About gamification

'The use of design elements characteristic for games in non-game contexts'

Take away from e-learning and board games

- Designing it for multiple uses and mixed communities
- Flexible scenarios and balance real vs fictional
- Facilitator to be well prepared to lead

Useful resources in multiple languages

- ENISA material https://www.enisa.europa.eu/media/multimedia/material

Focus on creating a community of practice.