



Adverse effects of using gamification elements in online communities: a scoping review

Nirma Sadamali Jayawardena¹ · Aastha Behl²

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Abstract

The game-based research is growing in popularity, however, the number of game elements available to designers is still limited. As an alternative of incorporating novel design approaches derived from games, researchers and practitioners tend to focus on points, badges, and leader boards. The purpose of this paper is to explore adverse effects of using gamification elements in online communities by employing the criteria of Arksey and O'Malley (Int J Soc Res Methodol 8(1):19–32, 2005) five-stage framework that underpins the scoping review approach. Specifically, this paper helps to advance the current knowledge of adverse effects of using gamification elements in online communities in two ways. It highlights (1) a wide variety of areas in which adverse effects of using gamification elements in online communities has been examined, emphasising the rising popularity of the topic, (2) a collection of themes that summarise the organisational level strategies in responding to adverse effects of using gamification elements in online communities.

Keywords Adverse effects · Effective strategies · Organisational level · Scoping review · Online communities · Arksey and O'Malley five-stage framework · Gamification elements

1 Introduction

The purpose of this study is to present a detailed scoping review on adverse effects of using gamification elements in online communities by employing the criteria of Arksey and O'Malley (2005) five-stage framework that underpins the scoping

✉ Nirma Sadamali Jayawardena
nirmas.jayawardena@jgu.edu.in

Aastha Behl
aasthabehl1610@gmail.com

¹ O P Jindal Global University, Sonipat, New Delhi, India

² Jagannath International Management School, Kalkaji, New Delhi, India