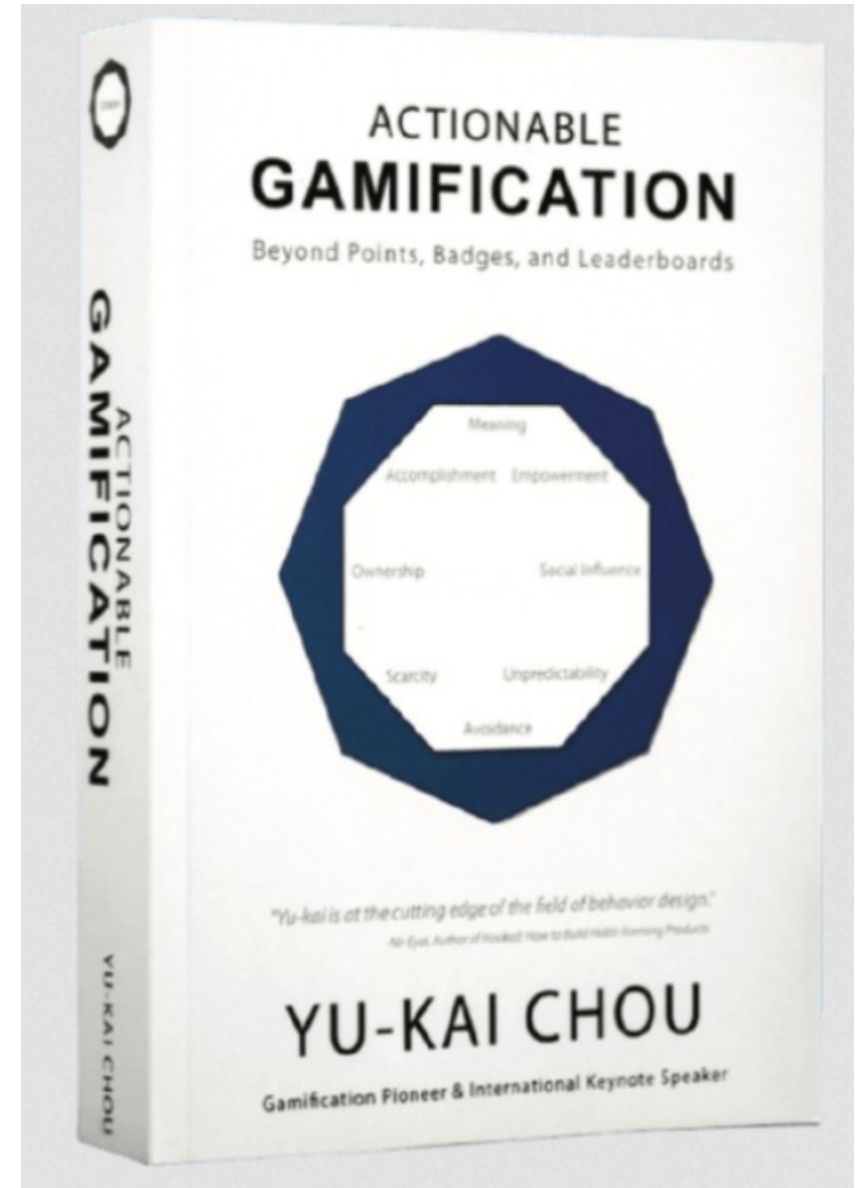


**GAMIFICATION IS NOT A GAME. ITS THE ART OF USING
GAME MECHANICS TO AFFECT HUMAN MOTIVATION**

GAMES VS. GAMIFICATION

Games have no other purpose than to please the individual playing them. Yes, there are often “objectives” in games, such as killing a dragon or saving the princess, and sometimes saving a dragon, but those are all excuses to simply keep the player happily entertained.

Gamification is the craft of deriving all the fun and engaging elements found in games and applying them to real-world or productive activities.





