

SAP Gamified Company Knowledge

Limited instructions
Time traveler
Guided Exploration
Grouped by subject
Links to existing content
Courses
Forums

Videos
Internal Wikis

Points / Levels /Badges *

Leaderboard *

Games

F2F interactions (codes)

Uses SAP's own APIs

* Displayed on internal social profile

Other considerations



Follow up notifications (email, sms, etc.)



Analytics



Security / Privacy



Connecting to other systems (HR, Forums, etc.)



Printing



Certificates



Leaderboard availability outside the course

How do we achieve Gamification?

With technologies such as JavaScript jQuery APIs Firebase Airtable Others/Internal **Google Apps Script** Sheets



First... my pet peeve...

"JavaScript" !== "Java"

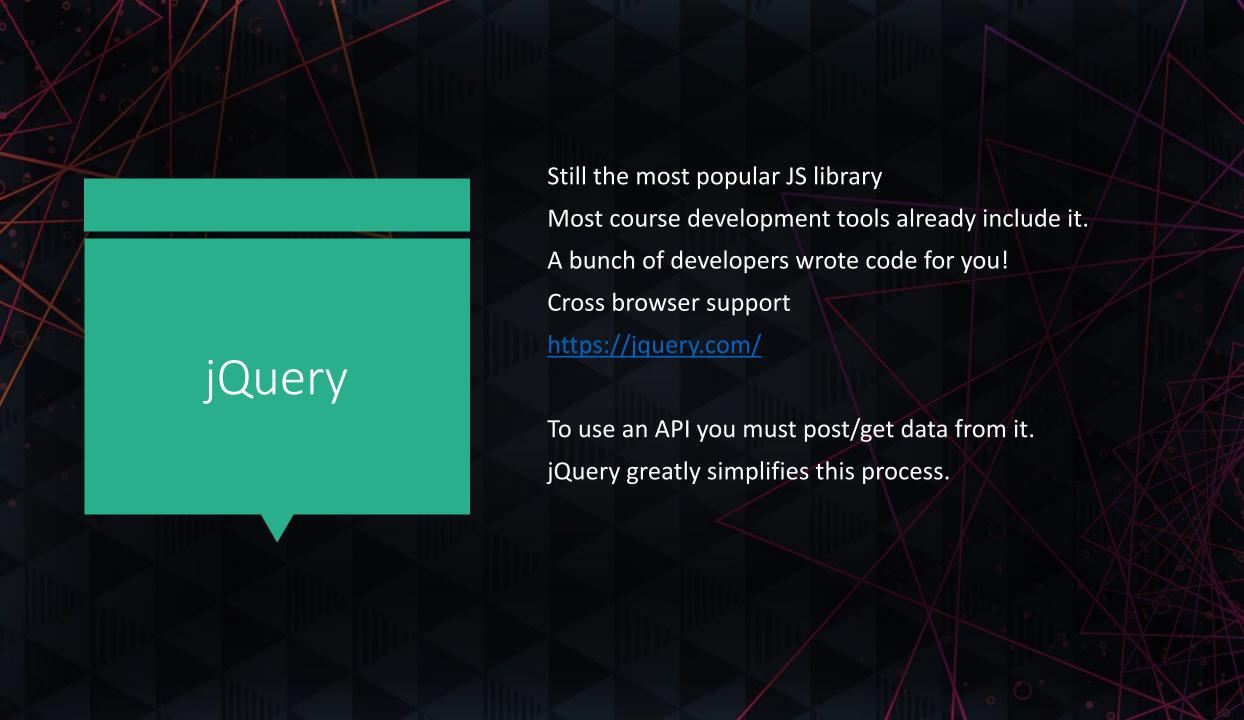


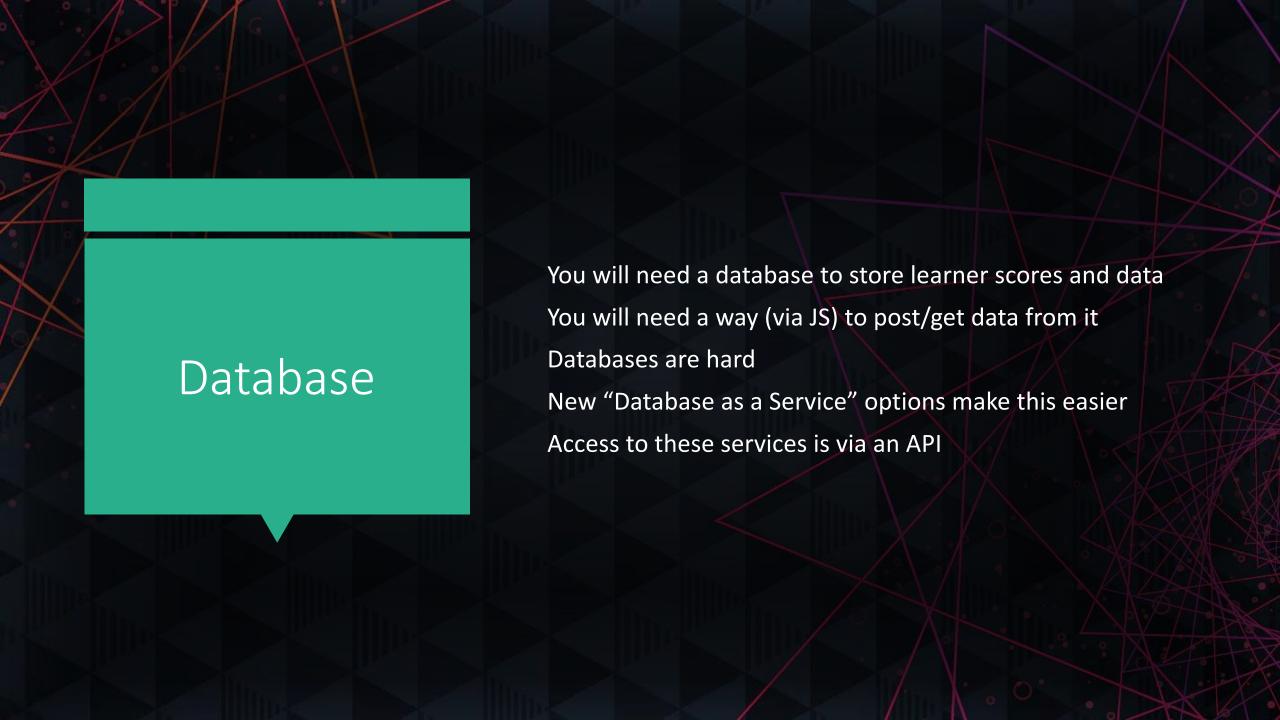


Your courses are built on it.



Ever-growing number of open source libraries





APIs: Firebase

Began as "real-time database service"

