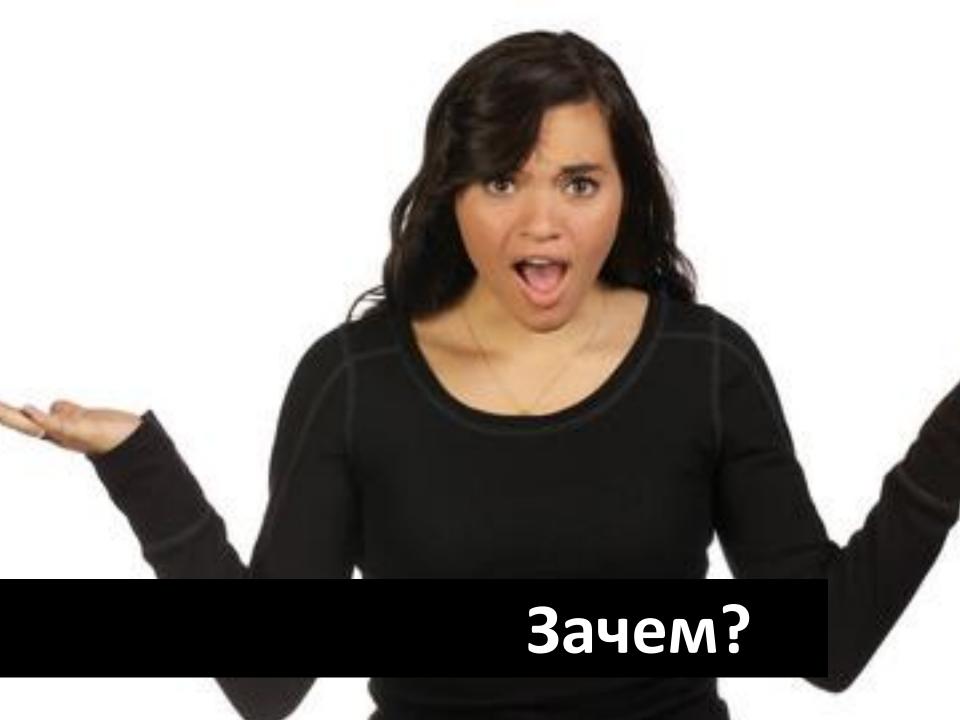
Игровые механики

в полезных приложениях



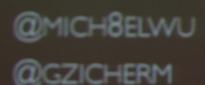




Бессмысленный процесс



Эмоциональные вознаграждения



Design Panel:

Design Intensive Q&A





РМ думает



Ценность

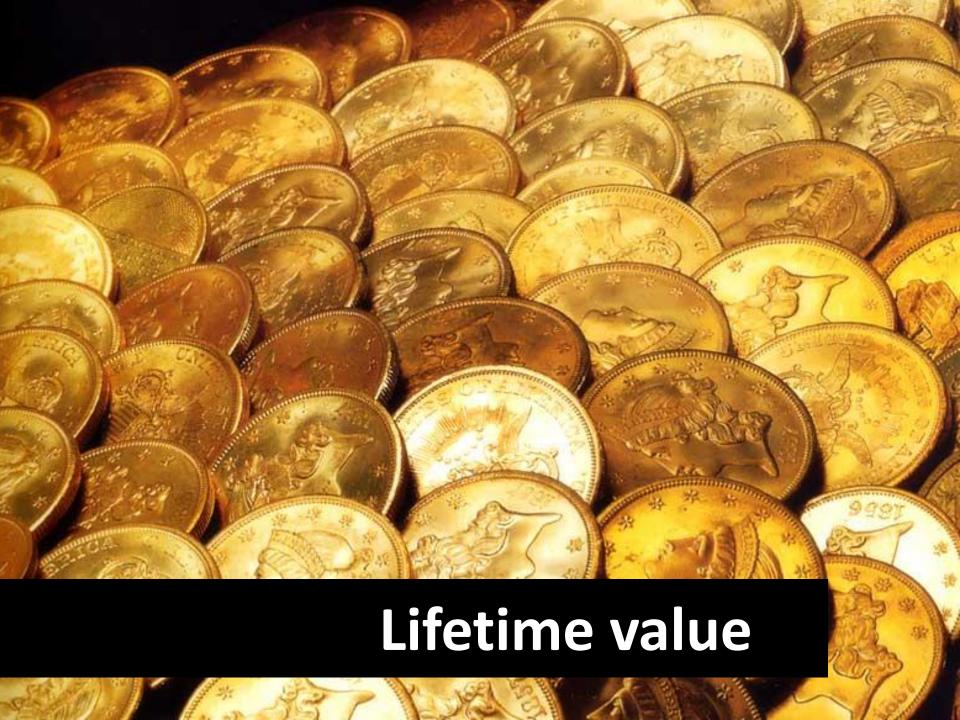
Время жизни пользователя
Churn rate
Время сессии
Retention rate

•



Conversion rate







REALITY

Worst game ever.

