Narratives in Gamification: Considerations for Support of Digital Literacy of the *Elderly*

Development of a narrative as part of a senior-friendly gamification approach for an e-learning application

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ePA coach

Federal Ministry of Education and Research

ePA-Coach project (2020 – 2023)

- **e-learning** platform for **seniors**
- digital literacy
- electronic health record (EHR) in Germany
- **gamification approach including a narrative** to enhance seniors' motivation to use the environment

Hypothesis

A <u>narrative</u> can overcome motivational psychological barriers among seniors regarding the use of an eLearning program.

Development process

STEP 1

Literature review & derivation of requirements for designing narratives

STEP 2

Type & mission as well as narrative title

STEP 3

Brainstorming, considerations & first draft with initial situation, flow and steps

STEP 4

Qualitative experts' feedback

STEP 5

Revision of the narrative based on the experts' feedback

Requirements for designing narratives

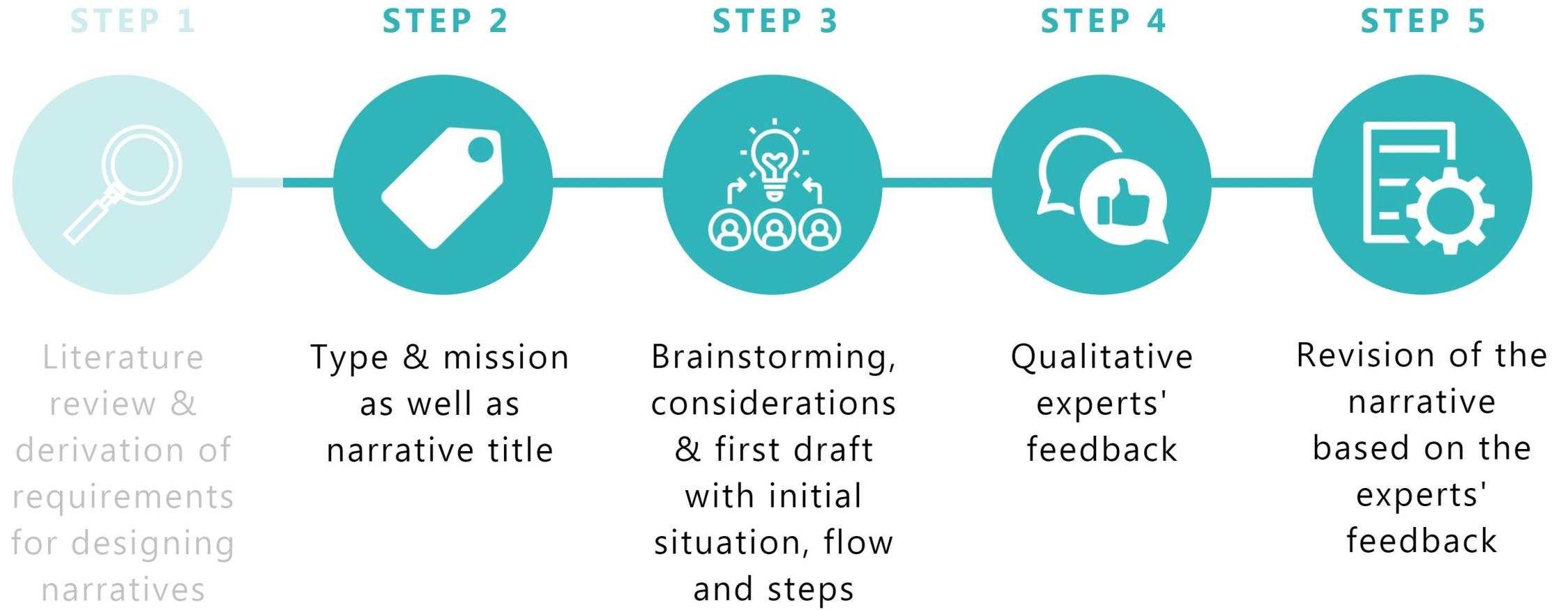Personal, historical, informing or instructing

