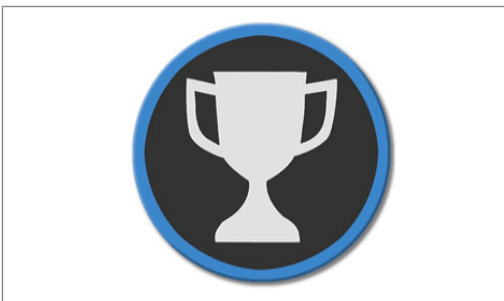


OCTOBER 22, 2012

Statement of Accomplishment

DANIEL MARTINEZ

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
THE WHARTON SCHOOL
UNIVERSITY OF PENNSYLVANIA

PLEASE NOTE: THIS ONLINE OFFERING DOES NOT REFLECT THE ENTIRE CURRICULUM OFFERED TO STUDENTS ENROLLED AT THE UNIVERSITY OF PENNSYLVANIA. THIS STATEMENT DOES NOT AFFIRM THAT THIS STUDENT WAS ENROLLED AS A STUDENT AT THE UNIVERSITY OF PENNSYLVANIA IN ANY WAY. IT DOES NOT CONFER A UNIVERSITY OF PENNSYLVANIA GRADE; IT DOES NOT CONFER UNIVERSITY OF PENNSYLVANIA CREDIT; IT DOES NOT CONFER A UNIVERSITY OF PENNSYLVANIA DEGREE; AND IT DOES NOT VERIFY THE IDENTITY OF THE STUDENT.