Vampire Hunter

Example of a Gamification Project

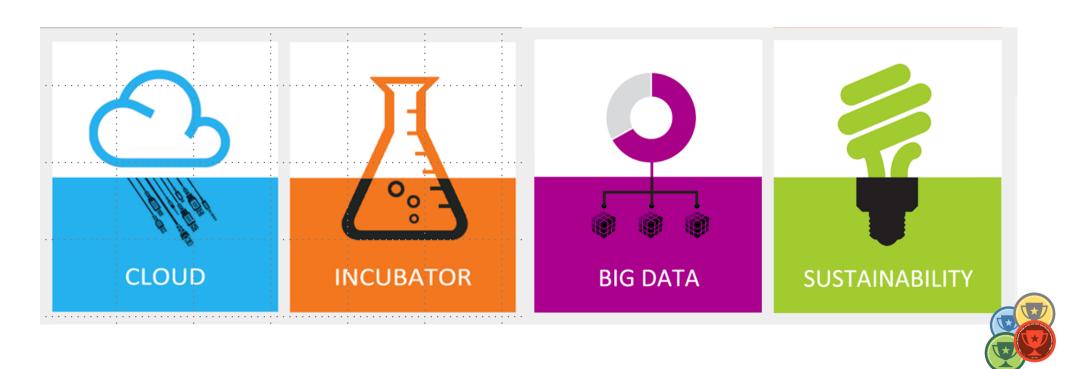
Janaki Kumar

SAP Labs | janaki.kumar@sap.com CHI 2013 Workshop "Designing Gamification" April 28, 2013, Paris, France



About You

- Enterprise Software Designer
- Head of Strategic Design Service, America
 Design & Co-Innovation Center, SAP Labs Palo alto
- Lead of team of Interaction designers working on Business Software
- Collaborate with Mario Herger SAP Community Network



Player Centered Design





Design Process: Data Gathering

Purpose of User Research

- Explore peoples' attitudes and reactions
- Identify key areas of user concern
- Determine what motivates people to take personal action
- Examine the language used around sustainability

Four types of User Research conducted

- Media Content Analysis
- "Man on the Street" user interviews
- Focus Groups
- Surveys
- 108 potential product users participated in research



Design Principles

- Fit into daily lives
- Motivate effectively
- Leverage community influence
- Build Trust
- Leverage Persuasion Theory



