

# seppo<sup>o</sup>



**Gamedidactiek**  
**Jelle Kabbes**









# Welk **type** was jij in de klas?





# Welke **types** heb jij in je organisatie?



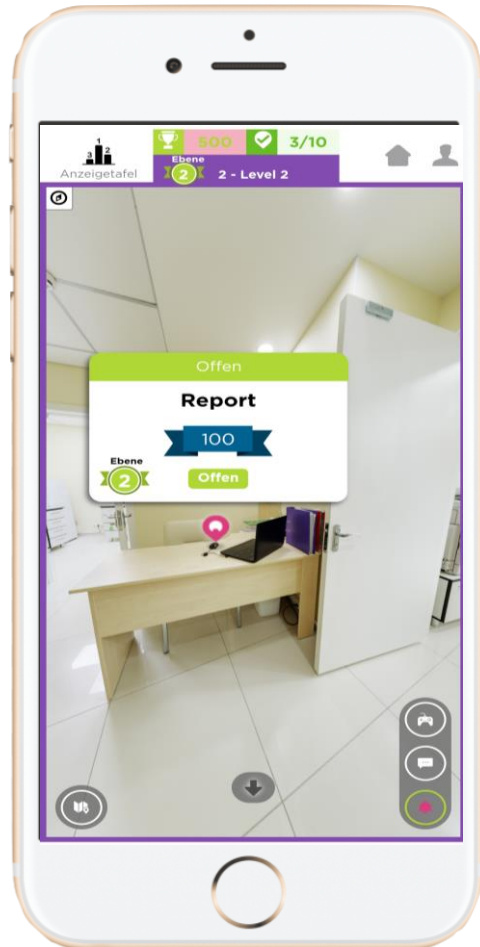
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THERE MUST BE  
A BETTER WAY!!!





# Gamification VS Misvattingen



- **Waarom moet het altijd leuk zijn?**
- **Games zijn voor jongeren.**
- **Games gaan altijd om punten en badges.**
- **Voor games heb je gamedevelopers nodig.**





# Waarom moet het altijd leuk zijn?





# Waarom moet het altijd leuk zijn?





# Gamification alleen voor fun?





# Gamification niet alleen voor **jeugd!**

VANDAAG AL EEN  
**OMMETJE**  
GEMAAKT?



Hersenstichting



- Meaning
- Empowerment and creativity
- Social relatedness
- Curiosity and unexpectedability



- Scarcity
- Avoidance
- Ownership
- Accomplishment

Source: [Chou, Y.K. \(2016\)](#) - a [framework on actionable gamification](#)



# Gamification niet alleen voor **jeugd!**

# STRAVA



- ◆ Meaning
- ◆ Empowerment and creativity
- ◆ Social relatedness
- ◆ Curiosity and unexpectability



