

Freud, Kierkegaard, and Gamification in RE



Universität Hamburg

DER FORSCHUNG | DER LEHRE | DER BILDUNG

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Learn from **psychiatry** .

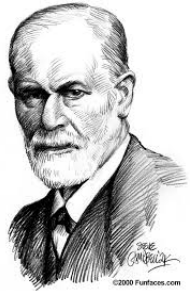
Use Transactional Analysis and 3 basic principles

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



(1856-1939)

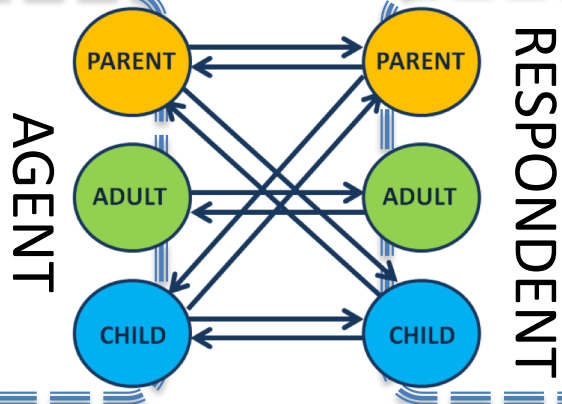
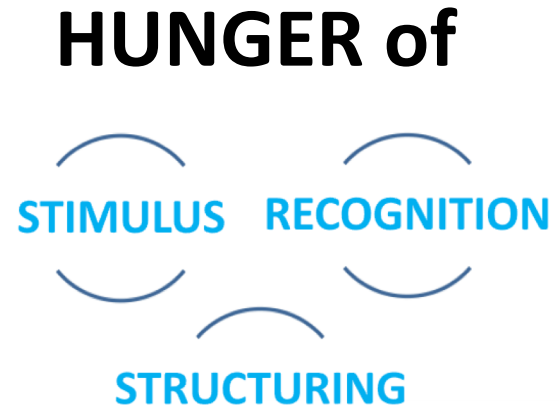
Eric Berne

(1910-1970)



(1813-1855)



Søren Kierkegaard



Personal Ego States



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  or 
Prioritisation of issues by stakeholders: end user, developer, vendor ...