



The X-Culture Global Virtual Team Coaching Program

Training Module 11

Gamification of Work Design

Updated: August 15, 2019



After much consideration, it has been decided to not include a separate training module on Gamification. It is a fascinating and very important organizational issue.

However, the topic is too big to be condensed to a dozen of pages. Even a full-size book would be sufficient to provide only a general introduction to the topic.

Second, after a careful inspection of the Coach job description, it has been concluded that the Coaches will not be able to fully apply their knowledge of work gamification even if they knew how to do it.

Therefore, this topic will not be covered in this semester's Theory training.

Having said that, we recommend that the Coaches interested in the topic of Gamification read the following book:

Yu-Kai Chou, "Actionable Gamification: Beyond Points, Badges, and Leaderboards", Octalysis Media.

The X-Culture team relies heavily on the model and advice provided in this when updating the design of our project each semester, and particularly when designing the Teens version of the project.

Out of many books on the topic, this one contains the most actionable theory and practical advice.

This topic will NOT be covered on the theory exam.