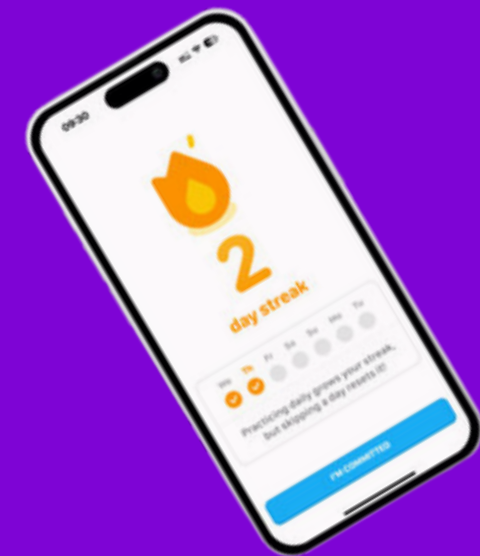
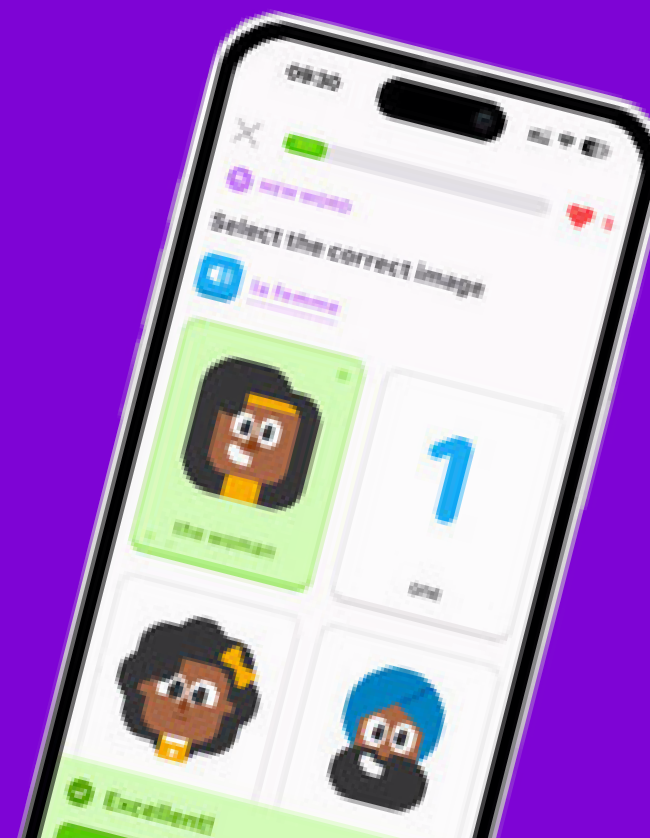
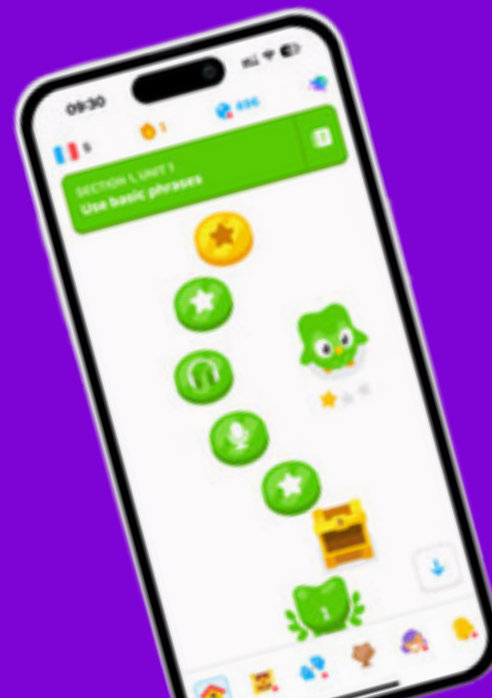
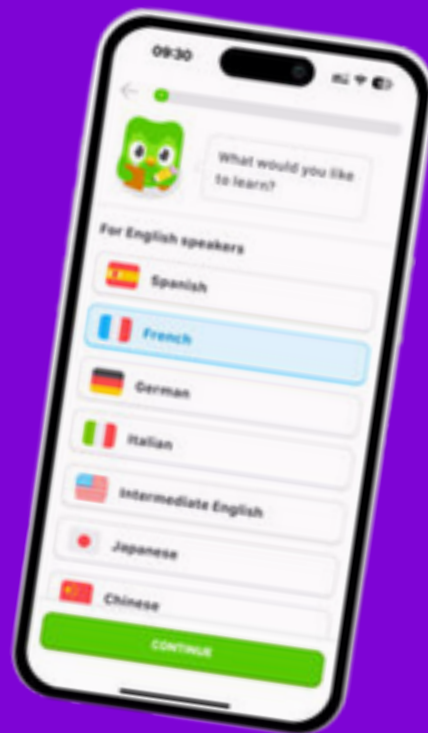


Building Power Apps like Duolingo

Wie Game UX aus “Oh no...” ein “Yeah noch mehr...” macht





Sandra Kiel



Why Adoption Dies in "Week 2"

1

Day 1: Curiosity

Everyone's excited. The possibilities feel endless. People experiment with enthusiasm and share their first "wow" moments in team chats.

