



Moodle H5P Multiple choice questions

In gamification..

game elements are applied to game contexts.

✓ game elements are applied to non-game contexts.

real-life elements are applied to game contexts.

real-life design are applied to non-game contexts.

1/1

In game elements designing, which of the following does apply to games? (select all correct answers)

✓ clear set of rules +1

✓ instant feedback +1

✓ voluntary +1

rules are vague

mandatory

✓ win state +1

delayed feedback

4/4

Which of the following are included in design intents of game inspired design? (select all correct answers)

Game play

✓ Game thinking +1

Non purposeful

Virtual world

Game elements

  1/1

Which of the following are included in design intents of gamification? (select all correct answers)

✓ Game thinking +1

Game play

✓ Game elements +1

Virtual world

Non purposeful

  2/2

Which of the following are included in design intents of simulation? (select all correct answers)

Game play

✓ Virtual world +1

✓ Game thinking +1

✓ Game elements +1

Non purposeful

  3/3

Which of the following are included in design intents of serious game? (select all correct answers)



✓ Game play +1

✓ Game thinking +1

✓ Game elements +1

✓ Virtual world +1

Non purposeful

  4/4

Which of the following are included in design intents of game? (select all correct answers)

✓ Game elements +1

✓ Game play +1

✓ Game thinking +1

✓ Virtual world +1

✓ Non purposeful +1

  5/5

What are good examples for motivations in health care gamification? (select all correct answers)

points

✓ stats of progress +1

prices

✓ community support +1

  2/2