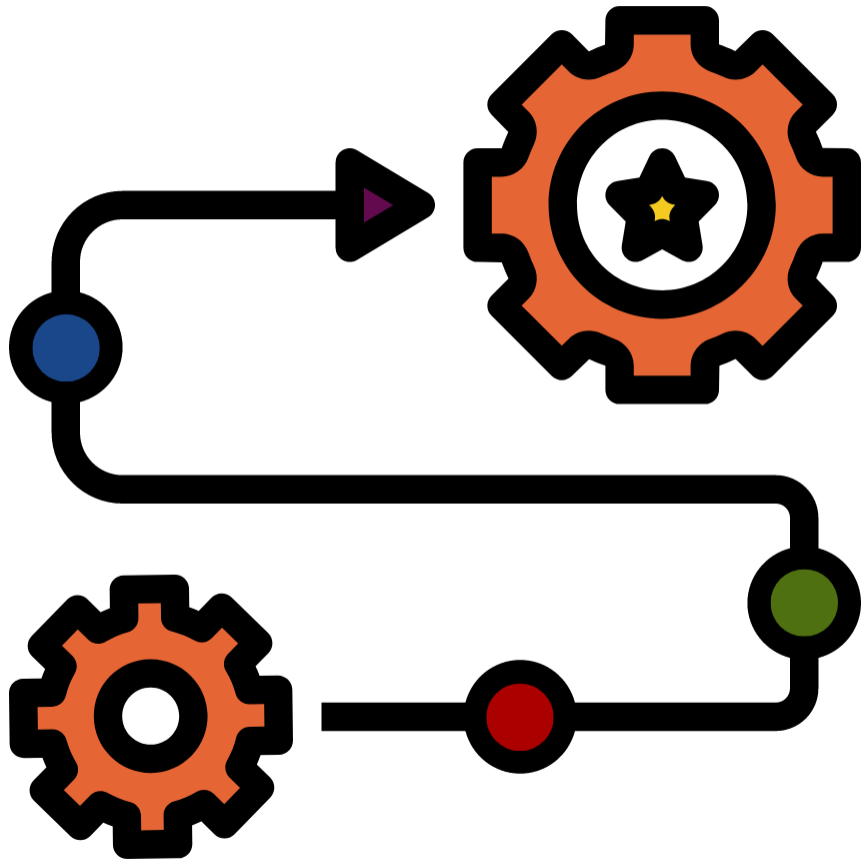




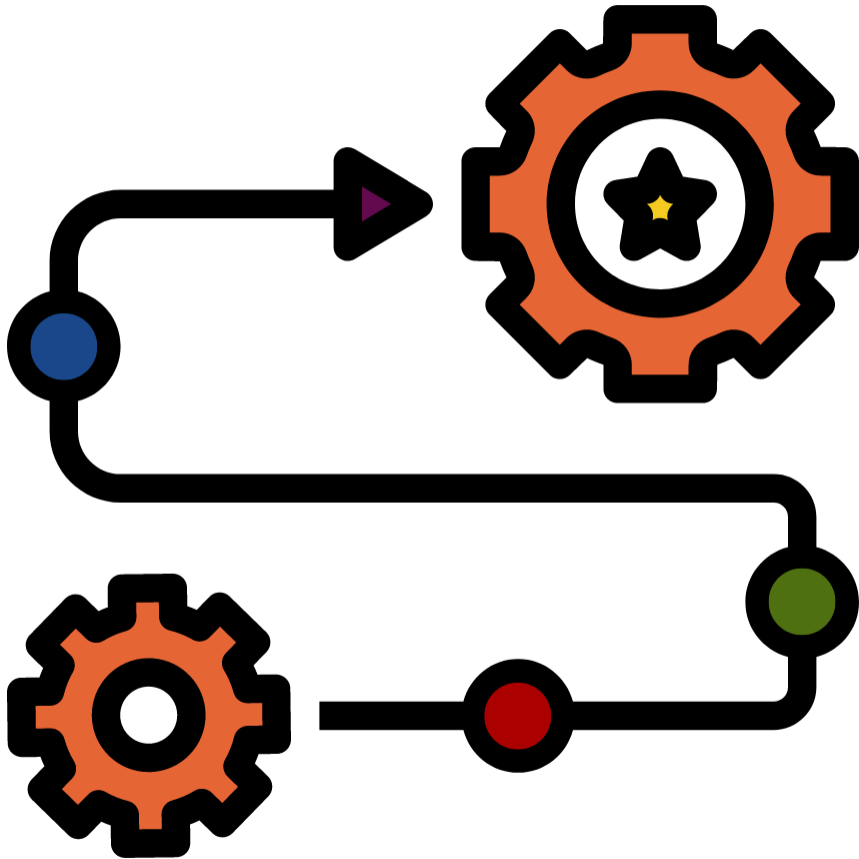
HOW TO
gamify skill builders



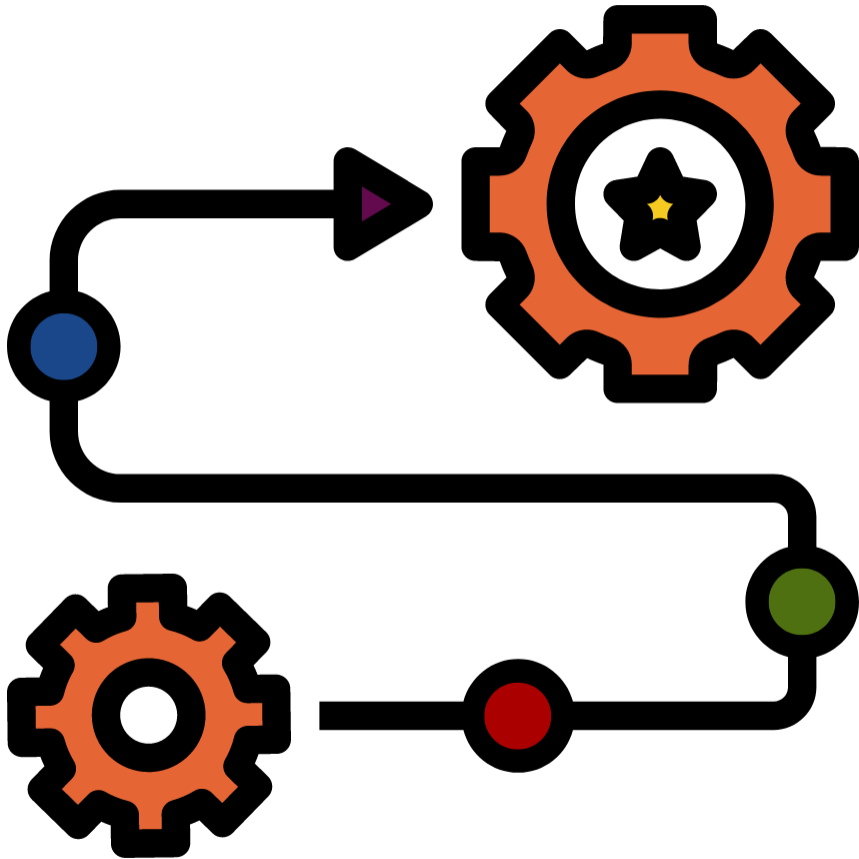
Daron Barnes
AMJIA Certified Instructor

majbydaron.com