8 CORE HUMAN BEHAVIOUR MOTIVATORS

Mentimeter time

- Status Points
- Badges (Achievement Symbols)
- Fixed Action Rewards (Earned Lunch)
- Leaderboard
- Progress Bar
- Quest Lists
- Dessert Oasis
- High Five
- Crowning
- Anticipation Parade
- Aura Effect
- Step-by-Step Overlay Tutorial
- Boss Fights

- Exchangeable Points
- Virtual Goods
- Build from Scratch
- Alfred Effect
- Collection Sets
- Avatar
- Protector Quest
- Pet Companion
- Observer Attachment

- Appointment Dynamics
- Magnetic Caps
- Dangling
- Prize Pacing
- Bootleg Quest
- Last Mile Drive
- Count Down Timer
- Torture Breaks
- Moats
- The Big Burn

- Narrative
- Elitism
- Humanity Hero
- Revealed Heart

- Sunk Cost Prison
- Progress Loss
- Rightful Heritage
- Evanesence Opportunity

- Beginners Luck
- Free Lunch
- Cap Switcher
- Co-creationist

- Status Quo Sloth
- Streaking
- Evil Egg
- FOMO Punch

- Milestone Unlocks
- Real-Time Control
- Chain Combos
- Dynamic Feedback
- Boosters
- Blank Fills
- Plant Pickers
- Poison Pickers
- Attribute Web Chart
- Double Edged Sword

- Friending
- Social Treasure/Gifting
- SeeSaw Bump
- Group Quests
- Trophy Shelf
- Brag Button
- Water Cooler
- Conformity Anchors
- Mentorship
- Social Prod

- Glowing Choice
- MiniQuests
- Visual Storytelling
- Easter Eggs
- Random Rewards
- Obvious Wonder
- Rolling Rewards
- Evolved UI
- Sudden Rewards
- Oracle Effect



VILNIUS TECH DIGITAL BADGE SYSTEM

An internationally known platform designed to recognize labour market–relevant skills gained through non-formal learning activities in volunteering, science, art, sports, internationalization, and technical creativity.



