

makeit**toolkit**



Certificate of completion.

Andreia Ferreira Ruivo

has successfully completed the online 24-hour co-hort Masterclass
conducted between 12/11/2022 and 17/12/2022

Behaviour Design & Gamification for Digital Products

Foundations of behavioural science and economics · The 15 Strategies of influence · Gamification for user engagement and immersion · Discovery and Onboarding · Habit forming products · Behavioural Strategy and Ethics

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