

FINAL of the Gamification 2.0.

Task Timeline: 17.02.2023 during Carnival Party in Bydgoszcz

Results: 17.02.2023

Outline: Let's solve which team will win Gamification 2.0!

We know that you like playing the boardgames and watching game shows. The final task for the top three teams will be related to 5 different games. We don't want to ruin the surprise, so all the rules will be presented during the Final.

Required form: The Final of the Gamification will take place on 17.02.2023 during the Carnival Party at Bydgoszcz Trade Fair and Exhibition Center. Captains of the top 3 teams will have to choose 5 representatives for their team that will take part in the Final on the stage. The representatives will meet with us in front of the stage at 7.15 p.m. The teams will perform 5 tasks at 8:30 p.m. The rules of the tasks and the evaluation of each final task will be communicated to the participants just before the performance on stage. They will be explained directly by the host before the tasks are performed.

SCORE: For each task, a team can earn a maximum of the following points:

Task 1 - max 2 pts.

Task 2 - max 22 pts.

Task 3 – max 7 pts.

Task 4 - max 1 point.

Task 5 - max 5 points.

Points will be added up with points earned in previous challenges. The team with the highest number of points wins Click4Values 2.0 Gamification.

Annex 6 to the Rules for the Final:

Rules of the competition task:

1. Date and time of the Final task: 17.02.2023, 8:30 pm.
2. Place: Bydgoszcz Trade Fair and Exhibition Center (BCTW), Gdanska 187 street, Bydgoszcz
2. Date of announcement of the results: 17.02.2023, after the Final
3. The purpose of the Final is to resolve 5 different tasks.
4. The evaluation of the task: For each task, a team can earn a maximum of the following points:
 - Task 1 - max 2 pts.
 - Task 2 - max 22 pts.
 - Task 3 - max 7 pts.
 - Task 4 - max 1 point.
 - Task 5 - max 5 points.The team's performances will be checked, executed, and supervised by the Gamification Committee.
5. The formal conditions of the Final:
 - Captains will have to choose **5 representatives** from their teams to perform in the Final.

- Timeline: The Final of Gamification will take place on 17.02.2023 during the Carnival Party in Bydgoszcz. It is scheduled to start at 8.30 p.m. **Teams are asked to gather in front of the stage at 7.15 p.m., where Gamification representatives (Małgorzata Sikorska & Ewa Truchan) will be waiting.**
 - Form: The top 3 teams will perform on the stage during the official part of the event. The competition will consist of 5 different tasks. The rules of the tasks and the evaluation of each final task will be communicated to the participants just before the performance of each task during the Gamification Final. They will be explained directly by the host before the tasks are performed.
 - Duration of the final: approx. 30 minutes.
7. Points and final rank after this task will be announced on 17.02.2023 on the stage after the Final during the Carnival Party in Bydgoszcz.
8. In case of questions, disputes and other issues not covered by these rules, the rules of the gamification shall apply.