KARJERA IR SAVANORYSTĖ
CAREER AND VOLUNTEERING

TARPTAUTIŠKUMAS
INTERNATIONALIZATION

MOKSLAS IR INOVACIJOS
SCIENCE AND INNOVATION

VILNIUS TECH MEIKERIS
VILNIUS TECH MAKER

SPORTAS IR SVEIKATINGUMAS
SPORTS AND WELLNESS

MENAS IR KULTŪRA
ARTS AND CULTURE

STUDENTŲ ATSTOVYBĖ
STUDENT REPRESENTATION



INTERNATIONALITY
EXPERT



ERASMUS+
Internship
2021-2022



ERASMUS+
Internship
2022-2023



ERASMUS+
Internship
2023-2024



Erasmus +
studies in
VILNIUS TECH
2023-2024



ERASMUS+
studies abroad
2021-2022



ERASMUS+
studies abroad
2022-2023



ERASMUS+
studies abroad
2023-2024



ERASMUS+
studies abroad
2024-2025



ESN VILNIUS
TECH
STRATEGIST



ESN VILNIUS
TECH
representation at
national events



ESN VILNIUS
TECH
representation at
international
event



ESN VILNIUS
TECH Member



ESN VILNIUS
TECH President



ESN VILNIUS
TECH Board
Member



Erasmus+
Ambassador



Language Club
Participant



Language Club
Instructor



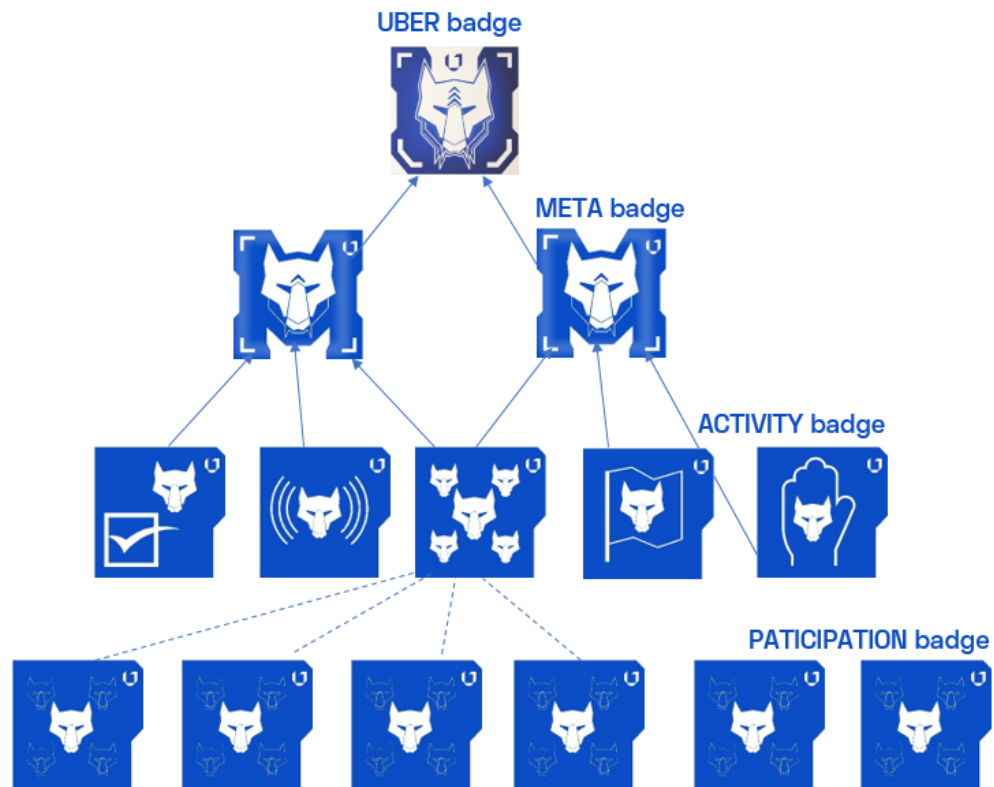
Participant of
Blended Intensive
Programmes held
at VILNIUS TECH



Participant of
"Orientation days
for incoming
students" 2024
Autumn



VILNIUS TECH DIGITAL BADGE SYSTEM



< SCIENCE AND INNOVATIONS



Issue badge

EFFECTIVE INFORMATION RETRIEVAL AND MANAGEMENT

Badge information

Issued badges

Endorsements

You have to get 4 badges from the list below



This META badge is awarded for participation in at least four trainings dedicated to the development of knowledge about effective information retrieval and management. It confirms your ability to search for relevant information and to evaluate it critically; to cite scientific articles and other sources in accordance with international standards. Competences gained:

- Scientific literacy
- Analytical thinking
- Media and AI information literacy
- Communication

Tasks

Task no.1

Issued by organiser or scanning QR code

Participate in at least 4 library training courses on information and information processing. The badge is automatically issued as soon as this is done.

Interest categories

- Communication
- Analytical thinking
- Media and AI literacy
- Scientific literacy

Tags

#Science and innovations

Activity



SCIENCE AND INNOVATIONS

Organiser



VILNIUS TECH

Vardenis Pavardenis

By participating in non-formal education activities offered by VILNIUS TECH and its partners in the areas of career development, internationality, student representation, sports and wellness, arts and culture, science and innovation, as well as technical creativity, the certificate owner collected digital badges confirming his/her acquired competencies, activity and continuous pursuit of excellence.

Developed competencies:	Number of achievements:
Scientific literacy	4
Analytical thinking	4
Media and AI literacy	2
Digital content creation, programming	
Ethics and social responsibility	
Engineering thinking	
Creativity and innovation	
Communication	
Initiative and accountability	
Cultural awareness and cultural expression	
Collaboration and teamwork	
Internationalization and intercultural skills	
Leadership	
Experimentation and TECH creativity	
Critical thinking and problem-solving	
Time management	

Date of the
certificate issue
2024-03-06

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Check if this certificate is valid by visiting badgecraft.eu/ce

PORTFOLIO OF COMPETENCIES

C

ERTIFICATES

Provides the list of digital badges student collected during their study years. In this certificate both digital badge image and their descriptions are seen which allows employers to see what learning path the person has chosen to go through.

