

# Client Discernment Towards Remunerations and Learning Through Computerized Customary Games

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**Abstract:** - The achievements of a player in the games can be presented in the form of rewards and recognition. It is observed that, to keep the players engaged in playing the game, giving rewards plays an important role. The players get excited and plays the game with dedication when they know that they will be rewarded for their achievements in the game. There are variety of games available online. It is also seen that the traditional games like ludo, chess, snakes and ladders are vanishing. It is important to create enthusiasm among players to play traditional games like these to preserve the culture. For this, it is important that the game developers should keep in mind that if they reward the players in some form then these traditional games will attract more players. Approval process involved series of trials which incorporate game demos, game insight, and orderly meeting. Discoveries uncovered how players answered emphatically to rewards when they show how they drawn in, snared and persevered through the games. The infusion of remunerations in Digital Traditional Games is accepted to be valuable to new therapists to acquire more comprehension relating to games commitment. The paper will discuss how to incorporate rewards in the games, its importance.

**Keywords:** - Digital traditional games, Importance of incorporating rewards in games, Methodology, Advantages of rewards in games, Disadvantages of rewards in games.

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## I. INTRODUCTION

Customary game digitization is a course of changing over or forming conventional game substance into PC clear design. This is a transformation of the conventional games with the principles, show of players and climate are overseen through electronic means. Digital games have helped to maintain the physical and mental health of the gamers in negative and well as positive ways. Transforming of traditional game into digital traditional game has helped to preserve the old culture. Still these digital traditional games have not reached to the point where they are popular among youngsters. This is due

to the fact that the game developers have not included rewards etc in these games. Like other contemporary games, it is essential to attract gamers towards these digital traditional games. It can be done by including rewards and ways to learn something from these games. For example, the players could be awarded in the form of points for their achievements which they can claim once the points reach certain level. The other way to reward the player could be to provide them with movie ticket coupons, food coupons etc. The players spend a lot of time and effort to play a game, hence, if they will be awarded for their achievements then they will get attracted towards these digital traditional games as well. The biggest challenge whenever a game is launched is to keep the players engaged in the game. There are few elements which are used to increase the chances of engaging the players in the game. One of the key elements is to include rewards in the game. The game developer can decide how the player can redeem their rewards. The game can provide the reward in the form where they can redeem their points in the form of money by which they can buy other game in little lesser cost. This way the other game which the player will buy will also be promoted and will be played by the player if that game also has some attractive reward system. The other way to popularize these games is to also make it as an educational game. These days not only played by male but also female as well as children. The other element to make the game popular will be to make it educational and it will certainly be played by large number of children. Thus, the culture of traditional games can be preserved in future also.

#### **Importance of Including Rewards in Digital traditional games: - [1]**

It is very important to have loyal players who can spend their time in playing games and become regular client for the business. It is also important from the company's side that they give attractive rewards to their loyal clients for playing their games. Following are they ways to convert the players in to loyal players: -



**Figure 1 Ways to have loyal players.**

#### **1. Having rewards in game keeps the player engaged: -**

- One of the ways to gift the loyal clients or layers is to reward them. Players get snared on a feeling of achievement and fulfilment that make them realise that they will be getting something back from the game.
- Research shows that prizes increment the inspiration for assignments that have minimal natural worth and they empower sensations of capability and independence. Researchers contend that it's not even the actual award.
- All things being equal, the expectation and hankering for it have an effect and brief players to keep close by.

#### **2. High status further develops player commitment: -**

- It is necessary to separate ourselves from the group and award frameworks make it conceivable. These days, the virtual things and in-game achievements matter.

- They are a definitive verification of players' high-level abilities. Supported levels or tricky abilities and opened gear all lift a player's status in the gaming local area. Furthermore, concentrates on show that the benefit of flaunting a prize ought not be overlooked.

**3. Player Retention: -**

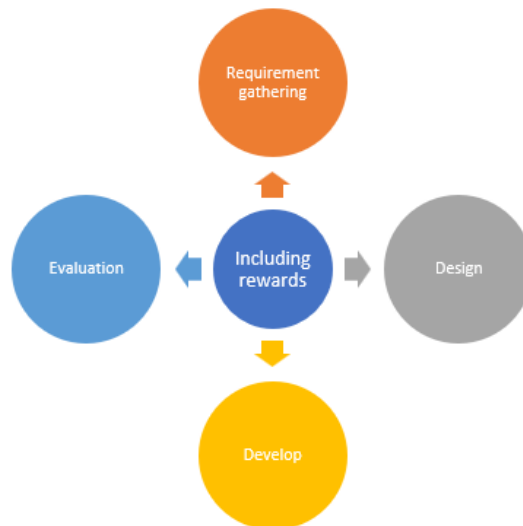
- The other way to provide loyal players with rewards is to provide them with real gifts like coffee mugs, branded t-shirts, photo frames, watches etc.
- For this the game can put condition like the players have to reach certain level of games in order to receive such exciting gifts.
- This contributes in making the player's gaming experience better and helps for player retention.

**4. Helps to improve gaming experience: -**

- Having a good and attracting reward system in the games helps to improve the player's experience. The player will play with the aim of clearing all the stages of the game in order to redeem the rewards.
- The players spend their time and efforts to play the game and they will have great level of satisfaction that they will receive rewards for their achievements.
- Having rewarded for the levels of games they play, improves overall experience of the players and keep them engaged and focussed while playing the game.