Embedded or emergent

Linear or nonlinear

Framework parts: inital situation, emotional aspects, events, options
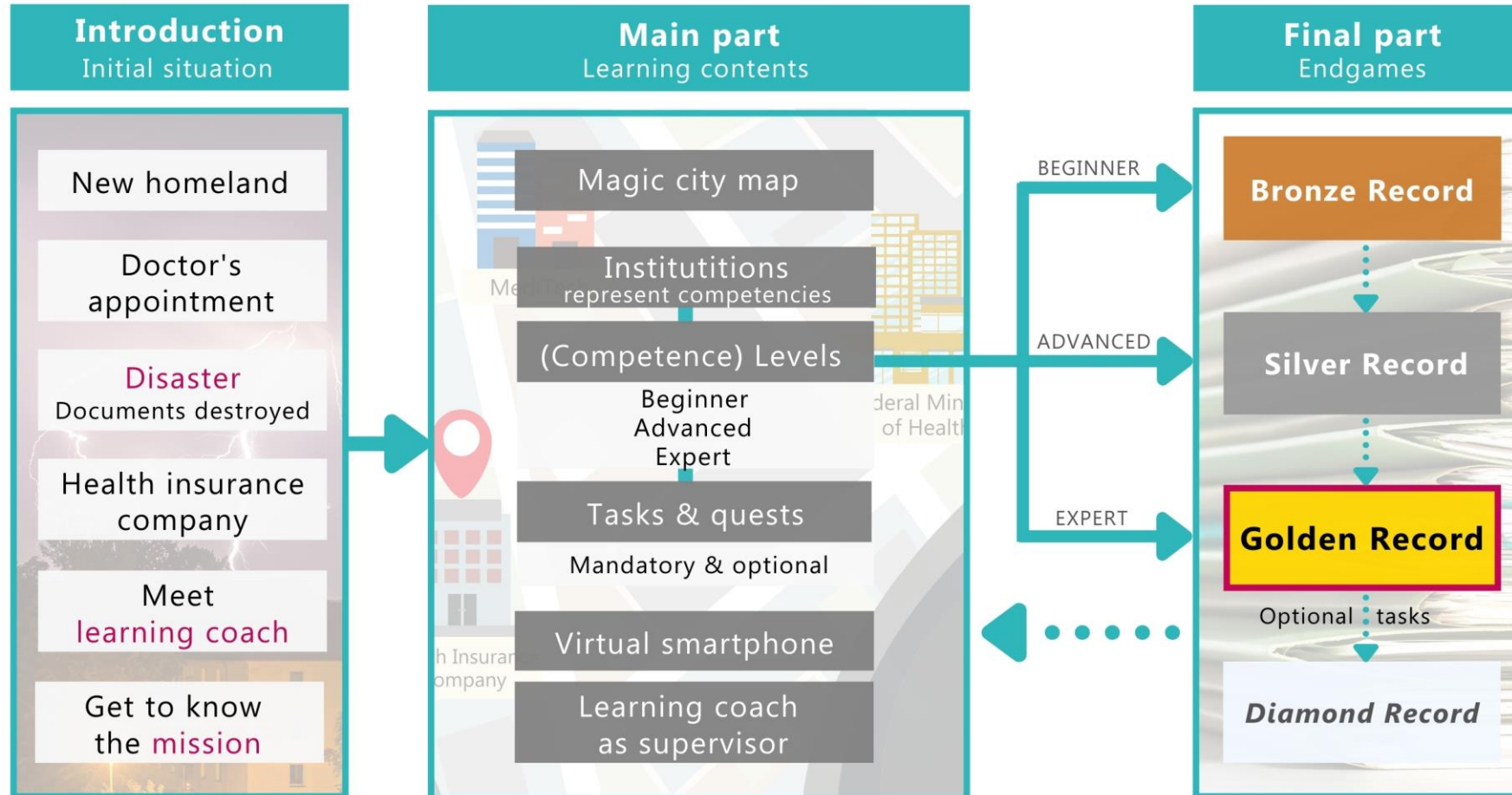
Act in a role and choose avatar

