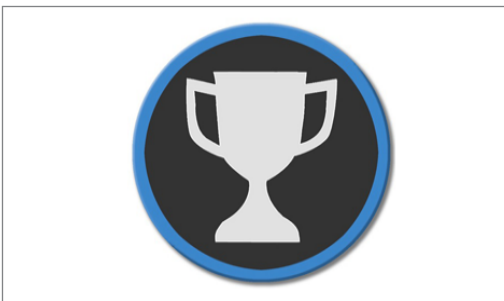**coursera**

OCTOBER 22, 2012

Statement of Accomplishment

DANIL DINTSIS

HAS SUCCESSFULLY COMPLETED THE UNIVERSITY OF PENNSYLVANIA'S ONLINE OFFERING OF

Gamification

This course provides an introduction to gamification as a business practice, describes relevant psychological and design concepts, and explains how to apply game thinking effectively in a variety of contexts.

Kevin Werbach

PROFESSOR KEVIN WERBACH
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