Purposes of Gamifying Mah Jongg



Purposes of Gamifying Mah Jongg

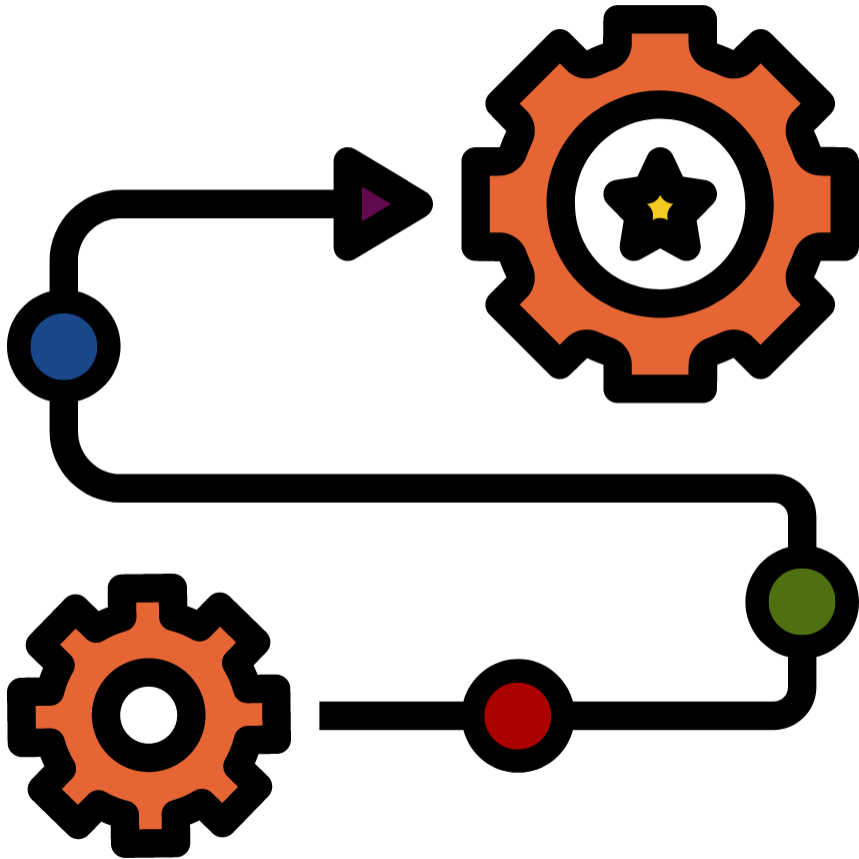


Increase Engagement

Create flexible, stronger players.

**Approach game play differently;
more strategically, more
