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Background of the groups members				
Gamification Conceptualization				
Game Element	Description	Do we use it? (Y/N)	How do we use it?	Response
1. Empowerment	Enable user to perceive that he/she can impact on the situation, have a sense of control		What are the decisions an empowered learner can take?	
2. Smooth Learning Curves	it keeps the user in continuous learning progress and in mastering his/hel skills		How can we smoothen learning curves for different learners?	
3. Communication Channels	it enables communication via chats, forum, etc part of the game in which all players' actions take place until a certain goal has been reached or an end condition has been fulfilled		Which communication channels are specifically needed?	
4. Levels	hints given to users to solve a problem and/or to achieve a goal and unblock the next level		How do we distinguish different levels? What is specific for each level?	
5. Clues	Are indicators that explicit the goals		How do we balance clues (not too many, not too few, informative without giving away too much information)?	
6. Goal Indicators	Enable custom configurations of a character's abilities, often		Which goals can be selected/defined?	
7. Skills tree	organised in branches associations of players who chose to come together to achieve a common goal		Which skills can we distinguish? How can we organise them in a hierarchy?	
8. Guild	the act of telling stories within the game		How can learners team up in guilds? What is the goal of each guild? How does it compete with other guilds?	
9. Storytelling	enable users to plan future action or goals therfore the strategy to follow to complete a level or the game itself		Which story do we want to tell?	
10. Stimulated Planning			In a flipped MOOC how do you forseen the implementation of Stimulated Planning, a game elements that invite the users to plan their strategy?	
Learning Analytics conceptualization				
For each game element selected:		Why do we use it? For who? How do we use it?/ how do you implement it? What data do we need to support that?		
Design Phase				
Domain				
Topic				
Target group in mind				