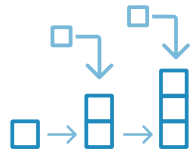# THEORIES FROM OTHER DISCIPLINES THAT CAN BE APPLIED WHEN GAMIFYING

## INCREMENTAL DEVELOPMENT

Incremental development is an iterative approach to software development where the product is built and delivered in small, manageable increments or stages, each adding new functionality or features. This method allows for continuous feedback and adaptation, leading to more flexible and responsive development processes.

## MINIMUM VIABLE PRODUCT (MVP)

A Minimum Viable Product (MVP) is the most basic version of a product that includes only core features, just enough to satisfy early users and gather feedback for future development.

## SCRUM

Scrum is a type of project management framework within "agile development" used for developing, delivering, and sustaining complex products. It emphasizes iterative development, collaboration, and flexibility, with key practices including time-boxed iterations (sprints), daily stand-up meetings, and continuous feedback loops to adapt to changing requirements.

## DESIGN THINKING

Design thinking is a problem-solving methodology focused on understanding user needs, generating creative ideas, and prototyping solutions iteratively to create innovative and effective products, services, or processes.

## SYSTEMIC THINKING

Systemic thinking is an approach to problem-solving and decision-making that considers the interconnectedness and interdependence of various elements within a system. It involves analyzing how different parts of the system influence each other and understanding the system as a whole rather than focusing solely on individual components.