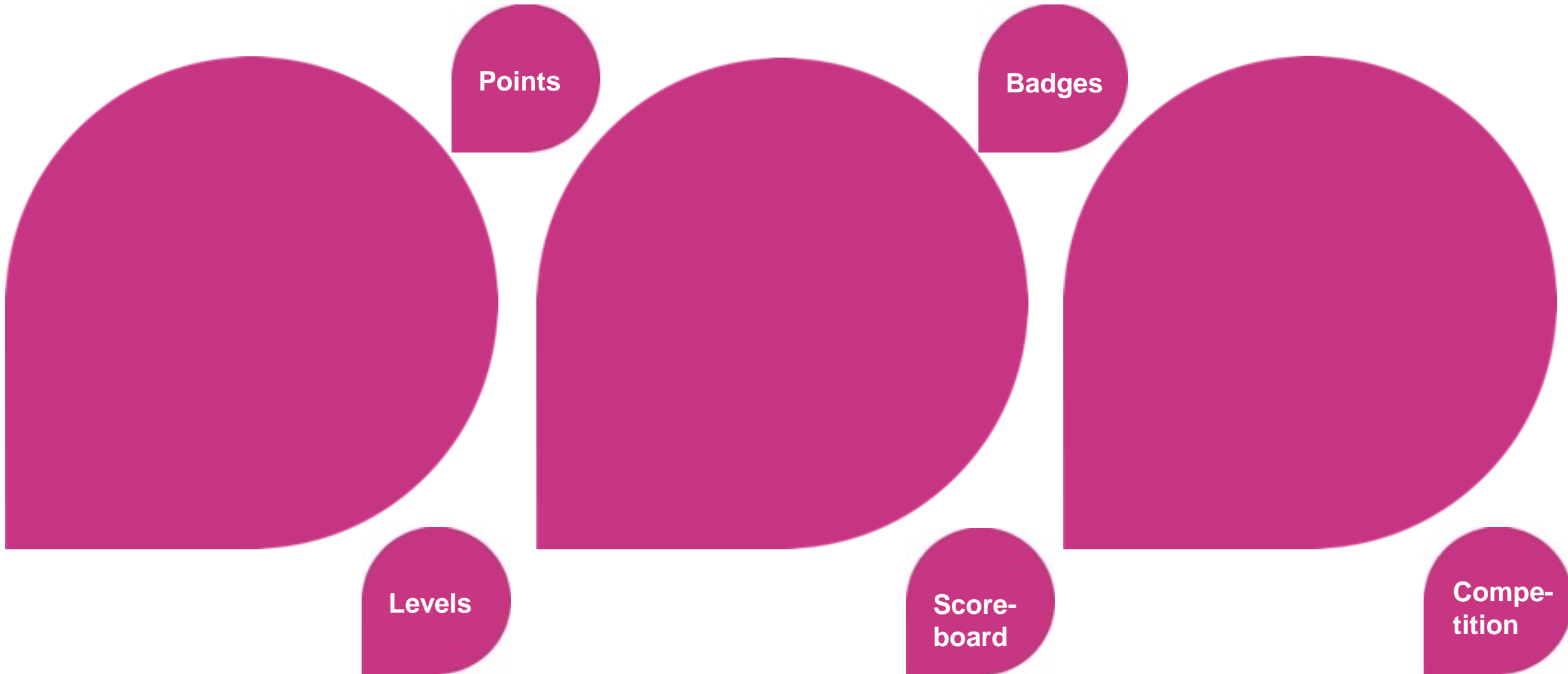
- ◆ Scarcity
- ◆ Avoidance
- ◆ Ownership
- ◆ Accomplishment

Source: Chou, Y.K. (2016) - a framework on actionable gamification





# Gamification, het gaat niet om de punten





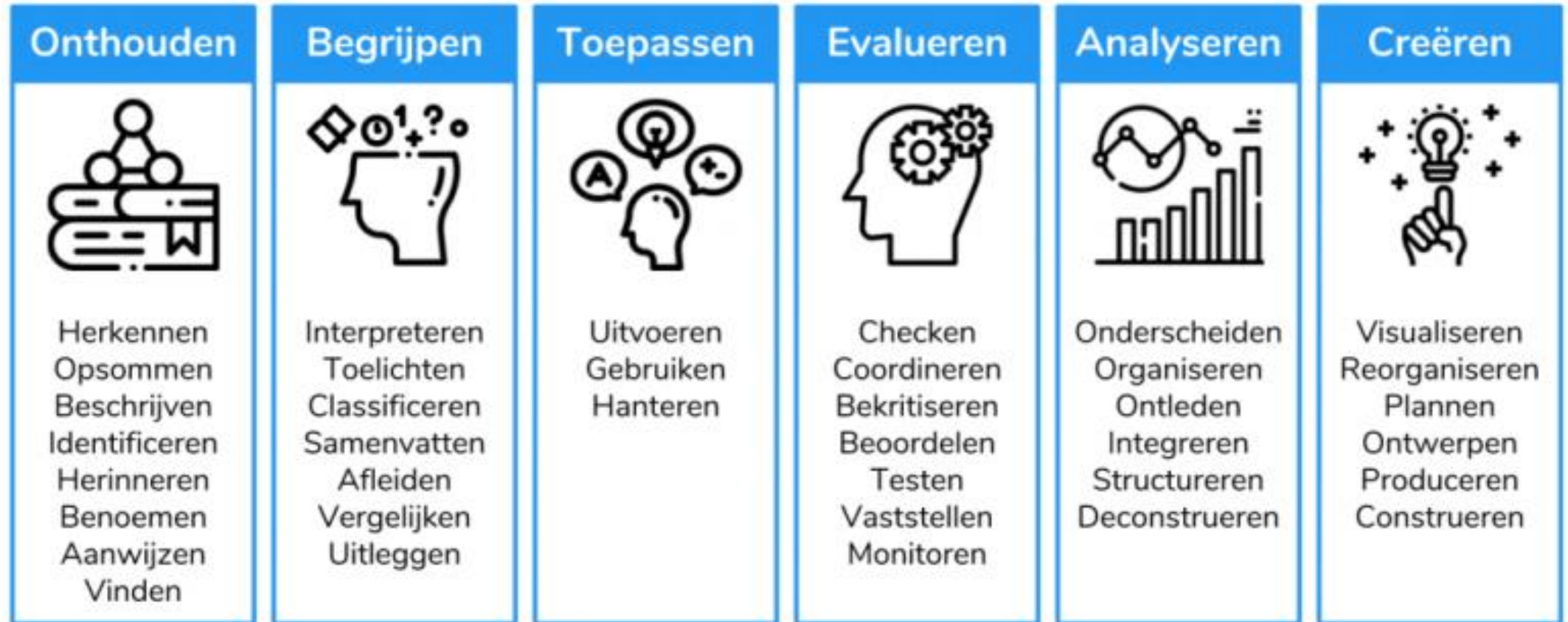
# Gamification, het gaat niet om de punten





