

# Luma's Observation

Game economy can be more than things.

Most game-like approaches use "things" as external motivators. This is not bad, but not the *only* option.

## Examples of Things



Prizes



Rewards



Resources



Cash



Points

*luma*

# Lumafy Tip 8

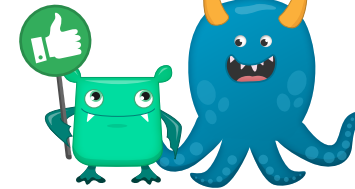
Provide a mixture of options to earn.

Along with "things", there are other options to consider for game economy.



## Fun

- Surprise
- Delight
- Awe
- Fantasy
- Excitement
- Discovery



## Social Capital

- Gifting
- Following
- Reviews
- Status
- Sharing
- Groups
- Friends
- Likes
- Bages
- Social Media Integration



## Self-Esteem

- Recognition
- Praise
- Boost Brand
- Personalities
- Mentorship
- Mastery
- Conquest
- Access
- Progression
- Time

**Reference:** Burke, B. (2016). Gamify: How gamification motivates people to do extraordinary things. Routledge.

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