Measuring the Application of Anthropomorphic Gamification for Transitional Care; A Goal-Question Metric Approach

ABSTRACT

The gamification of anthropomorphic interfaces is one of technology interventions in health. Applying them into transitional care may encourage a patient to learn about their condition, so that they are able to self-manage. This research is based on the researcher's previous developed framework to develop a rigorous scale that assesses the applicability of anthropomorphic interfaces gamification for transitional care in an application. By measuring, it may inform the software developer or designer of the design requirement for the application. We adopt a Goal-Question-Metric (GQM) approach to develop a new measurement instrument. The GQM offered a stepwise approach to refine a theoretical perspective of anthropomorphic gamification for transition care into measurable values. Thus, this research presents how the measurement items can be created using GQM. Later, these items will be grouped together as an instrument called Transitional Anthropomorphs Gamification Scale (TAGS). This instrument needs for further validation, ensuring they measured the right construct.