mindfully.**

Purposes of Gamifying Mah Jongg



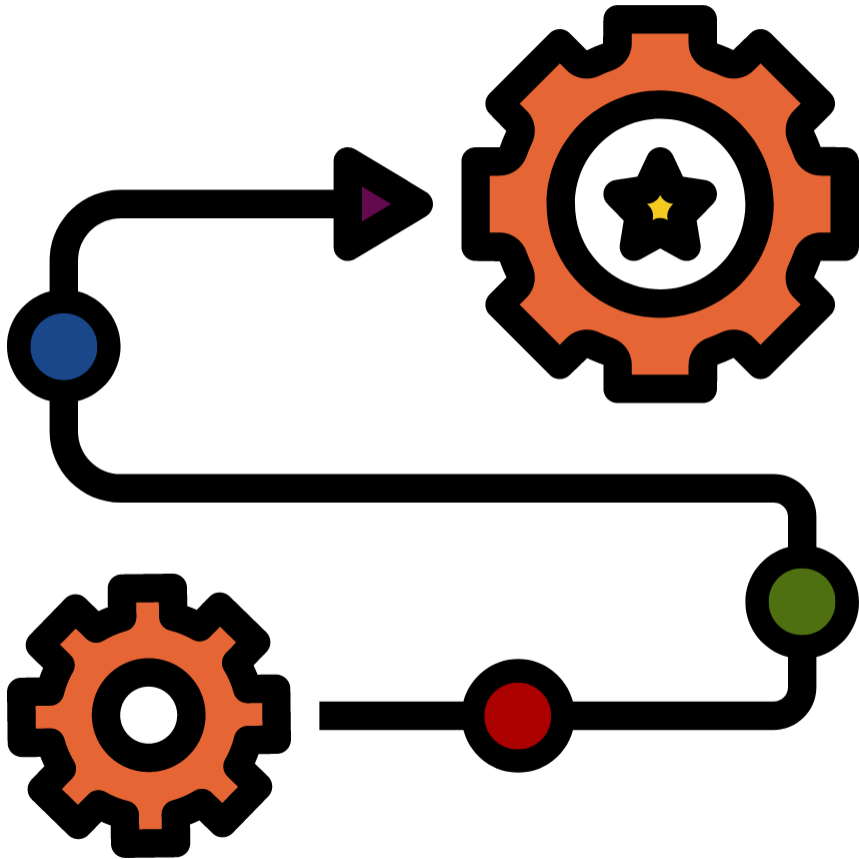
Elevate Motivation

Add excitement and promote involvement.

Attempt new categories and hands.

Foster more strategic game play.

