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By Beatrice Kilel

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" Gamification as a Tool: Using Games to Motivate -

Gamification as a Tool: Using Games to Motivate People . By Kim, Bohyun. In my Library Technology Report "Understanding Gamification," I offer a few examples,

<https://www.questia.com/magazine/1G1-404446955/gamification-as-a-tool-using-games-to-motivate-people>

Business Gamification For Dummies : Kris Duggan, -

Business Gamification For Dummies by Kris Duggan, Kate Shoup, 9781118466933, available at Book Depository with free delivery worldwide.

<http://www.bookdepository.com/Business-Gamification-For-Dummies-Kris-Duggan/9781118466933>

Innovative Concepts of Gamification for Financial -

Part I: A look at gamification approaches and concepts in the financial industry from a B2C, B2B, and government perspective.

http://enterprise-gamification.com/index.php?option=com_content&view=article&id=111:innovative-concepts-of-gamification-for-financial-services-part-i&catid=12&Itemid=18&lang=en

Volume 09 - HS/HSL Connective Issues -

Archive for the Volume 09 Category. May 2015 Volume 9 Number 3. IN THIS ISSUE: Our 200th Celebration Looking Back and Ahead; HS/HSL s "What s

<http://www2.hshsl.umaryland.edu/newsletter/?cat=13>

Enterprise Gamification Consultancy - Leveling -

and we are only slowly going up the gamification learning curve. Enterprise Gamification (Deutsch) Wiki; Facts & Figures; Blog. Blog; News; Subscribe; Old http://enterprise-gamification.com/index.php?option=com_content&view=article&id=19:leveling-up-from-gamification-to-enterprise-gamification&catid=4&Itemid=251&lang=en

www.amazon.de -

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<http://www.amazon.de/Gamification-Beatrice-Kilel/dp/1940932610>

Strategies for Implementing Gamification in Your -

and gamification hit the to transform their business operations. Gamification has for Dummies, Kris Duggan and Kate Shoup recommend

<http://www.yourtrainingedge.com/strategies-for-implementing-gamification-in-your-training-moocs/>

Gamification in Banking & Financials: 4 (-

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<http://www.amazon.co.uk/Gamification-Banking-Financials-Enterprise/dp/1500720844>

What gamification models can be used for improving -

inspiration from gamification examples from Banking & Financials: Mario Herger, Founder of Enterprise Gamification) (Volume 4): Mario Herger:

<http://www.quora.com/What-gamification-models-can-be-used-for-improving-participation-in-a-Finance-Stock-club-at-a-MBA-college>

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Games have been known over time to be a powerful and useful tool to address the most difficult content in a fun, engaging, and lighthearted manner.

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Understanding Gamification - Books / Professional -

About the Author Bohyun Kim is associate director for Library Applications and Knowledge Systems at the University of Maryland, Baltimore, Health Sciences and Human

<http://www.alastore.ala.org/detail.aspx?ID=11370>

Enterprise Gamification Consultancy - Is -

Is gamification really exploiting people or are critics overreaching with this reaction? Mario Herger takes a look at it

http://enterprise-gamification.com/index.php?option=com_content&view=article&id=217:is-gamification-exploiting-people&catid=4&Itemid=251&lang=en

Kim, Bohyun. Applying Game Dynamics to Library -

It is important to be careful in applying reward-based gaming systems to library services. Much of gamification is based upon external rewards for motivation.

<http://acrl.ala.org/techconnect/?p=1333>

The MARquee Blog Archive Understanding -

Nov 21, 2013 News for Network Members in Delaware, New Jersey, New York and Pennsylvania

<http://nml.gov/mar/blog/2015/03/02/understanding-gamification/>

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