

## **F25.12: Gamifying Software Development**

### **Overview**

The project aims to create an engaging educational experience by integrating game elements into a software contribution platform. This initiative seeks to motivate students to learn software engineering, Git, and GitHub through an interactive and rewarding system. The student will work on designing, prototyping, and evaluating key game elements such as badges, points, leaderboard, etc.

### **What the student will DO and LEARN**

In this internship, the student will engage in a project combining game design with educational technology, focusing on creating gamified elements for a software learning platform. The student will research gamification strategies, design and develop game elements like missions, progression systems, and collaborative quests tailored to teaching software engineering and using Git and GitHub. They will build a prototype, conduct user testing, gather feedback, and iterate on the design to enhance its effectiveness. Throughout this process, the student will learn about gamification in education, advance their software development skills, apply user-centered design principles, and gain experience in project management. They will also improve their presentation and communication skills by documenting their work and presenting their findings.

### **Additional benefits**

Work on a highly collaborative team

### **Additional qualifications**

This position is partially-funded by NAU's LSAMP program, so acceptance to this position is contingent upon [LSAMP-eligibility](#)

### **Time commitment**

8 hrs/week for 30 weeks