Purposes of Gamifying Mah Jongg

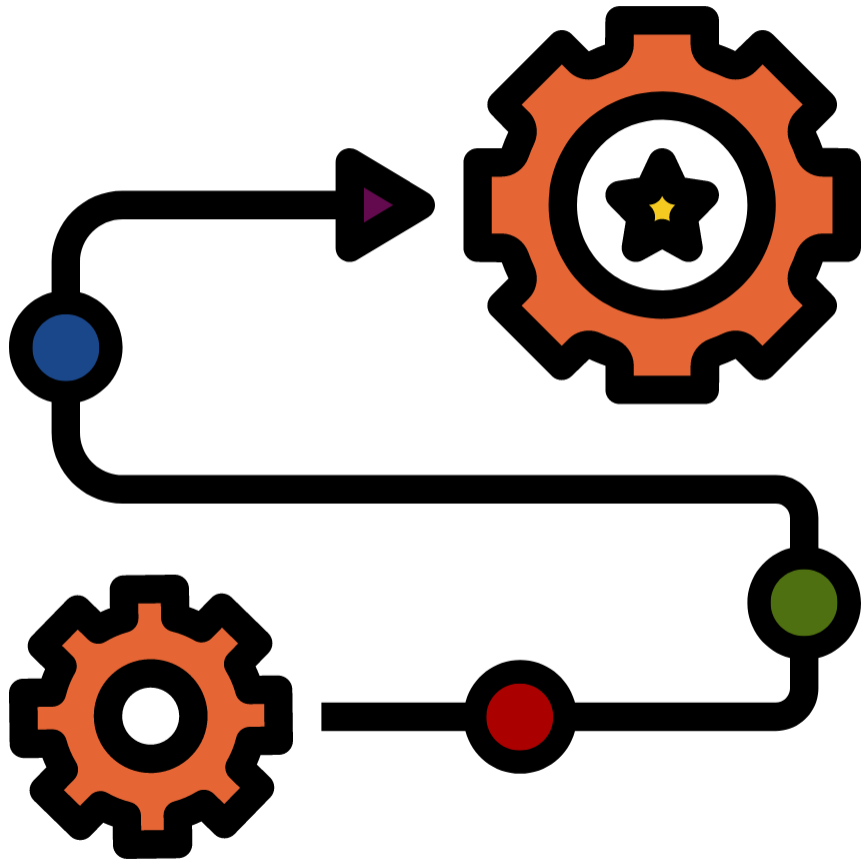


Expand Knowledge

**Develop more mindful
Charleston passing.**

**Encourage depth of play
throughout the game.**

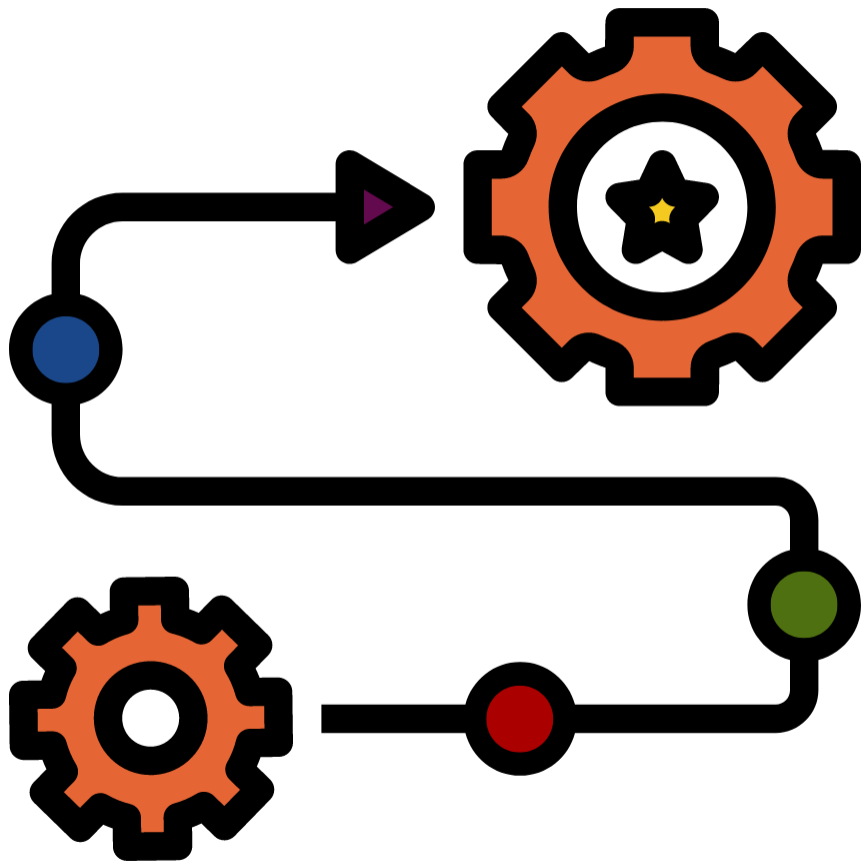
**Cultivate an opportunity for
advanced levels of debriefing
and discussion.**



GAMIFY - Let's Play!

Hands-on game play

Handouts for games will be made available on the MahjCon website.



Q&A

What questions or observations do you have?

Will "gamifying" help in your teaching of more advanced players?

Can you think of other elements of mah jongg that can be "gamified"?

May the tiles be ever in your favor!



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