SCENARIO : VAMPIRE HUNTERS GAME



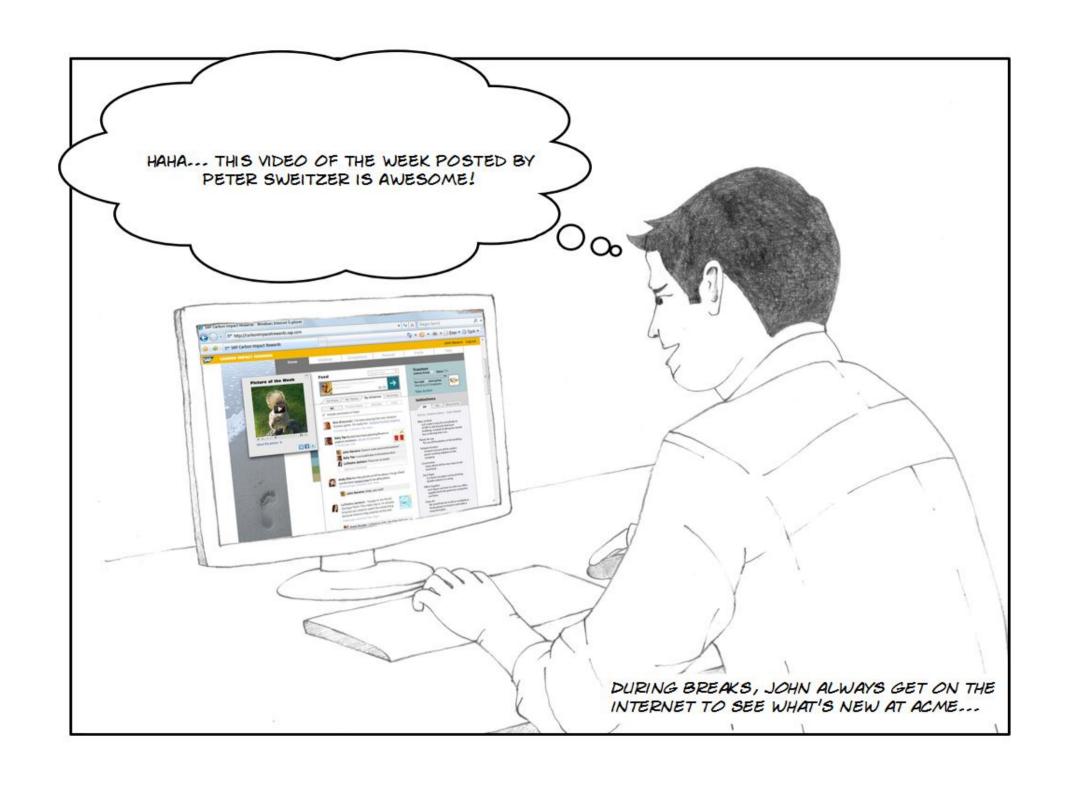
JOHN NAVARRO

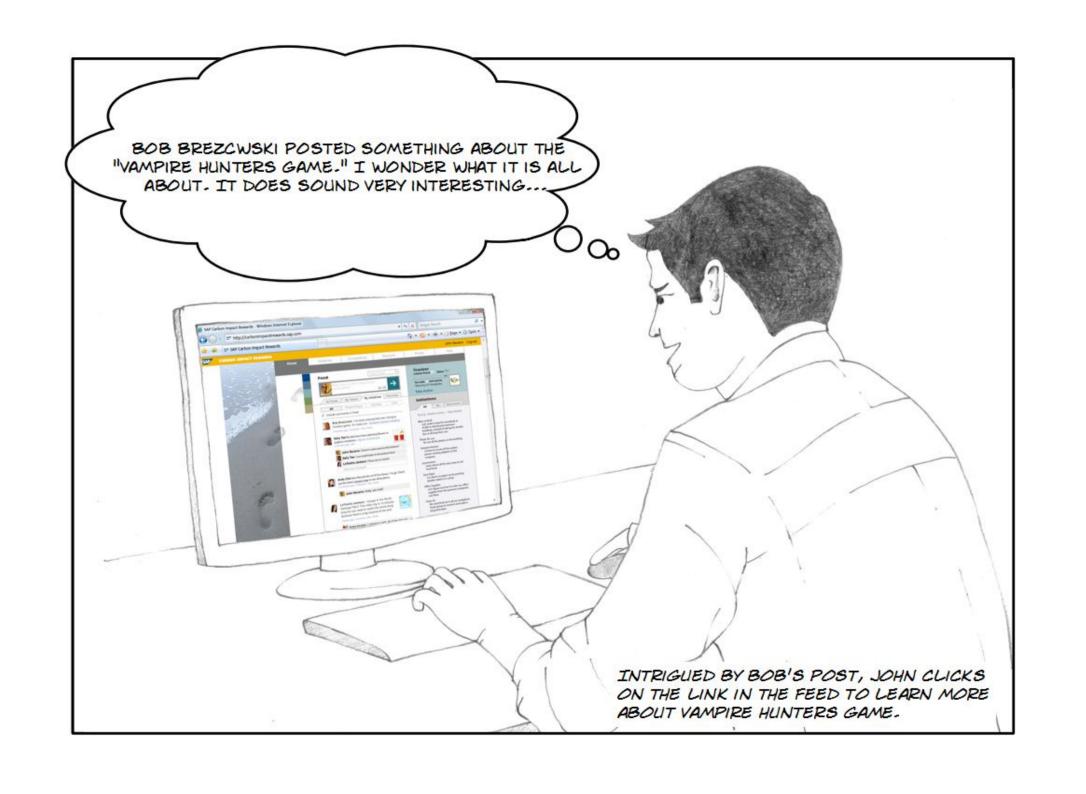
NEW TO VAMPIRE HUNTERS GAME

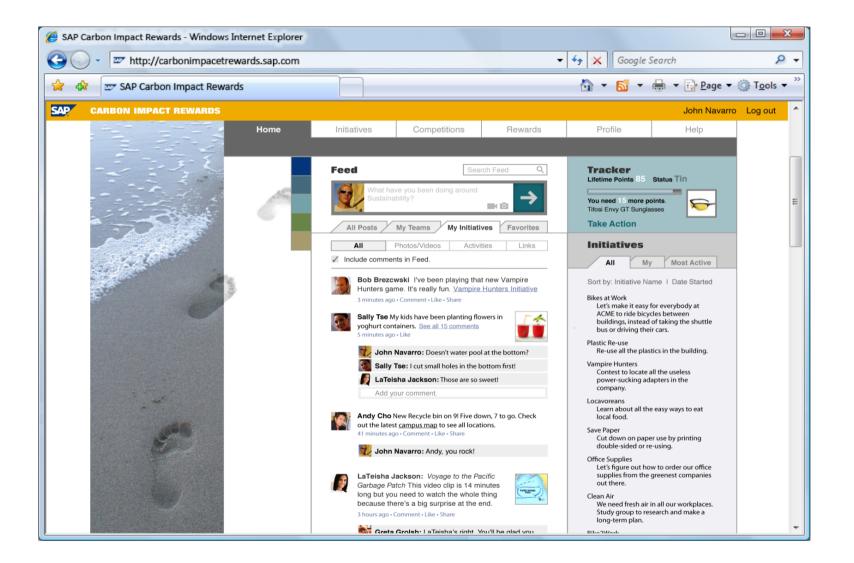


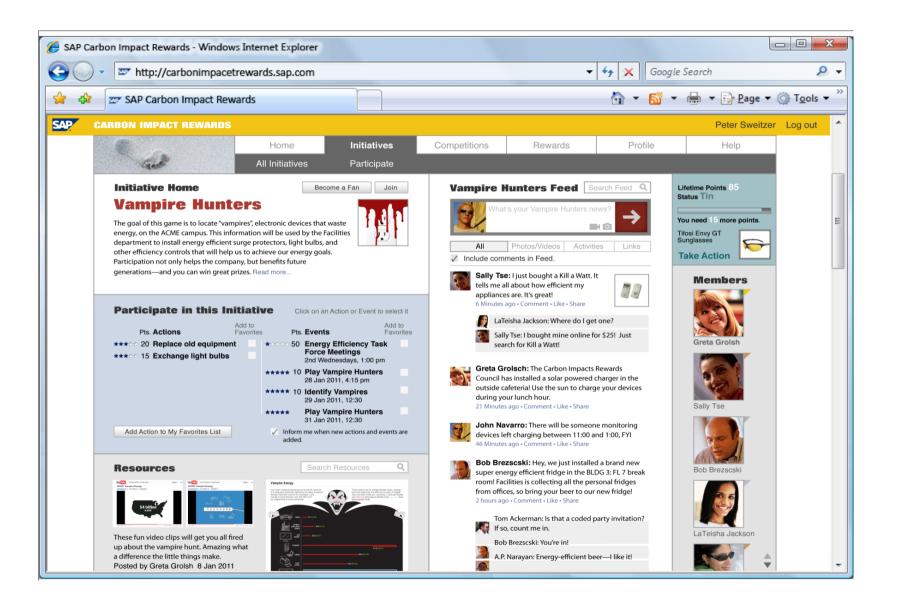
SALLY TSE

AN EXPERIENCED VAMPIRE HUNTER









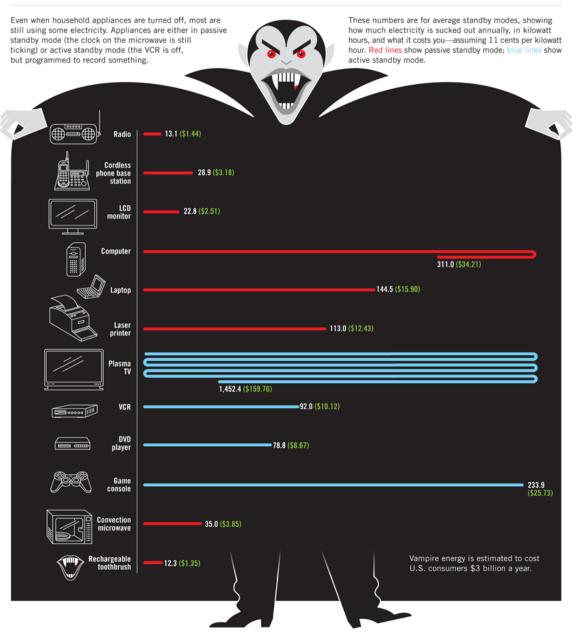
GOOD

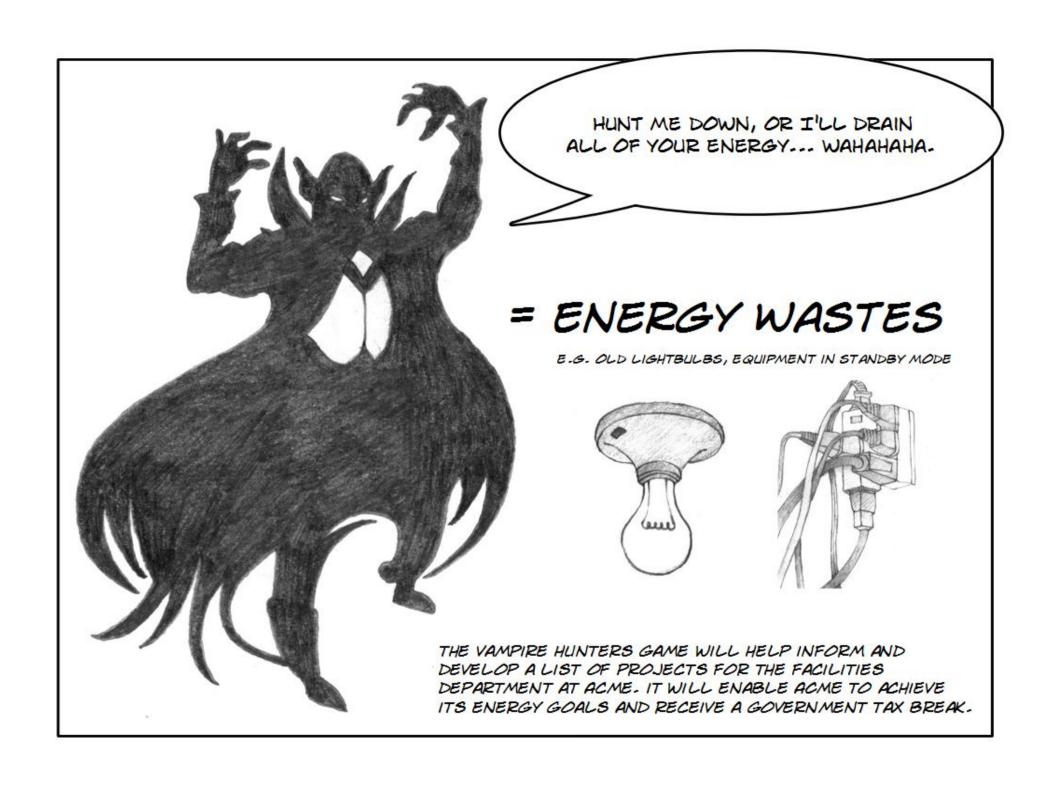
Transparency Issue008

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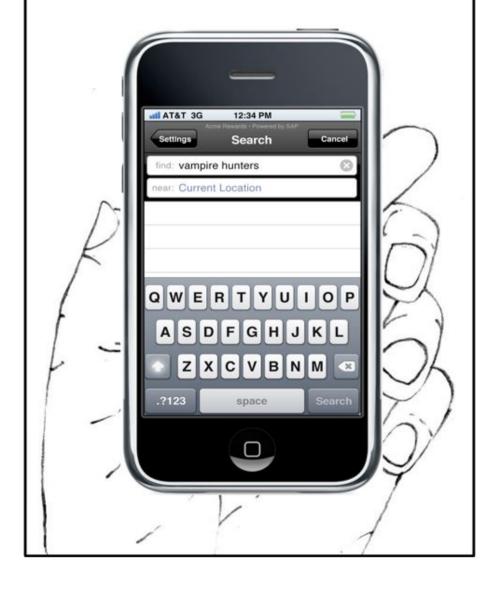


Vampire Energy





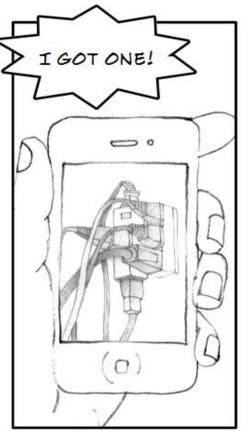
