
Gustavo Fortes Tondello

Social paper for the 3rd Symposium on Computing and Mental Health

Gustavo Fortes Tondello

HCI Games Group, Games Institute
Cheriton School of Computer Science
University of Waterloo, ON, Canada
gustavo@tondello.com

Abstract

This social paper acts as a Curriculum Vitae, describing my research to support networking on the 3rd Symposium on Computing and Mental Health.

Author Keywords

Gamification, gameful design, personalization, wellbeing, positive gaming.

Introduction

Gustavo F. Tondello, M.Sc., is a Ph.D. candidate at the University of Waterloo, Canada with a main interest in gamification and games for health, wellbeing, and learning. I have been investigating several topics related to design, evaluation, and personalization of serious games and gamified applications, particularly regarding the application of player or user typologies in games and gamification.

My main research projects related to personalized gameful design include the development of the Hexad gamification user types scale [6], the classification of gameful design elements according to user preferences [3], and the development of a heuristic evaluation methodology for gameful systems, the *Gameful Design Heuristics* [2]. All these projects are related to the overarching goal of devising methods to design gameful systems personalized to different users.

On the field of health and wellbeing, I recently chaired the Positive Gaming: Workshop on Gamification and Games for Wellbeing [4,5], co-located with CHI PLAY '17. Moreover, I am currently involved in a project that aims to use gamification to develop applications to support employee psychological wellbeing in organizations [1].

References

1. E. Pogrebtsova, G. F. Tondello, H. Premsukh, and L. E. Nacke. 2017. Using technology to boost employee wellbeing? How gamification can help or hinder results. In *Positive Gaming: Workshop on Gamification and Games for Wellbeing*. <http://ceur-ws.org/Vol-2055/paper5.pdf>
2. G. F. Tondello, D. L. Kappen, E. D. Mekler, M. Ganaba, and L. E. Nacke. 2016. Heuristic Evaluation for Gameful Design. In *Proceedings of CHI PLAY EA '16*. <https://doi.org/10.1145/2968120.2987729>
3. G. F. Tondello, A. Mora, and L. E. Nacke. 2017. Elements of Gameful Design Emerging from User Preferences. In *Proceedings of CHI PLAY '17*, 129–142. <https://doi.org/10.1145/3116595.3116627>
4. G. F. Tondello, R. Orji, K. Vella, D. Johnson, M. M. M. van Dooren, and L. E. Nacke. 2017. Positive Gaming : Workshop on Gamification and Games for Wellbeing. In *Proceedings of CHI PLAY '17 Extended Abstracts*, 657–660. <https://doi.org/10.1145/3130859.3131442>
5. G. F. Tondello, R. Orji, K. Vella, D. Johnson, M. M. M. van Dooren, and L. E. Nacke (eds.). 2017. *Proceedings of the Positive Gaming: Workshop on Gamification and Games for Wellbeing*. Online: <http://ceur-ws.org/Vol-2055/>
6. G. F. Tondello, R R. Wehbe, L. Diamond, M. Busch, A. Marczewski, and L. E. Nacke. 2016. The Gamification User Types Hexad Scale. In *Proceedings of CHI PLAY '16*, 229–243. <https://doi.org/10.1145/2967934.2968082>