Freud, Kierkegaard, and Gamification in RE

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Learn from **psychiatry**.

Use **Transactional Analysis and 3 basic principles**

applied by **psychiatrists**

during analyzing and identifying of the recurring behavior patterns

for increase of positive gamification effects for requirements elicitation and prioritization by usage of smart devices and consider of the basic principles.
Freud, Kierkegaard, and Gamification

Eric Berne
(1910-1970)

Kierkegaard
(1813-1855)

HUNGER of

STIMULUS
RECOGNITION

STRUCTURING
vs. UNSTRUCTURED TIME

PERSONAL EGO STATES

AGENT

RESPONDENT

PARENT

ADULT

CHILD

Game Elements

User Types

Gamification

Behavior Change
Compliance
Engagement

Rewards

Motivation

Leaderboards
Competitions
Community
Cooperation

Tournaments
Achievements
Money

Participation
Feedback
Support

Knowledge/STEAM
Cognition/Creativity
Mastery/Advancement
Purpose/Enthusiasm
Synergy Potentials to RE?

- How does gamification work and fit to Berne’s theory?
- Which RE tasks are appropriate to be gamified?

- *Structured* time vs. *Unstructured* time
  - *Shifting* gamified tasks to the *unstructured* time. E.g. *commute* or *business trip*, *waiting time*

- Democratic (weighted) involvement of all stakeholder
  - E.g. Open Source Community Case Qt or
  *Prioritisation of issues by stakeholders: end user, developer, vendor ...*