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ORTFOLIO OF COMPETENCIES

A summary of a competencies gained during extracurricular activities determined in VILNIUS TECH digital badge system. It can also be issued as an additional supplement to the university diploma.

Vardas Pavardė

Participated in the activity

SCIENCE AND INNOVATIONS



*SCIENCE AND INNOVATION EXPERT

This badge is awarded to a student who demonstrates an active interest in science, research and innovation. His/her desire to be aware of the latest scientific research, ability to write scientific articles and examine society-relevant topics strengthen scientific potential and the emergence of innovations at VILNIUS TECH University. Competencies achieved:

- Scientific literacy
- Critical thinking and problem-solving
- Analytical thinking
- Ethics and social responsibility
- Engineering thinking
- Creativity and innovation
- Media and IT information literacy



Participation in the VILNIUS TECH Student Engagement Programme 2023

The badge is awarded for participation in the VILNIUS TECH SA's programme to encourage student involvement in research activities. The student spent 16 academic hours on the selected topic and prepared a report on the topic. Competencies acquired:

- Critical thinking and problem-solving;
- Analytical thinking;
- Scientific literacy;
- Creativity and innovation.



Dalyvavimas mokymuose „Citavimas, literatūros sąrašo sudarymas APA stiliumi“

Zenkliukas skiriamas už dalyvavimą VILNIUS TECH bibliotekos organizuojamose mokymuose „Citavimas, literatūros sąrašo sudarymas APA stiliumi“. Mokymų metu susipažinama su citavimu ir jo taisyklėmis bei APA citavimo stiliaus naujausiais reikalavimais. Sužinoma, kas yra plagatas, mokoma etika ir akademinis sąžiningumas, išmokstama, kaip taisyklingai spręsti cituojamus šaltinius, pateikti nuorodas į juos ir kaip teisingai pateikti kitių autorių mintis bei sudaryti literatūros sąrašą. Įgyjamos kompetencijos:

- Medijų ir DI informacinis raštingumas
- Mokulinis raštingumas
- Analitinis mąstymas
- Komunikacija

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Unique ID
Issue date: 2024.01.26

Business Management > Latest News > Digital Badges of UBER Level Awarded to the Most Active Students



2025-01-16

Digital Badges of UBER Level Awarded to the Most Active Students

Today, VILNIUS TECH awarded students who collected the highest number of digital badges and reached the prestigious UBER level.

According to Dr. Ingrida Leščauskienė, head of the digital badge system, these awards are designed to recognize and honor the most active students. These students not only grow personally through their active involvement at the university but also inspire others with their positive energy. Furthermore, they are highly valued not only by the university but also by employers.

This year, prizes were awarded to ten students who earned digital badges for achievements and activities in academics, international engagement, career development, arts, sports, and even innovation. Renaldas Badikonis, a second-year Electronics Engineering student, was recognized at this event for the second time and has earned three UBER-level badges since last year.

VILNIUS TECH Rector Romualdas Kliukas, while congratulating the talented youth, expressed his pride in students who strive to take full advantage of everything the university has to offer.

Awards Beyond Digital Recognition

This year's awards stood out not only for the high number of UBER-level badge recipients but also for the introduction of physical badges for the

