

# Gamification system for digitalised workstations

## Target Group:

- Praxisprojekt + BA • Master Mechatronics Project
- Pro2 • Master-Thesis

## Project description:

As part of the digitalisation of industrial processes, we are looking for support for the development of a gamification system that can be integrated directly into digitalised manual workstations. The aim is to use playful elements to increase work motivation and improve the efficiency and quality of work processes and to analyse interactions from an ergonomic point of view.

## What you can expect:

- Conceptual design and development of a gamification system in Unity and Python.
- Analysing and processing incremental performance and quality data.
- Creative freedom in designing game mechanics that fit the work environment.
- Testing and validation of the system in the real production of our project partner!
- A project at the intersection of gaming and Industry 4.0.

## What you should bring:

- Experience in development with Unity & Python or interest!
- Understanding of gaming and no mistrust of gamification.
- Desire to get to the bottom of the manipulative mechanics of gaming.

## Important:

We want to create a workplace where every action counts and is visualised and rewarded by the gamification system. The aim is to increase productivity and continuously improve the quality of work results. The project has a direct impact on current research projects!

## Get in touch:

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