JOHN DECIDES TO CHECK OUT THE VAMPIRE HUNTERS GAME. HE TAKES OUT HIS MOBILE TO SEARCH FOR THE LOCATION AND TIME THAT HE CAN PARTICIPATE...



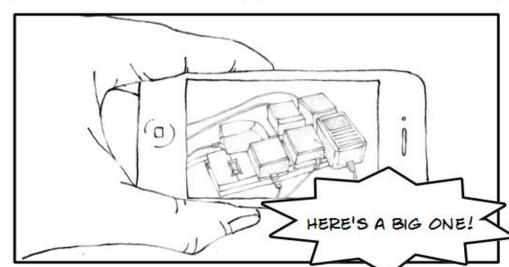












THERE ARE NOW ENERGY EFFICIENT
SURGE PROTECTORS THAT STOP CHANNELING
CURRENT TO DEVICES THAT ARE FULLY
CHARGED. THE FULLY CHARGED DEVICES
PLUGGED INTO THIS OLD SURGE PROTECTOR
WILL CONTINUE DRAINING POWER.
I BETTER REPORT THIS!

III AM+A 3G 4:20 PM **Vampire Hunters** Home Old surge protector doesn't stop charging full devices Time: Nov 16, 2010, 11:15 am Location: Building 2, 4th floor behind copier, hallway **Next Steps** Report to manager

IN A COLLABORATIVE ENVIRONMENT LIKE THIS, JOHN IS ALSO ABLE TO SHARE HIS SUSTAINABILITY KNOWLEDGE WITH OTHER VAMPIRE HUNTERS. JOHN, YOU CAN ALSO TAP THE MAP FUNCTION TO SEE HOW MANY VAMPIRES YOU DISCOVERED AND WHERE EACH WAS. LET ME SHOW YOU.







Design Organisation

- 2008 2012 Centralized UX organization
- 2012 Decentralized organization

 Project teams around Enterprise application topics, not around gamification



Challenges, Issues, Pitfalls

This concept is still under development evaluation:

- Gamification frameworks immature
- Legal and ethical issues of Gamification in the Enterprise
- 2008 G8 favorable for Sustainability, 2012 focused on Economic crises

Next steps...

- This example has inspired Gamification in other areas of SAP like CRM, HR
- Gamification platform under evaluation
- Customers interested in incorpoarting Gamifictaion into their business Software



Next Steps

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- Gamification platform under evaluation
- Customers interested in incorporating Gamification into their business Software