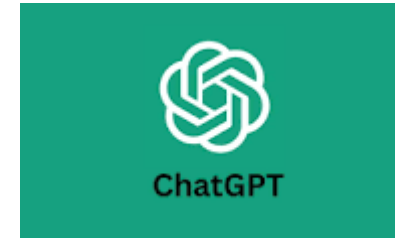


# Games alleen maar voor **motivatie**?





# Heb je **gamedevelopers** nodig?



## 7 Game Mechanieken



01

Voortgang

02

Vrijheid

03

Multi-sensorisch

04

Feedback

05

Competitie

06

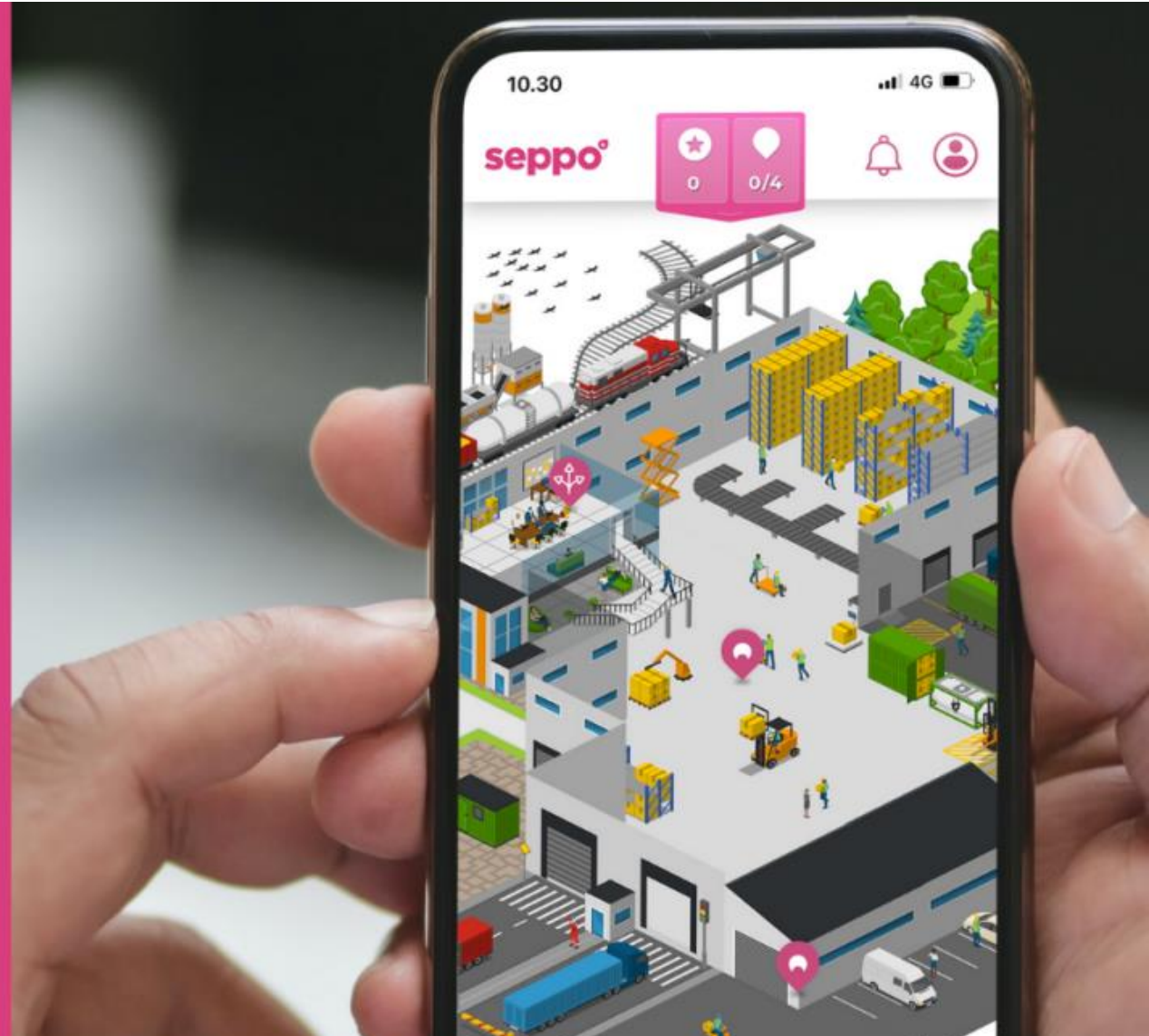
Uitdaging

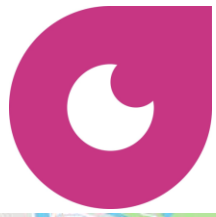
07

Verrassingen

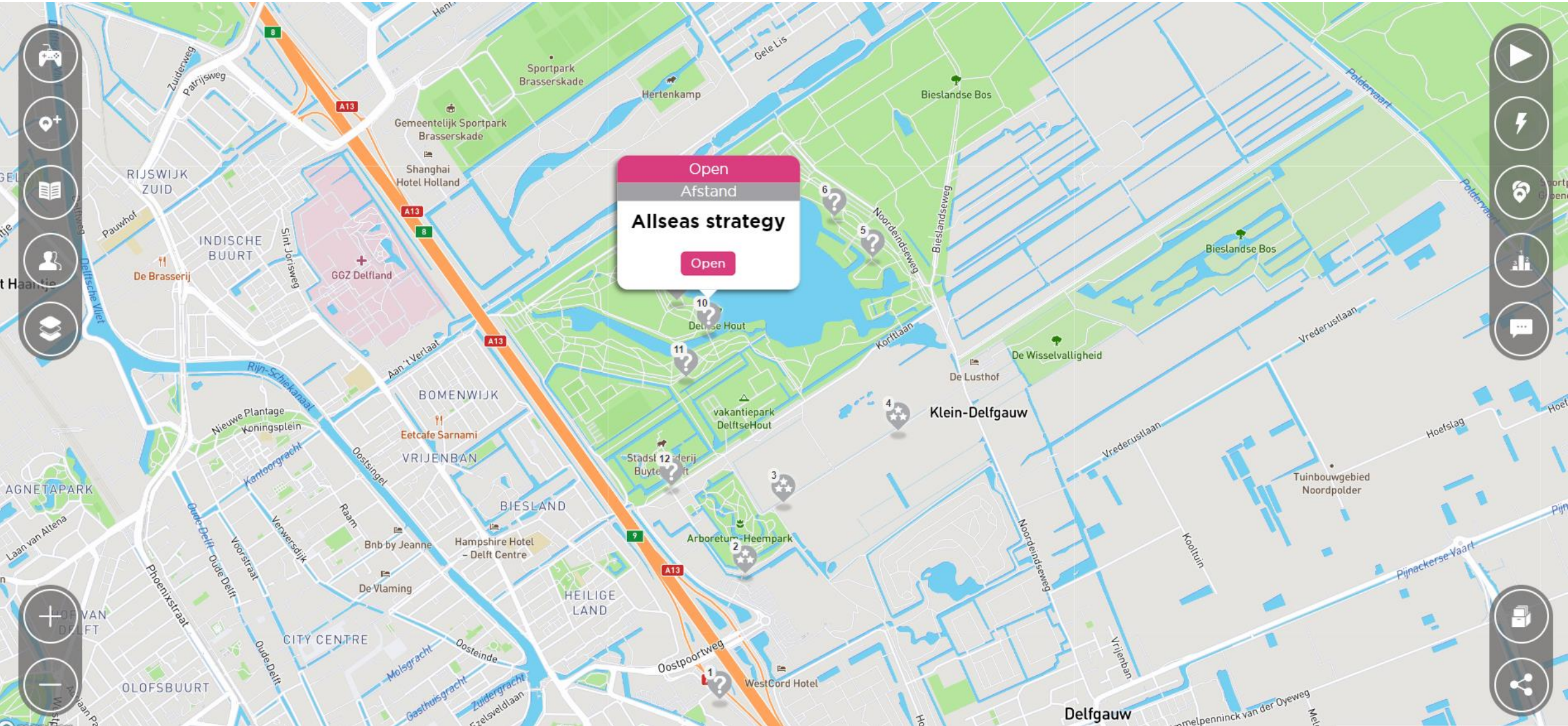