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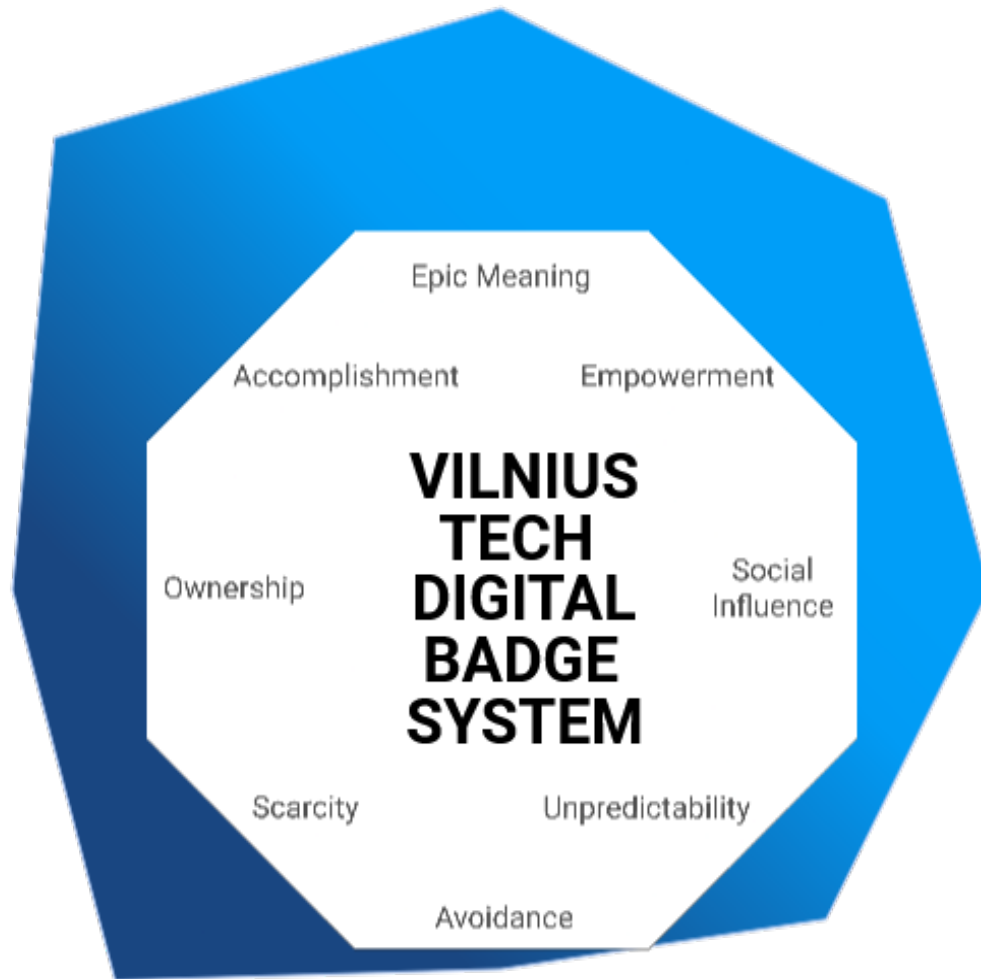
ORTFOLIO OF COMPETENCIES

A summary of a competencies gained during extracurricular activities determined in VILNIUS TECH digital badge system. It can also be issued as an additional supplement to the university diploma.

U

BER BADGES

UBER level badges require exceptional effort to obtain them. Therefore UBER badge recipients are awarded not only with a digital badge but also with a physical award, a one-time scholarship, etc.



White Hat and Good Motivation

Your experience is heavily focused on White Hat Core Drives, which means users feel great and empowered. The drawback is that users do not have a sense of urgency to commit the desired actions. Think about implementing light Black Hat Techniques to add a bit more thrill to the experience. / Also, you seem to have a great balance between Left Brain and Right Brain Core Drives, which means you likely have a good balance between Intrinsic and Extrinsic Motivation. Just be very careful because Extrinsic Motivation designed badly may kill Intrinsic Motivation.

<https://www.yukaichou.com/octalysis-tool/>

DOES IT WORK?


A portrait of a young woman with long, wavy brown hair, smiling gently. She is wearing a dark, high-necked top. The background is a soft, out-of-focus blue and white gradient.

“

**I believe every badge
has its own charm
and represents the
activities I've been
involved in**

A. Petkeviciute

”



“

Collecting badges has primarily strengthened my sense of responsibility and improved my teamwork, critical thinking, and leadership skills.

M. Simkus

”



“

After reviewing my earned badges, I realized which areas I excelled in and where my greatest potential for growth and development lay.

M. Linkevic

”



ASSOC. PROF. DR. INGRIDA LESCAUSKIENE
VILNIUS TECH DIGITAL BADGE SYSTEM MANAGER

INGRIDA.LESCAUSKIENE@VILNIUSTECH.LT