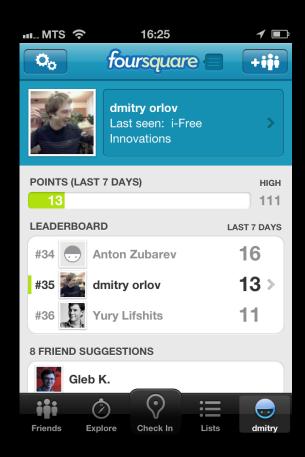




EpicWin



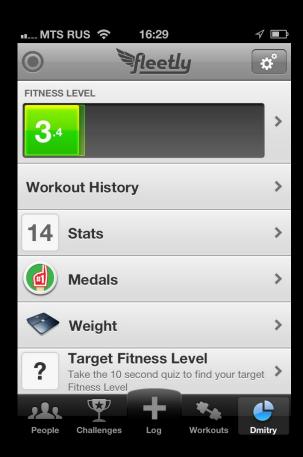
Foursquare



LinguaLeo



Fleetly





Multiple long and short- term aims

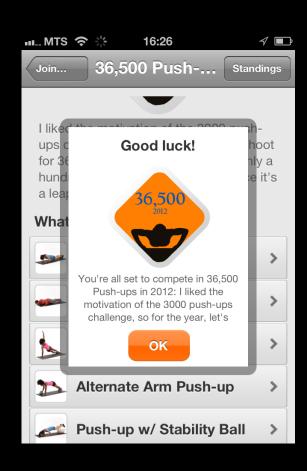
SCVNGR



EpicWin



Fleetly



Pictorious



GetGlue



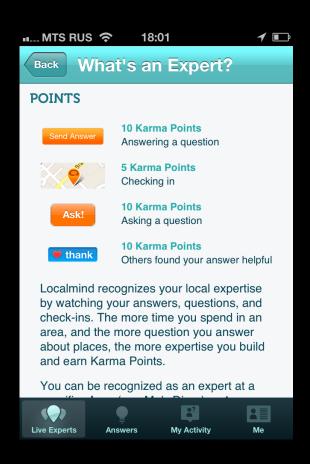
S25,000 REWARD JESSE JAMES DEAD OR ALIVE

Reward effort

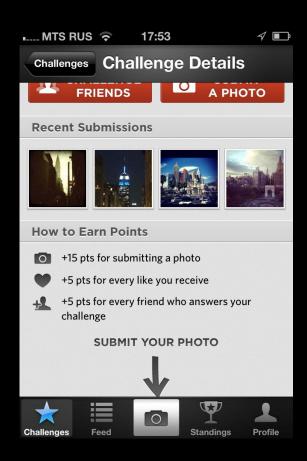
Foursquare



Localmind



Pictorious



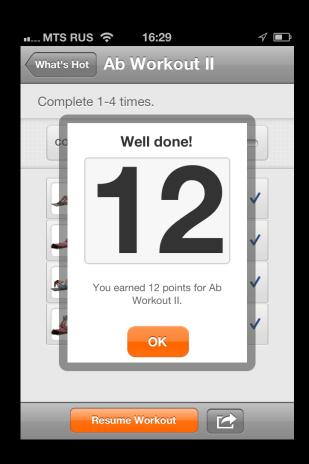


Foursquare

OK! We've got you @ 11/11/11 pocalypse. You've been here 1 time.

Points Nice check-in! You earned: ☐ Palindrome bonus! (11/11/11) +3 ☐ Swarm bonus +4 ☐ First time at 11/11/11 pocalypse +3 ☐ The Mayor is in the house! +2

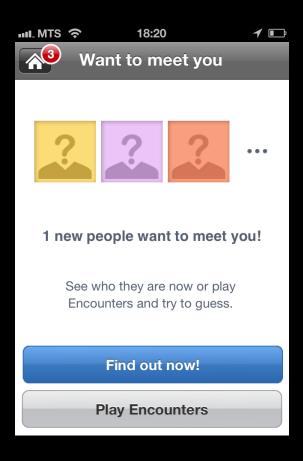
Fleetly



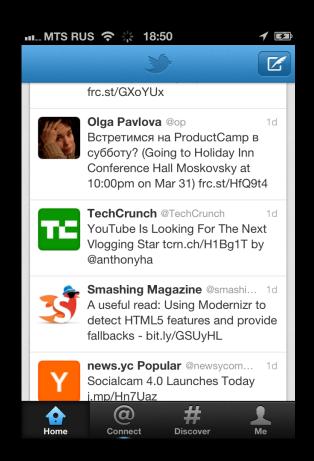


Element of uncertainty

Badoo



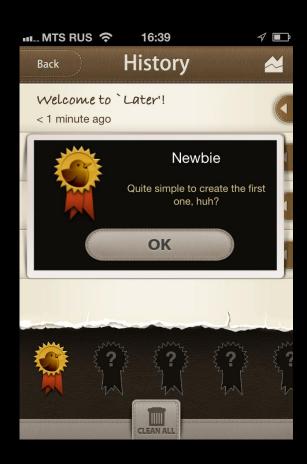
Twitter



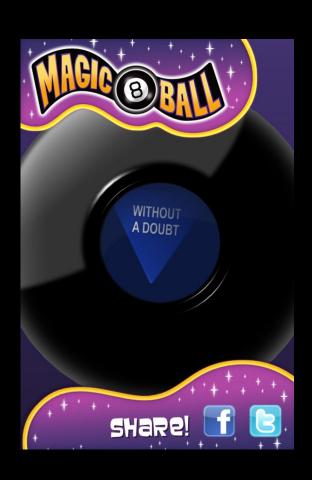
Foursquare



Later



Magic 8 ball

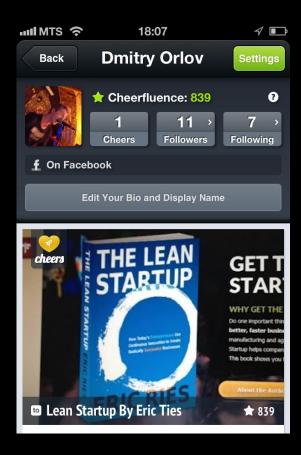




Foursquare



Cheers



EpicWin









FRUSTRATING

Too hard/confusing

Game Mechanic Zen

BORING Too Easy





Среднее время жизни пользователя Время сессии За что в среднем зарабатывают опыт Популярность товаров Последовательность конверсий до покупки

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