# Seppo, hoe werkt dat dan?





# Maak een game in je omgeving





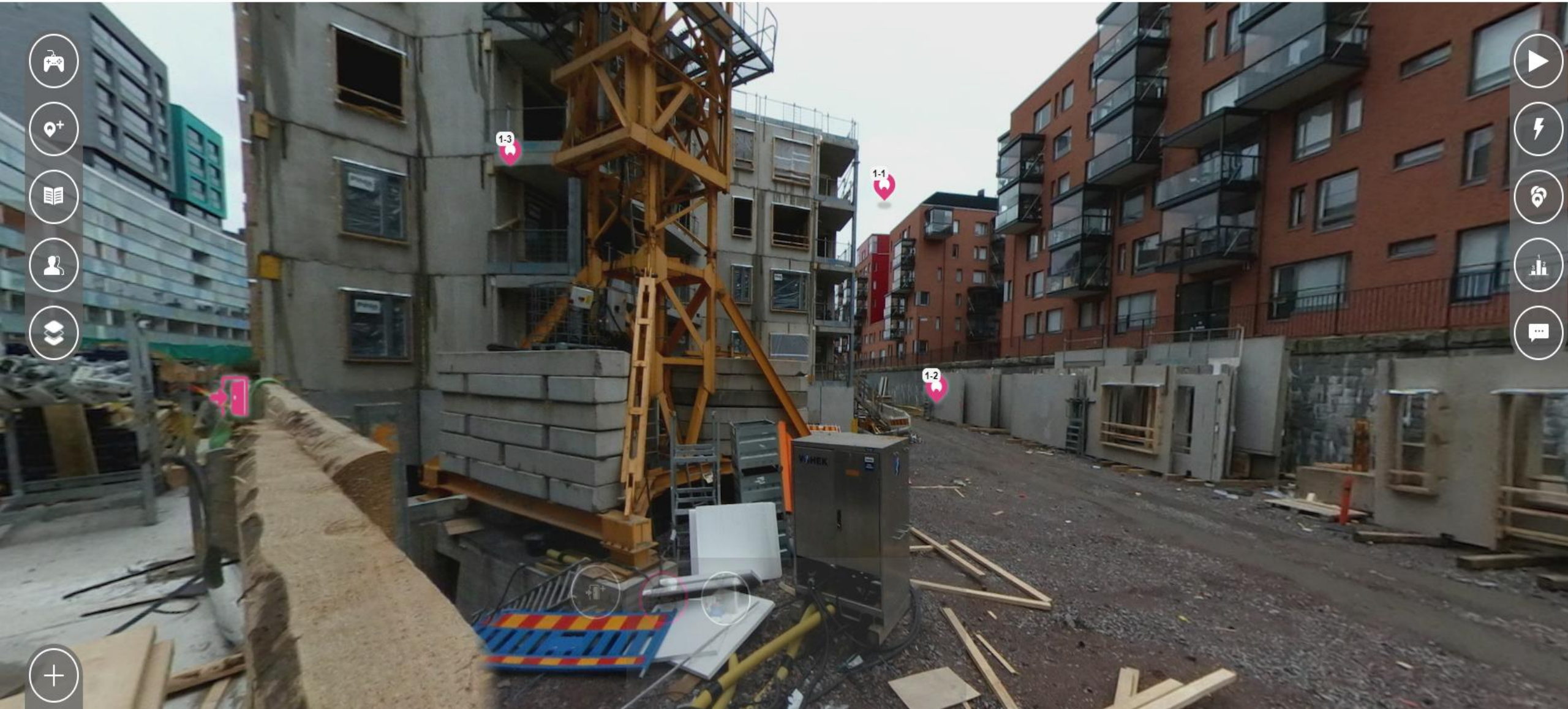
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# Maak een game van een foto