**Methodology to include rewards in Digital traditional games: - [2]**

The process to include rewards in digital traditional games was done in following four steps. This was done to attract more players to play these games. Including rewards in the game was the methodology used to attract more players towards these games: -



**Figure 2 Including rewards in Digital traditional games.**

**1. Requirement gathering: -**

- Two games were studied in this stage: -
  - Snakes and ladder
  - Congkak
- In this first step both of the games were studied in order to determine whether the existing games need modifications or can be used with some new features in it. It is also identified whether there is need to develop these games freshly.
- Snakes and Ladder: -
  - This game was developed with new features and old version was not used. The aim of this digital game was to educate the audience the concepts of mathematics.

- A new module of board of snake and ladder needs to be developed including the rewards.
  - It was decided that new board sizes will be used for each complex level of the game and the rewards will depend upon the level of complexity of game.
- Congkak: -This gaming app had many versions. Out of these, version was selected and the app was redeveloped in order to let the players play it clock-wise direction which was not in any of the available versions of the previous game.
- Also, rewards were added in this new app in the form of points or credits which can be redeemed when the player reaches certain level of games.

## **2. Design: -**

The redesigning of games focused on following features: -

### ➤ **Snakes and Ladder: -**

- The new game which was developed included various difficulty levels of the game as following: -
  - a. Beginner
  - b. Intermediate
  - c. Advanced level

All these levels helped the player to learn something new at each level.

- The sizes of board for each level were also kept different. As the difficulty level increases the player gets a pop-up message which requires them to solve a puzzle like question.

### ➤ **Congkak: -**

- The new game was developed keeping in mind following areas of improvement: -
  - a. To add rewards in the game to attract the players.
  - b. To make new version of the game which allows the gamers to play in clock-wise direction.
  - c. To have a flexible board.
- Initially whenever the player starts the game, he will be rewarded certain number of credits and then as he clears the further levels of game he will be given extra credits for clearing each stage.

## **3. Development: -**

- The new versions of games were made using different language of coding.
- Snake and Ladder: -
- This was developed using corona lab.
  - Each level is different from the other which is based on the difficulty level of the game and also the different size of board game.
- Congkak: -
- It was developed using java language.
  - The new version was made in a way that it allows the player to play the game in the clock-wise direction.
  - The aim is to collect maximum number of marbles.
  - The player with the biggest assortment of marbles is the champ, and 7 credits of remunerations will be credited into his record.
  - The compensation in record can be utilized to reclaim the consumed openings; 3 credits will be deducted from the player's represent each recovery made by the player.

## **4. Evaluation: -**

The new version of the games will be evaluated on the basis of following three points: -

- **Demo: -** Before giving demo, the prototype was installed on the mobile devices and given to the players to play. Complete guidance about the features of the game was given to the players.

➤ **Experience:** -The players themselves play the game turn by turn which gave them hands on experience with the game.

➤ **Data is collected:** -Once the players played the new versions of games, a self- made questionnaire was prepared and players were asked these question and the data was collected based upon following facts: -

- Contribution of having rewards in the game.
- Inspiration, endurance and commitment.

#### **Advantages of having rewards in Digital traditional games: - [3]**

##### ***1.Having prizes in game keeps the player locked in: -***

\* One of the ways of giving the steadfast clients or layers is to remunerate them. Players get trapped on a pride and satisfaction that cause them to understand that they will get something back from the game.

\* Research shows that prizes increase the motivation for tasks that have insignificant regular worth and they enable impressions of capacity and autonomy. Scientists battle that it's not even the real honor.

\*Taking everything into account, the assumption and craving for it make a difference and brief players to keep nearby.

##### ***2.Player Retention: -***

>The alternate method for furnishing steadfast players with remunerations is to give them genuine gifts like espresso cups, marked shirts, photograph outlines, watches and so on.

>For this the game can put condition like the players need to arrive at specific degree of games to get such astonishing gifts.

>This contributes in making the player's gaming experience better and helps for player maintenance.

#### **Challenges of introducing rewards in digital traditional games: -**

Following are few disadvantages of having reward in digital traditional games: -

##### ➤ **Complex rewards: -**

The complex nature of getting rewards makes the process of introduction of rewards in the game more complex. If the levels of games are difficult and the player is not able to clear them then the player will not want to play it again.

##### ➤ **Loss of interest: -**

If the number of levels to receive a reward is more then the player might lose the interest to play the game in order to claim that reward.

➤ **Sedentary lifestyle: -** It is observed that the players get so obsessed with the rewards that they tend to spend almost all the day in playing the games which affects their mental and physical well-being.

## **II. CONCLUSION**

The accomplishments of a player in the games can be introduced as remunerations and acknowledgment. It is seen that, to keep the players participated in playing the game, giving prizes assumes a significant part. The players get energized and plays the game with devotion when they realize that they will be compensated for their accomplishments in the game. There are assortment of games accessible on the web. It is additionally seen that the conventional games like ludo, chess, snakes and stepping stools are evaporating. It is critical to make energy among players to play conventional games like these to safeguard the way of life. For this, the game engineers must ought to remember that on the off chance that they reward the players in some structure, these customary games will draw in additional players. Thus, introduction of rewards and learning methodologies in digital traditional game will help to preserve the culture.

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