

# COMP1205 Presentation Programme 2013-14

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Tuesday 13th May Building 34 Room 3001, 16.15-17.45

Elena & Rikki/Jian

**Presenting: Groups: M, N, O, P**

**Marking Groups: Q, R, S, T**

## Schedule and Topics

**16.15-16.20:** Introduction and protocol for the session

**16.20 Group M:** Serious games – gaming as a driver for applications online

**16.40 Group N:** Open Education OERs

**17.00 Group O:** Big Data – the big picture

**17.20 Group P:** Rights and equality in the workplace

**17.40-18.00:** Wash-up: feedback session for presentation groups

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## Abstracts

**16.20 Group M:** Serious games – gaming as a driver for applications online

Abstract

This short presentation on gamification explores what gamification is, why it is used, and how it may be implemented in various environments.

Using real world examples of its use, an evaluation of the function and usefulness has been made, as well as insights into why it is used,

along with how it may be implemented in certain situations in professional, learning, and data collection settings. We also discuss some

drawbacks such as the over-dependence on the instant-gratification leading to an actual decrease in overall productivity. In addition,

gamification is supposed to make use of friendly competition to increase output and learning. However, this might cause bitterness among

co-workers, which would be detrimental towards morale and may produce an inappropriate office environment. Clearly, there are several sides

to the argument, which are further examined within the presentation.

**16.40 Group N:** Open Education OERs

Abstract

No Submission!

**17.00 Group O:** Big Data – the big picture

Abstract

No Submission!

**17.20 Group P:** Rights and equality in the workplace

Abstract

No Submission!