Gamification and Career Development

Literature Search

October 2019

Accelerole, (2018). <u>10 Top Tips for Using Gamification Techniques to Engage your Learners.</u> Accelerole.

Alchin, C. (2018). *Using Gamification to engage clients...The U-Cube*. CDAA.

Alchin, C., McIlveen, P. (2017). *Using the U-Cube for Career Counselling with Adolescents to Develop Career Conversations.* Semantic Scholar.

Anadrea. (2018). *How Gamification in the Workplace Impacts Employee Productivity*. The Startup.

Andriotis, N. (2018). 6 Tips to Get the Most Out of Gamification in the Workplace. Talent LMS.

Ansted, R. (2017). *How Gamification Brings Joy and Motivation to Career Development*. NCDA.

Ansted, A. (2017). *The Gold Star Effect: The Gamification of Career Decision-Making.* Questia.

Ashworth, A. (2019). *Does Gamification Work in Recruiting? You Bet!* Recruiter.

BasuMallick, C. (2018). *Gamification in Recruitment: All You Need to Know.* HR Technologist.

Batyski, H. (2017). <u>Three gamification ideas to increase HRMS user engagement.</u> HRMSWorld.com

Blakemore, E. (2016). <u>3 Ways to Gamify Your Career.</u> Creativelive Blog.

Bleich, C. (2019). *Gamification in eLearning. What Works and What Doesn't?* Edge Point Learning.

Boller, S. (2018). Does Gamification Actually Work? Yes, and Here's Why. ATD.

Brady, J. (2017). *Changing Lives with Gamification*. Klick Health.

Bradley University, (2019). *How Gamification Can Be Used in Counseling*. Bradley University.

Brown, B. (2019). *The Psychology of Gamification: Why It Works (& How To Do It!)*. Bitcatcha.

Brown, M. (2019). <u>The Power of Play</u>. CERIC.

Buchanan, S. (2014). *Gamification for Non-Millennials*. NICE.

Burgle, C., Robinson, P., Machmeier, C. (2016). *Future of Work: Game on!* SAP.

Burke, B. (2014). <u>Gamify: How Gamification Motivates People to Do Extraordinary Things.</u> Brookline.

Business Management Daily Editors, (2014). *Game on! How HR can use 'gamification' to recruit, train and engage employees.* Business Management Daily.

Campiere, A. (2019). Gamification of Recruiting: Playing for Your Next Job. PCMA.

Career Guidance for Inclusive Society. (2019). <u>Challenges of gamification in school career</u> guidance. IAEVG.

Carson, S. (2018). 5 Ways to Gamify Employee Learning Experiences. SkillBuilderLMS.

Choo, J. (2019). *Why it pays to gamify your career (in 4 Steps)*. Strategy Journey.

Clark, A. (2013). *Gamification of Our Careers – Do You Play the Game?* LinkedIn Endorsements.

Clarkson, N. (2018). *Making play everyday by gamifying career development*. Virgin.

Coelho, R. (2017). Gamifying Career Development. CERIC.

Deese, A. (2019). 5 Benefits of Gamification. STEMvisions Blog.

Delgado, K. (2017). Gamification for Positive Organizational Change – A Case Study. PSI

DeNisco, A. (2019). *How to gamify K-12 professional development*. District Administration.

Eisenhauer, T. (2019). *The Psychology of Gamification in the Workplace*. Axerosolutions.com

Everett, C. (2016). <u>Gamification can engage staff and help professional development.</u> Raconteur.

Ewen, C. (2017). <u>6 Gamification Examples: A Real Game-Changer for Recruitment and Career</u> <u>Services.</u> Gradleaders.

Fallon, N. (2015). <u>Gamifying Your Workforce: How to Make Engagement Fun.</u> Business News Daily.

Franklin, M. (2018). *Gamification in the Workplace & Kickstarting Your Career at 33.* Careercycles.

Franklin, M. (2014). *Clues from Career Buzz Guests on the Gamification of Work: Be "T Shaped"* and Talk about Your Breadth. CCPA-ACCP.

Marczewski, A. (2019). Career 2.0 Gamification of a Career. Gamified UK.

Gaskell, A. (2017). *How Gamification Can Drive Workplace Performance*. Forbes.

Gilbert, F. (2019). *Viewpoint: Is Gamification Good for HR.* SHRM.

Gizzi, D. (2018). Train Them the Way They Want to Learn and You'll Keep Them. TLNT.

Guest Author, (2018). *How to Use Gamification in Recruitment*. TalentLyft.

Hadicke, G. (2017). *Gamification in graduate recruitment*. Graduateland.

Hawkinson, A. (2016). <u>Game On! Kaplan University Incorporates Gamification into its Career</u> <u>Services Network.</u> Business Wire.

