

Gamification (including social media) for team develop-

Exploration

Goal / Mision statement

Develop three games (runing coputer, web, iOS, Android) with social media component in order to rase specific knowledge, abilities and behaviors for team members in different team stagees.

Starting point

- defending the knowledge, abilities and behaviors needed for each team evolution stage (forming, perfoming and creativity (like a special form of team in performing)).

- identifying those three types of experiences for each kind of teams involved. The experiences must have individual actions and team actions.

- identifying the way social media influence learning by plaing.

- build the flow of events for games.

- web / app development.

Challanges

The challenges that I can see in this moment are linked to difficulty to put specific experiences in a computer program (artistic design and programming).

Resources

- programmers

- trainers for teams

- graphic designers for artistic design of applications.