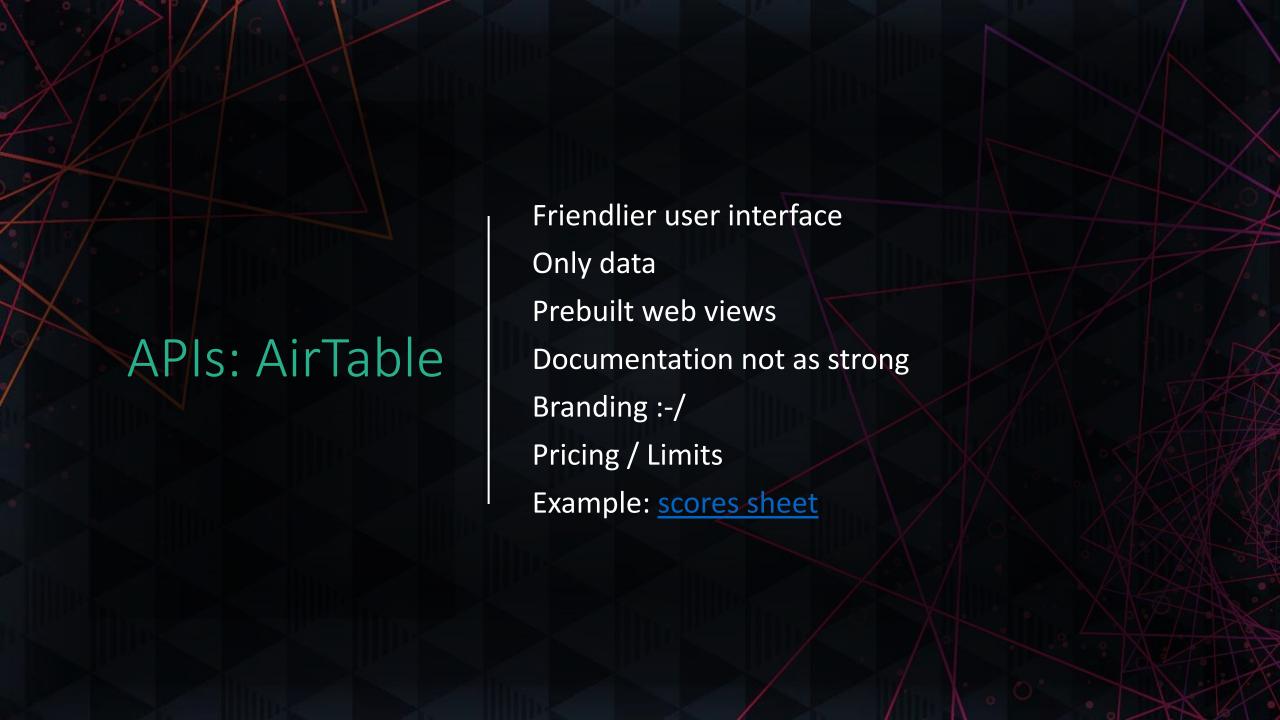
Expanded into full serverless infrastructure Including static hosting

