Gamification

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Gamification broadly refers to technological, economic, cultural, and societal developments in which reality is becoming more gameful either by design or as an emergent transformation [1].

Gamification has become a prominent vein of research globally as well as in HICSS itself after the publication of popular review by Juho Hamari, Jonna Koivisto and Harri Sarsa in 2014 that reviewed the then extant seeding empirical corpus of gamification [2]. Gamification minitrack, since its inception in HICSS 2016, has thus cemented itself as one of the largest minitracks and topics of the conference. The Gamification minitrack attracts research papers from a vast array of perspectives, and therefore, unites many of the different veins of research appearing throughout the HICSS conference such as computing, media, information systems, management, business, education and governance.

In 2021, the minitrack received 20 submissions out of which 10 papers were accepted. The accepted papers this year form two sub-themes: 1) *Gamification of organizations* – be it about HR, corporate training or performance feedback, and *2) Gamification of sustainable practices and behaviors* – be they in relation to mobility, consumption, health or inclusivity.

[1] J. Hamari, "Gamification". In G. Ritzer & C. Rojek (Eds.), T*he Blackwell Encyclopedia of Sociology*. New York John Wiley & Sons, 2019.
[2]. J. Koivisto, and J. Hamari, "The rise of motivational information systems: A review of gamification research", *International Journal of Information Management*, 45, 2019, pp. 191-210.

Gamification of organizations

Examining Game-based Approaches in Human Resources Recruitment and Selection: A Literature Review and Research Agenda *Saman Bina, Jeffrey K. Mullins, and Stacie Petter*

Lost in translation: A study of (mis)conceptions, (mis)communication and concerns when implementing gamification in corporate (re)training *by Adam Palmquist*

Rankings or Absolute Feedback? Investigating Two Feedback Alternatives for Negotiation Agreements in a Gamified Electronic Negotiation Training *by Andreas Schmid*

Individual Rank and Response: Survey-Based Evidence on the Effects of Rank-Based Performance Feedback *by Martin Huschens, Claus-Peter H. Ernst, and Franz Rothlauf*

Gamification of holistic sustainability

Do they Play as Intended? - Comparing Aggregated and Temporal Behavioral Analysis in a Persuasive Gamified System *by Enrica Loria, Jessica Rivera-Villicana, and Annapaola Marconi*

Gamification of Sustainable Consumption: A Systematic Literature Review *by Georgina Guillen M., Juho Hamari, and Jaco Quist*

Gamification in Nutrition Apps – Users' Gamification Element Preferences: A Best-Worst-Scaling Approach *by Michelle Berger, and Carolin Jung*

Are Gamification Projects Different? An Exploratory Study on Software Project Risks for Gamified Health Behavior Change Support Systems *by Simon Warsinsky, Manuel Schmidt-Kraepelin, Scott Thiebes, and Ali Sunyaev*

The Impact of Meaningful Game Narratives on Attitudes towards Racial Outgroups *by Munifa Shaza, Valerie Yu, Katrina Alvarez, and Vivian Hsueh Hua Chen*

In the Mood for Doing Good: The influence of positive and negative emotions in game narratives on prosocial tendencies *by Caris Chua Xin Yi, Valerie Yu, and Vivian Hsueh Hua Chen*

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