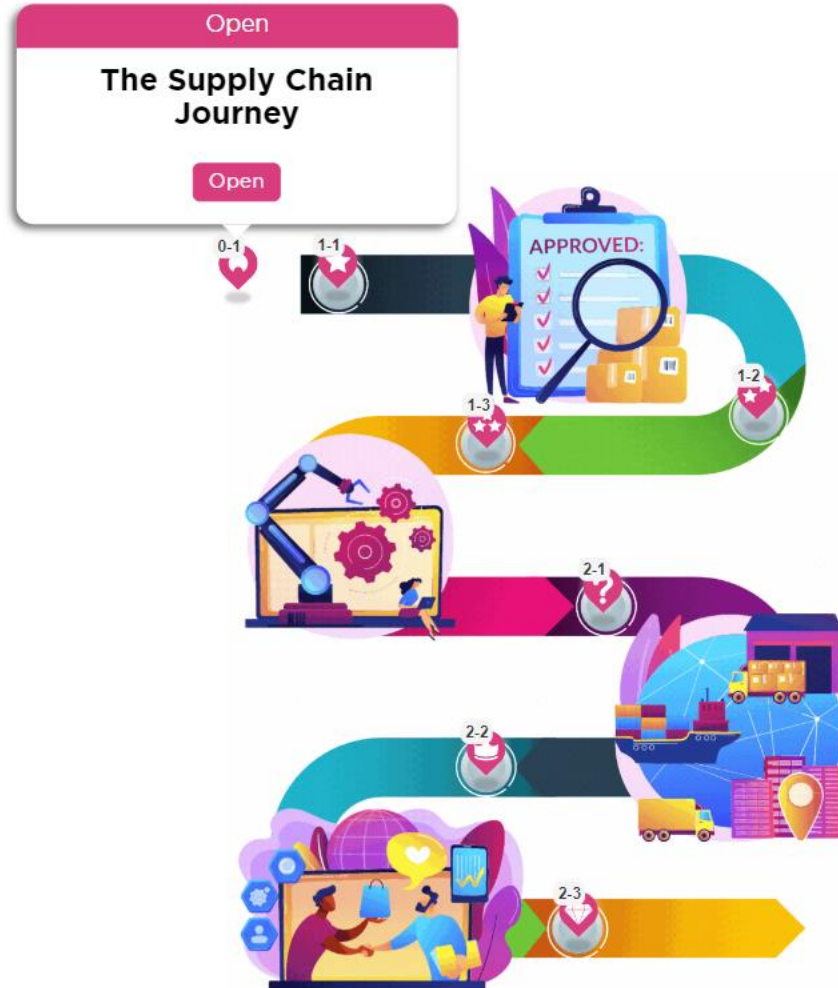


# Maak een game realistisch met 360 graden foto's





# Maak een game met een **illustratie**







# Creëer routes op je gameboard





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# Breng abstracte processen tot leven

