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Design and Development of Gamification Tool for Teenagers for Selection of Higher Education Path Based on Personality Traits

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Abstract: Gamification is used as a powerful way to connect and engage player in an effective and enjoyable funny mood. The current research work demonstrates how gamification is designed and developed in an innovative way to find out different personality traits of the teenagers and recommends the possible career choices available for them based on their personality traits connecting it to the requirements of different professional careers. OCEAN model is used to find out different personalities and gamification concepts like design, elements and storytelling are used to develop gamified system.

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