Specific tasks, mostly real-life problems
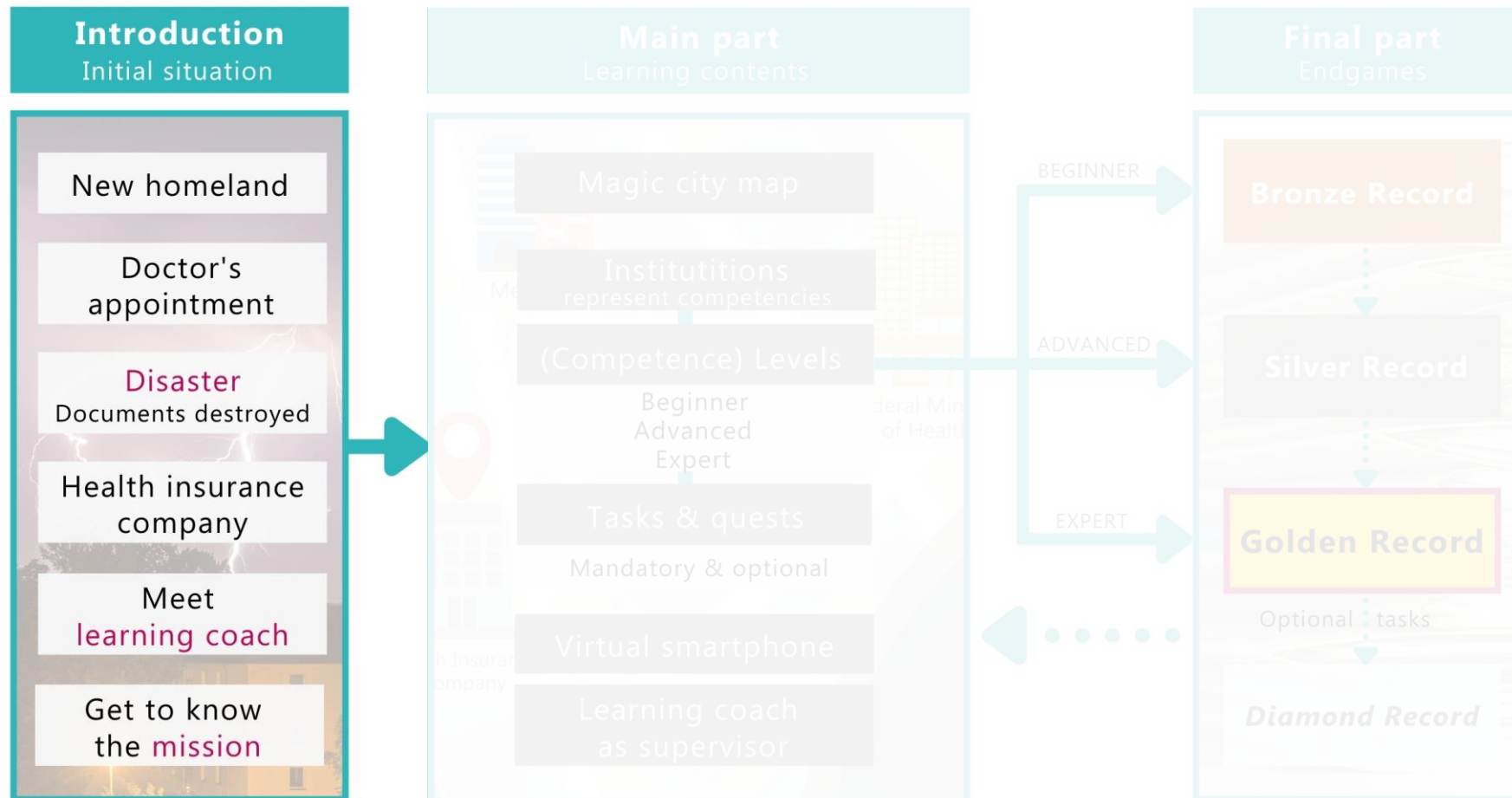
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Narrative and learners' journey

Narrative and learners' journey

FIND & FILL THE GOLDEN RECORD

Introduction
Initial situation

- New homeland
- Doctor's appointment
- **Disaster** Documents destroyed
- Health insurance company
- Meet **learning coach**
- Get to know the **mission**

Main part
Learning contents

- Magic city map
- Institutitions represent competencies
- (Competence) Levels
  Beginner
  Advanced
  Expert
- Tasks & quests
  Mandatory & optional
- Virtual smartphone
- Learning coach as supervisor