🏆 ★ ✅ 4/91 Online  
Level 2 - HUD

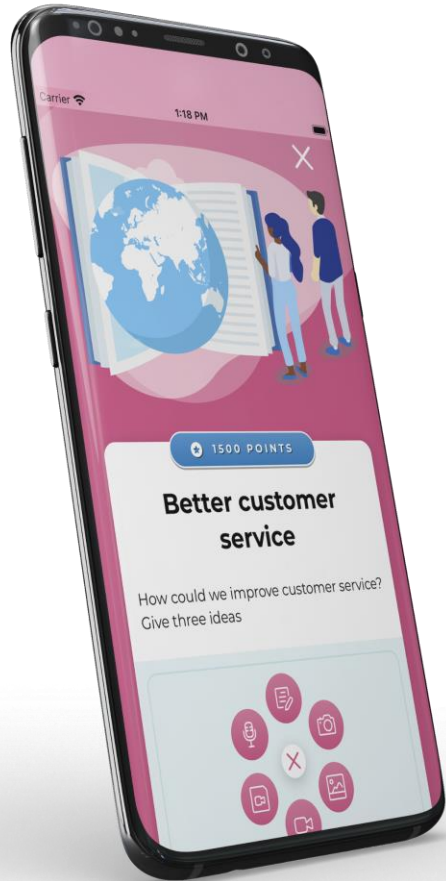


BOSCH





# Beoordeel antwoorden, filmpjes en foto's



Well done!!!  
😎😎😎

The screenshot shows the 'seppo' app interface. On the left, a list of questions is visible, including '6. Company...', '7. Career Pat...', '8. Ethical gui...', and '9. Customer c...'. The selected question is '9. Customer c...' with a 'Team' section listing 'New guy', 'Mira testaa', and 'santtu'. The main content area displays the question: 'Think about your new job role: how does it support customer satisfaction? Who are your internal/external customers and how does your work reflect the XXXX \*\*\* your company\*\*\* customer service culture? Answer via text, video or audio.' Below the question are buttons for 'Text', 'Video', and 'Audio'. An answer from 'New guy' is shown, dated '23.4.2020 14:59', featuring a video of a man. Below the video is a 'Points (max: 1000)' section with a progress bar at 0. A 'Badges' section shows icons for a gear, a red ribbon, and a cross. At the bottom, there is a 'Give some constructive feedback' input field and a 'Saved feedback' label. On the right side, a vertical list of question cards shows 'Ungraded: 0' and 'Answers: 3' for each, with a 'Grade' button and 'Show' buttons.



# DIY Gamification Tool

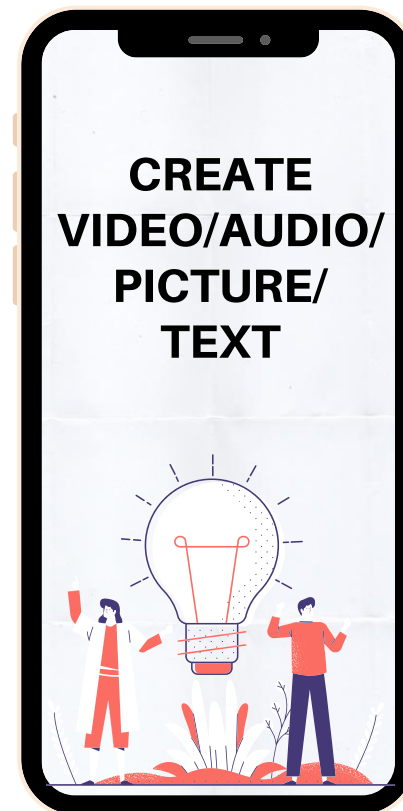
**Choose  
a game board**

**Create  
tasks**

**Players  
explore**

**Monitor  
game**

**Reflect  
together**



**Well done!!!**



**Thanks! It  
was fun! 😊**



Open  
**VRAGEN?**

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