

# Gamification Feedback, Rules, and Loops



October 12, 2020  
2:30pm-4:30pm  
Central Time



Gamification designs for learning should use the full potential of feedback rules and feedback loops for engagement.





Feedback is a key aspect in game design, not just to direct behavior...



but also to give discernable cues to the players on their performance and aspects to improve.

# A good gamification design knows how to nudge behavior...



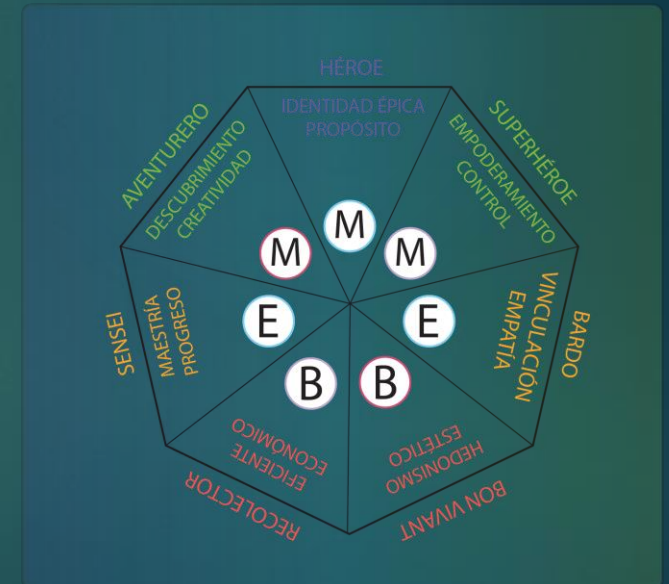
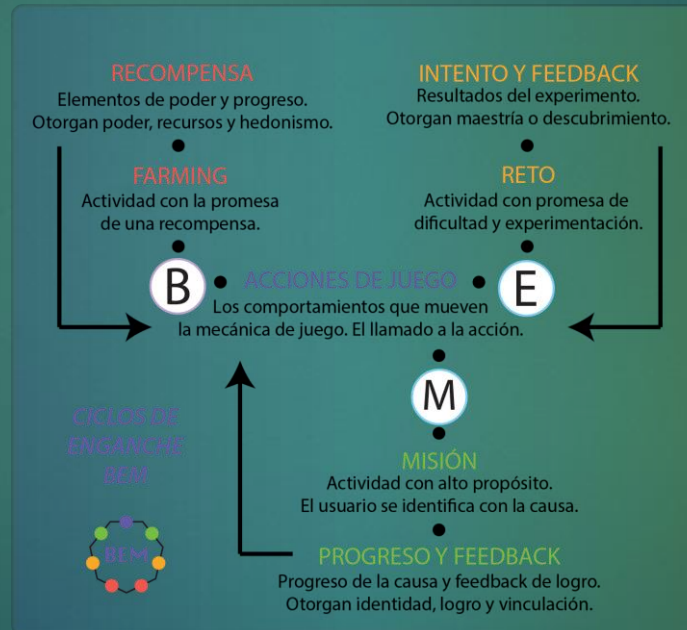
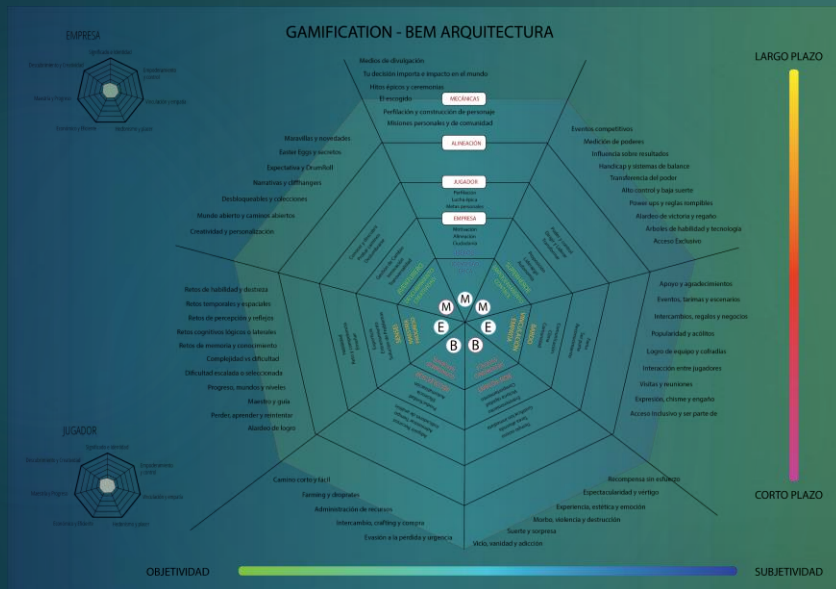
## A Great gamification design creates meaningful learning cycles that engage through the use of multiple feedback rules.



These feedback systems can create loops that accrue power or knowledge and that can relate to meaningful rewards or game outcomes.



# Learning how to design this feedback loop improves the learning curve of your players in a meaningful way.



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Level Up your corporate learning and development programs, employee onboarding, training, or adult classroom with gamification – a cutting-edge strategy to motivate and engage employees, customers, and students.



Hosted by Monica Cornetti, CEO of Sententia Gamification and Gamemaster of GamiCon.

Monica's guests include L&D Professionals, Adult Educators, and Platform Providers who give you tips, tools, and techniques to for your training, talent development leadership, and employee engagement toolbox.

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