Heikkila, A. (2017). *Gamification in Education: From Education to Recruitment*. eLearning Industry.

Hein, R. (2013). *How to Use Gamification to Engage Employees*. CIO.

Herger, M. (2014). <u>*Gamification in Human Resources.*</u> CreateSpace Independent Publishing Platform.

Horth, M. (2018). *Gamification 101: How It Benefits Employee Learning and Development.* FlashPoint.

Huffman, E. (2016). <u>How gamification can help engage Millennial employees</u>. *Journal of Accountancy*.

Hung, A.C.Y. (2017). <u>A Critique and Defense of Gamification</u>. *Journal of Interactive Online Learning*, Volume 15, Number 1.

Ingwersen, H. (2018). Why Gamification at Work Could Change Everything. Capterra.

Irma, (2015). *Gamification: Concepts, Methodologies, Tools, and Applications.* IGI Global.

Jackson, S. (2018). A Quick Guide to Gamification and Gamified Careers. Gamedev.net.

Jenkins, R. (2018). <u>7 Ways Gamification Can Help Retain and Engage Millennials.</u> Inc. This Morning.

Jenkins, R. (2017). *How to Improve Training for Millennials Using Gamification*. Training Industry

Kabra, V. (2019). *Gamification: All work and no play, makes Jack a dull boy!* Hexaware.com

Keijzer, P. (2018). Why You Need Gamification to Interest Millennials. Business2community

Koenig, R. (2014). <u>An App to Make Career Counselling More Like a Video Game.</u> The Chronicle of Higher Education.

Krumrie, M. (2016). *How recent college grads use gamification to stand out in the job.* College Recruiter.

Ksk Lachu, S. (2014). *Gamification: The future of talent profiling*. Career Guide.

Lay, K., and Clayton, K. (2019). <u>Stacking the Deck: Using Gamified Learning to Make Career and</u> <u>Major Exploration First-Generation Friendly</u>. NCDA. Lee, J. (2012). <u>"Gamify" Career Exploration and Business Start-ups.</u> OpenIdeo.

Lewsi, N. (2019). *Be Careful: Gamification at Work Can Go Very Wrong.* SHRM.

Lillicrap, E.M. (2019). *Gamification in Education: The future of soft skills development.* The University of Sydney.

Lokam, P, Rinvelt, S. (2019). *How Bosch Used Gamification to Build People Analytics Skills.* Visier.

Luman, S. (2019). *It's Not All Fun and Games: The Pros and Cons of Gamification at Work.* Nir&Far.

Management Association, Information Resources.. (2018). <u>*Gamification in Education:</u>* <u>*Breakthroughs in Research and Practice.*</u> IGI Global.</u>

Manoharan, J. (2018). *Gamification vs game-based learning.* Leaderonomics.

Marczewski, A. (2013). *The Gamification of a career.* Gamasutra.

Maree, K. (2017). *Psychology of Career Adaptability, Employability and Resilience*. Spinger.

Marquis, J. (2013). *Using Game Design to Further Your Education and Career.* OnlineUniversities.

Marrs, H. (2019). *Gamify any lesson, class or curriculum*. ISTE.

McAllister, J. (2019). How to Gamify Professional Development. EdTech.

McGlochlin, T. (2019). <u>4 Facts to Know About Game-Based Assessments in the Hiring Process.</u> PSI.

Meister, J. (2015). *Future of Work: Using Gamification for Human Resources*. Forbes.

Meister, J. (2012). <u>The Future of Work: How to Use Gamification for Talent Management.</u> Deloitte.

Moncreiff, A. (2018). *Winning the Employee Development Game with Gamification*. Bunchball.

Monahan, K., Harr, C., Knight, M., Crump, J. (2016). Gaming away the leadership gap. Deloitte.

Montgomery, L. (2019). *Gamification of executive education: trend or transformation.* The Economist.

Morrison, C. (2019). *The Gamification of Organizational Learning*. AMA.

Naas, B. (2019). *The Truth About Gamification (The Good, the bad & the ugly).* Sales Hacker.

Naveed, F. (2019). <u>3 ways to boost employee engagement with gamification.</u> Joste

NCDA, (2017). *How Gamification Can Make Your Job Search More Effective and Fun.* Be the change.

Nelson, A. (2018). <u>Gamification: Playing Your Way to Better Employee Engagement</u>. The HR & Employee Engagement.

Newman, D. (2017). *How to Drive Employee Engagement with Workplace Gamification*. Forbes.

Newman, D. (2016). *The Future of Work: Principles of Workplace Gamification*. Futurum.

Nuria, (2017). *Gamification in career guidance: Can we make a game for the career exploration process?* Mathisis Project.