Other features beyond DB are pretty geeky

Example: demo

Pricing / Limits

https://firebase.google.com/

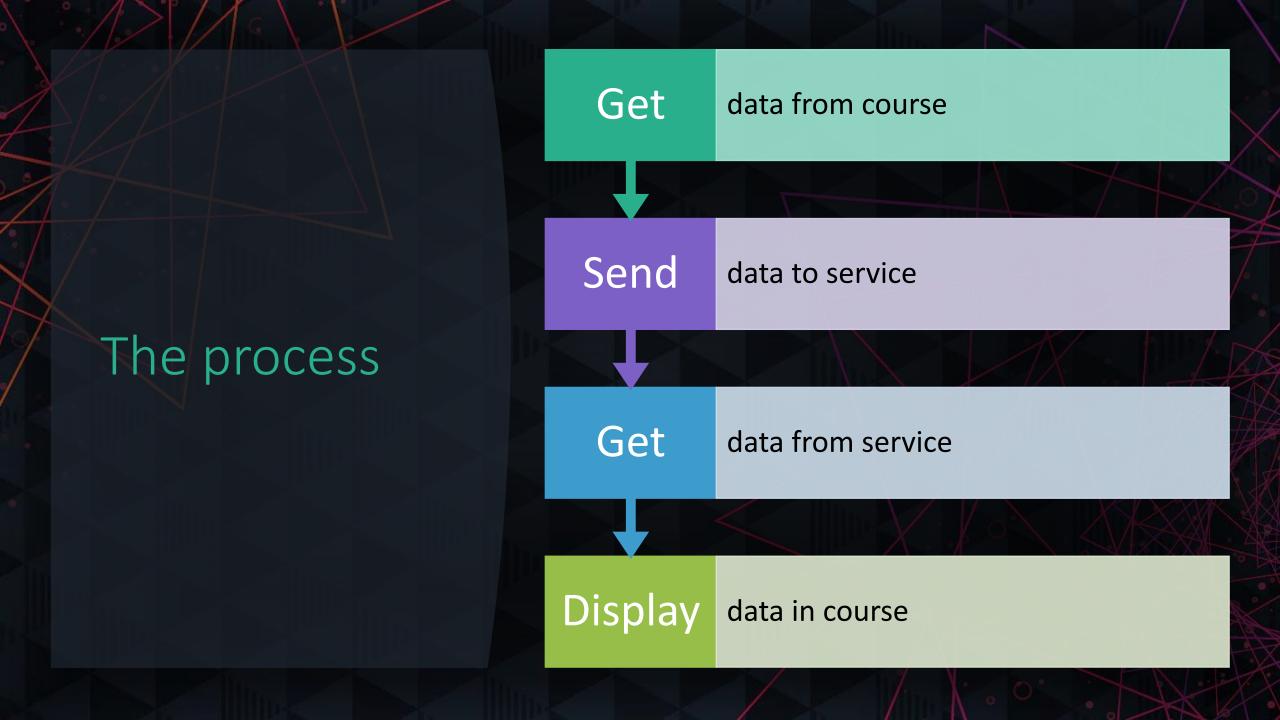


Google
Apps
Script
(GAS)

Turns any Google doc into a web application
Almost just like JavaScript
Use Google Sheet as a database
Create Slides/Docs for certificates and notes
You have to write backend and front end code
I have examples on eLB blog

Pricing / Limits

https://developers.google.com/appsscript/overview



Get data from course [Storyline]

```
var learner_score = GetPlayer().GetVar('score')
var learner_name = GetPlayer().GetVar('name')
```

Send data to service [Airtable]

```
var Airtable = require('airtable');
var base = new Airtable({apiKey:'xxx'}).base('xxxx');
base('all scores').create({
  "Name": learner name,
  "Score": learner score
}, function(err, record) {
   console.log(record.getId());
```

Get data from service [Airtable]

```
"id": "recfEfHkKzw31yBGC",
"fields": {
  "Score": 100,
  "Name": "James Kingsley"
"createdTime": "2019-06-06T18:34:53"
```

Push data into course [Storyline]

```
GetPlayer().SetVar('score', learner score)
```

More realistically...

You will probably want to get the top learners

You will need to loop through each record and push into the course :-/

Or...

```
"records": [
        "id": "recfEfHkKzw31yBGC",
        "fields": {
            "Score": 100,
            "Name": "James Kingsley"
        "createdTime": "2019-06-06T18:34:53.000Z"
        "id": "rectzFGDcqBHxlv3f",
        "fields": {
            "Name": "Todd Cummings",
            "Score": 88
        "createdTime": "2019-06-06T18:34:53.000Z"
    },
        "id": "recOp1vDbuUGYiBrH",
        "fields": {
            "Name": "Rich Vass",
            "Score": 77
        "createdTime": "2019-06-06T18:34:53.000Z"
```

Embed HTML5 page

To display the leaders it is often best to create a custom web page.

The page will include all the JS to get the leaders and display them

You can embed the page into your course

The same page can used external from the course

#	Diver	Score	Time
1	KEDAR NATH PODDAR	6	0:07
2	TAIWAN	6	0:16
3	JENN DANIELLE GARGAR	6	0:23
4	WJ	5	0:02
5	WJ	5	0:04
6	WJ	5	0:13
	MARIAN DIMABUYU	5	0:30
JD-A	SAWSSAN ALI	5	1:50
	ABU SUFIYAN	4	0:07
	TH.	4	0:40

Summary

Creating a game is better then adding a "game"
JavaScript is your friend
jQuery makes JS easier
You need a database but they're hard
DBaaS are a lot easier