Final part
Endgames

BEGINNER → Bronze Record

ADVANCED → Silver Record

EXPERT → Golden Record
Optional tasks

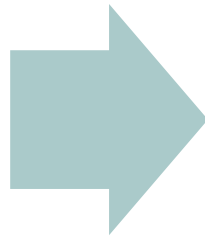Diamond Record

Narrative and learners' journey

FIND & FILL THE GOLDEN RECORD

Narrative and learners' journey
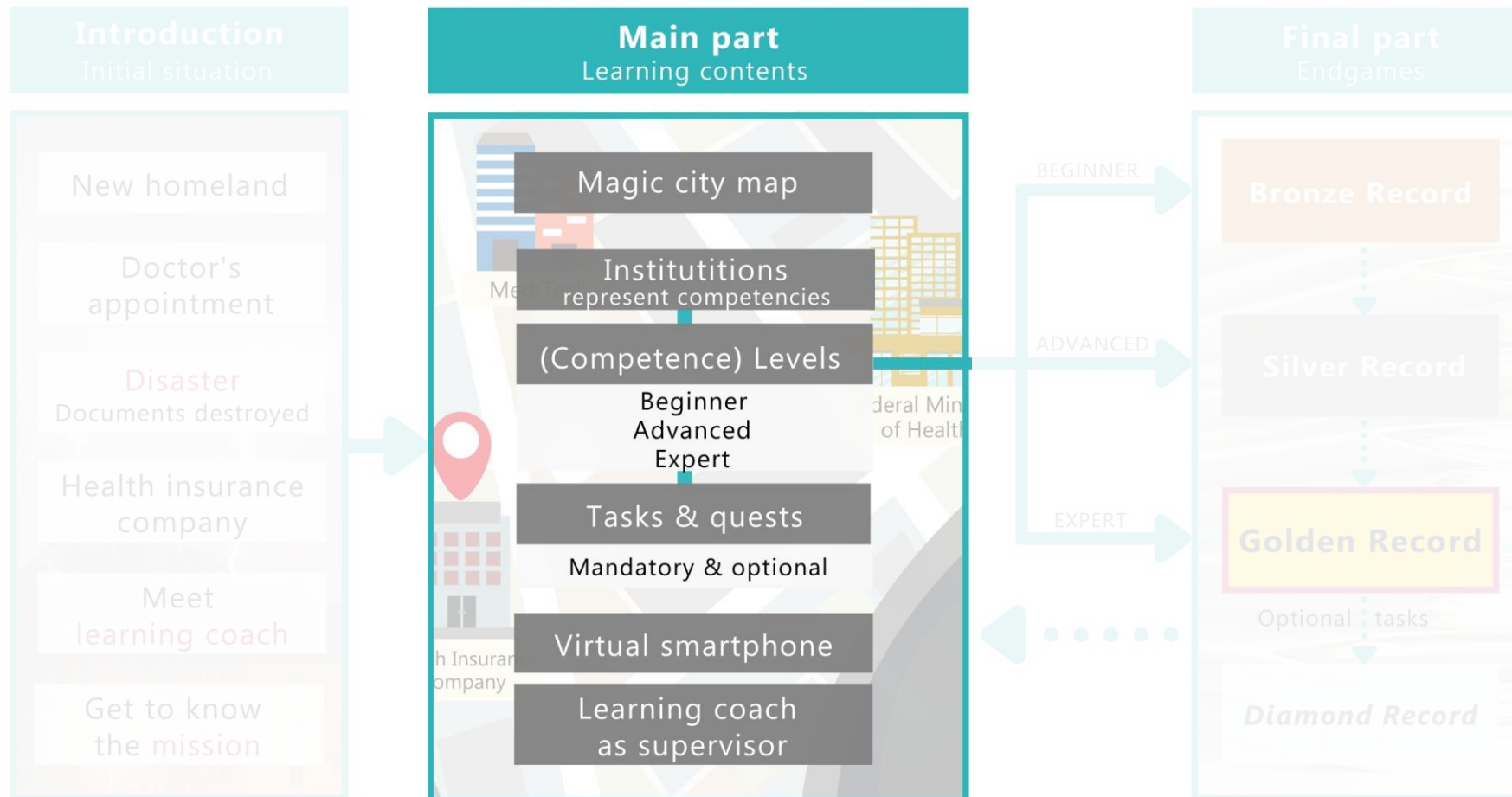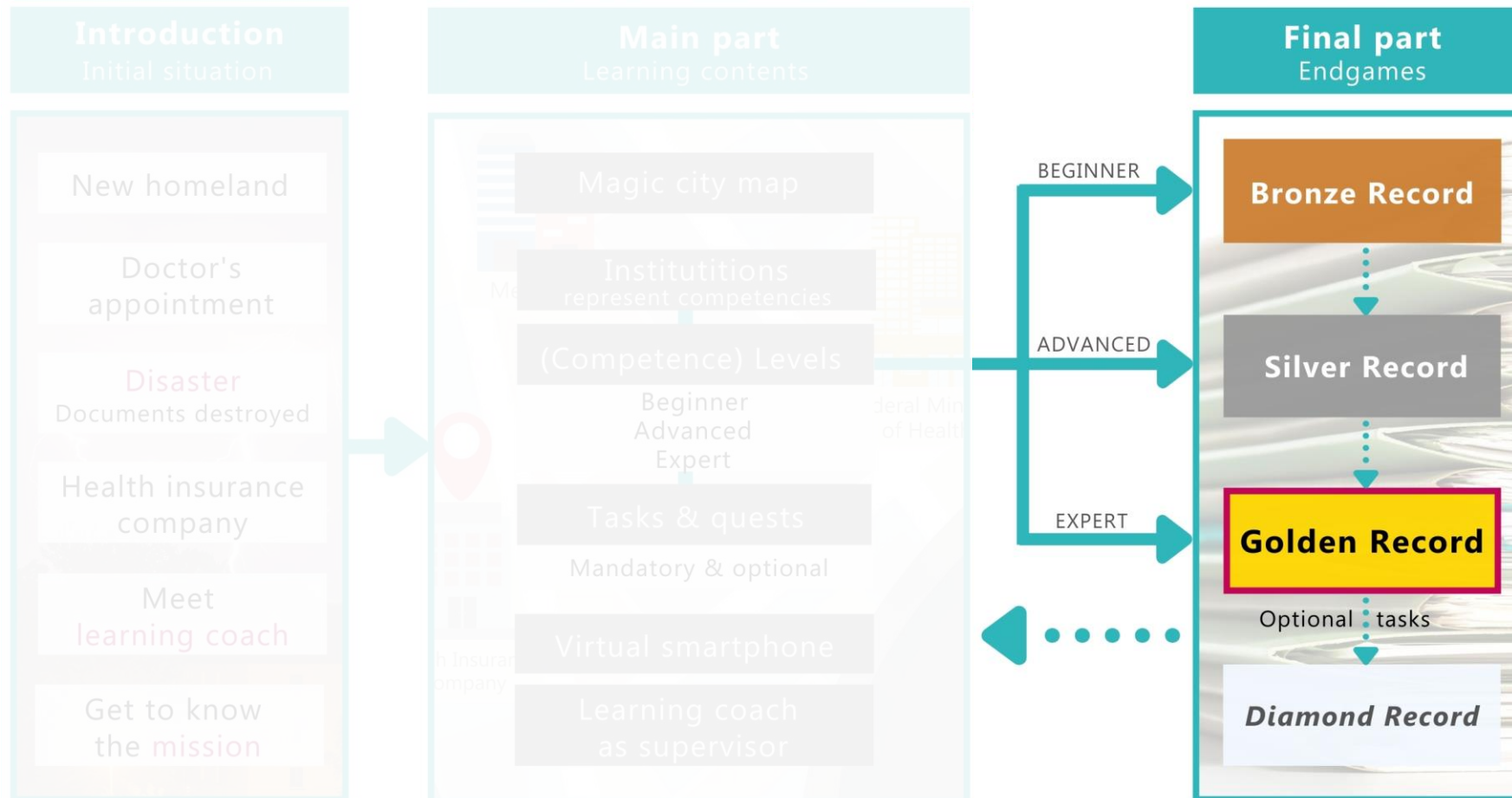
Next steps

Evaluation
with target group

Adaptation and extension, technical implementation and renewed evaluations

*Gamified systems **for senio**rs **with** and without a **narrative** are still **rare** and **more** specified **research** is **necessary** for developing and designing gamified (learning) applications for the elderly*

Thank you for your attention.
Are there **any questions**?

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