

## Introduction to Gamification Minitrack

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Gamification refers to the ways in which our lives, and reality, are gradually becoming more game-like. It manifests not only as a pervasive, underlying development of our culture, technology and society, but also as an intentional design process where services, systems and organizational structures are increasingly orchestrated to produce similar positive experiences as afforded by good games.

Gamification has become a prominent vein of research during the last five years in HICSS-related fields such as information systems, computer science, media research and business sciences. So too has the Gamification minitrack; since its inception in HICSS 2016, it has cemented itself as one of the largest minitracks and topics of the conference (being the largest one in HICSS 2018). The Gamification minitrack attracts research papers from a vast array of perspectives, and therefore, unites many of the different veins of research appearing throughout the HICSS conference.

As evolution from the minitrack at HICSS-2018 which had a stronger focus on gamification in business area due to the connected SI call on Gamification at the prolific *Journal of Business Research*, at HICSS-2019 we see new emergent themes such as escape rooms, urban gamification and gamification related to the growing streaming culture. However, the usual themes are also present related to collaboration/work, education and health, which are perhaps the most proliferated areas of gamification research. With respect to methodology, the entries range from quantitative studies including experiments and questionnaires to qualitative studies including human observation and content analysis to purely semiotic approaches.

The Gamification minitrack consists of 8(7) presentations based on the following papers divided across 2 sessions:

### Session 1: Collaboration, learning and health

**"On the Role of Social Comparison Processes in Gamified Work Situations"** by *Martin Huschens, Franz Rothlauf and Ricarda Rothe*

**"Findings of an Experiment: Knowledge Retention in Gamified and Non-Gamified Workshops"** by *Lisa-Maria Putz and Horst Treiblmaier*

**"Escape Room as Game-Based Learning Process: Causation - Effectuation Perspective"** by *Jonna Järveläinen and Eriikka Paavilainen-Mäntymäki*

**"Getting healthy by catching them all: A study on the relationship between player orientations and health benefits in an augmented reality game"** by *Jonna Koivisto, Aqdas Malik, Bahadır Gurkan and Juho Hamari* *\*moved to the Mixed Reality – track\**

### Session 2: Types of gamification

**"Towards a Typology of Urban Gamification"** by *Mattia Thibault*

**"Game Mechanics on Social Live Streaming Service Websites"** by *Katrin Scheibe and Franziska Zimmer*

**"Investigating the Relationship Between User Ratings and Gamification – A Review of mHealth Apps in the Apple App Store and Google Play Store"** by *Manuel Schmidt-Kraepelin, Scott Thiebes and Ali Sunyaev*

**"Crafting Identity in League of Legends - Purchases as a Tool to Achieve Desired Impressions"** by *Bastian Kordyaka and Sidney Hribersek*