

Removing a reward (danger!)

Gameplay Moral Hazard

Too many incentives remove all joy

Realtime v Delayed Info

Instant reactions vs prolonged behavior

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Ideas for You

Gamification of Project Mgmt