

An overview of the structure, components and benefits of gamification

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Abstract

Every progress which is made in different fields, as it affects that specific field, it also results in progress in other fields. The game industry is one of those things that can be used in education, business, industry, marketing and other fields, in a form called gamification. Gamification is trying to maximize learning and engage the user with the intended product or concept. In fact, gamification can be used to make learning, repetitive processes or unattractive tasks interesting in a non-gamified purposes, and this feature can be the most important reason for adopting this new content in different cases. This article aims to provide an introduction to the topic, then define gamification, its structure, components, benefits and the importance of it.

Keywords: gamification, gamification structure, gamification components, gamification benefits, importance of gamification

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