Pandey, A. (2019). <u>Gamification Trends in 2019 – Packed with Tips and Ideas You Can Use.</u> eLearning Industry.

Pandey, A. (2017). <u>5 Killer Examples on How Gamification in the Workplace is Reshaping</u> <u>Corporate Training.</u> eLearning

Pappas, C. (2018). <u>Spark Professional Development with Gaming – Here's How</u>. Glassdoor for Employers.

People Conscience. (2017). *The Role of Gamification for the Workforce.* People Conscience.

Pepping, K. (2018). *<u>The Difference Using Gamification in Training Employees</u>. Continu.*

Perera, S. (2018). *Preparing students for university using gamification*. Sponge.

Peters, A.N. (2018). *Designing an interactive guidance learning system using gamification.* Research Gate.

Petersen, S. (2019). *Gamification Based Decision-Making in Breakthrough Innovation*. Huffpost.

Ramanathan, S. (2016). *Gamification & Collaboration for Student Career Counselling*. Slideshare.

Randall, M. (2018). *Gamification: Is It Relevant? Is It Meaningful?* Innovative Learning Group.

Recruiterbox, (2019). *Gamification in Recruiting*. Recruiterbox.

Rees, L. (2019). Gamification at Work: The Future or a Fad. Talent Management.

Rizvi, P. (2019). *How to use gamification in 2019: what works and what doesn't.* Near Life.

Schachter, H. (2018). *The serious business of gamification*. The Globe & Mail.

Schlenker, B. (2014). Put Gamification on Your Career Path. SAP Litmos.

Schmitz, C. (2015). <u>A Guide to Gamification : The Good, the Bad, and the Ugly.</u> In Classroom Practice.

Scholtz, B., Raga, L., Baxter, G. (2016). <u>Design and Evaluation of a "Gamified" System for</u> <u>Improving Career Knowledge in Computing Sciences.</u> *The African Journal of Information and Communication (AJIC)*, 18, 7-32.

Schwartz, N. (2019). *Gen Z Takeover : How colleges are using gamification to engage students.* Education Dive.

Shermon, G. (2017). Gamification Competency Assessments Life Sciences. Lulu.com

Shipepe, A., Peters, A. (2018). *Designing an interactive career guidance learning system using gamification*. ACM Digital Library.

Silberman, J. (2013). *The Gamification of Organizational Learning – Two Opposing Theories.* CMS Wire.

Simcock, N. (2014). *The gamification of career development*. HR Daily.

Simpson, P., and Jenkins, P. (2018). *Gamification and Human Resources: an overview*. Brighton.

Sims, S. (2019). How Gamification Can Improve HR Management. thebalancecareers

Smit, R. (2018). Advance to Go: Winning with Gamification. Wired.

Sorrentine, L. (2017). *Using Gamification to Improve Nurse Training & Career Development.* HealthStream.

Sovet, L., Arnoux-Nicolas, C., Baatouche, N., Baudé, & Bernaud, J-L. (2019). *Postmodern career counselling interventions : A meaning-centred approach*. Paris, France.

Target Jobs. (2018). *The Graduate Job Hunter's Guide to Gamification*. Target Jobs.

Teach Thought Staff. (2019). <u>12 Examples of Gamification in the Classroom.</u> Teach Thought.

Team Artic Shores, (2019). *The Rise of Gamification in Recruitment*. Artic Shores.

Urban, A. (2019). How to Improve Employee Training Methods with Gamification. Speexx.

University of Portsmouth, (2012). <u>*"From e-learning to 'gameful' employment"*</u>. University of Portsmouth.

Velev, A. (2016). The Millennial Mindset from a Gamification Perspective. Megamification.

Velev, A. (2016). Portrait of Millennials at Work and the Case for Gamification. Deloitte.

Vogel, K.D. (2018). A toolkit for decision making through gamification. VIUSpace

Voina, O. (2019). The Game Is on in Recruitment. Oracle HCM Blog.

Voss, K. (2015). <u>The Growth of Gamification: What it Means for Schools and Districts.</u> GettingSmarter. Weber, J. (2013). Job Seekers Get Gamified with Job Search Tool. BuiltinChicago.

Weinstein, L. (2019). *Gamification: Playing with the High Impact Method of Learning*. The Blog.

Werbach, K. (2015). *How is gamification changing our lives?* World Economic Forum.

White, S.K. (2016). *How to use gamification to improve employee engagement*. CIO.

Wigmore Alvarez, A. (2017). <u>Gamification – The future of graduate recruitment</u>. University World News.

Zentis, N. (2016). <u>Gamification – A Boost for Talent Management</u>. Institute of Organization Development.

Zoe, E. (2019). *Level up: How gamification in recruitment can attract top talent.* efront.