2

Day 3: Mixed Results

Some prompts work brilliantly, others produce nonsense. Uncertainty creeps in. "Am I doing this wrong?" becomes the dominant internal question.

3

Week 2: Avoidance

When pressure hits, people revert to what they know. Old habits win because they're reliable, even if they're slower. Copilot becomes "that thing I'll try when I have time."



Copilot adoption is a behaviour change, not a feature rollout



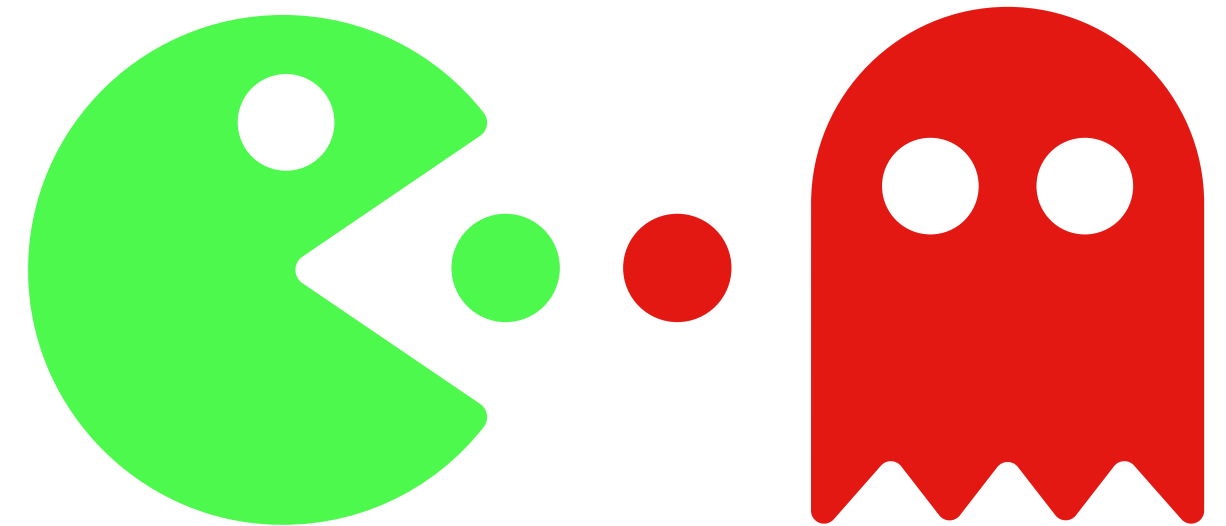
It is not just another button



Users must unlearn old routines



Training alone does not build habits

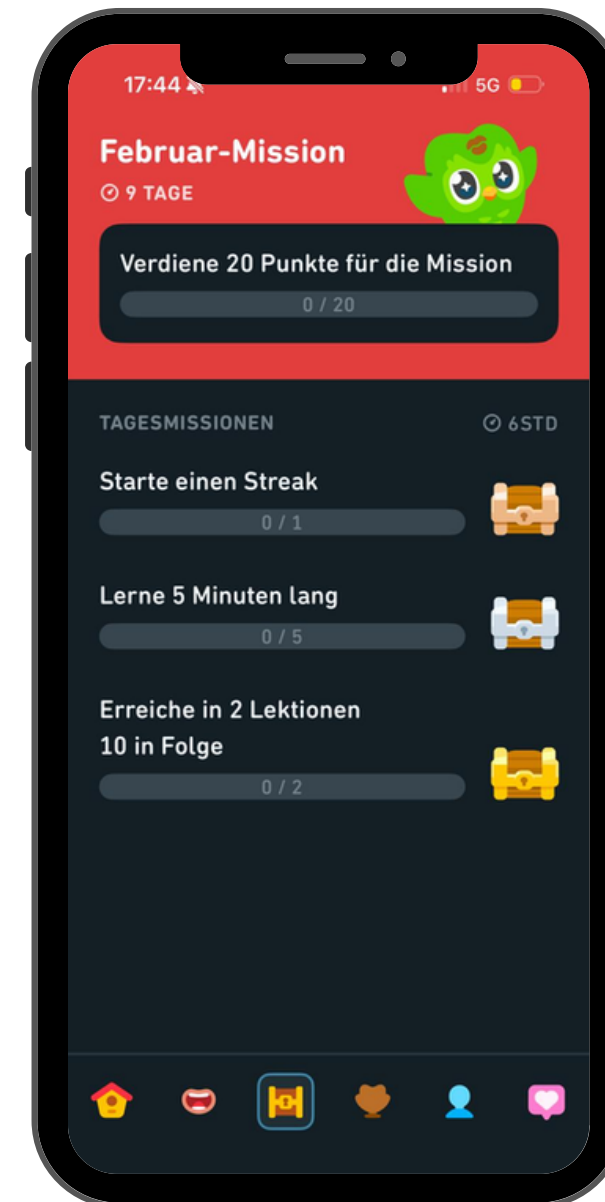
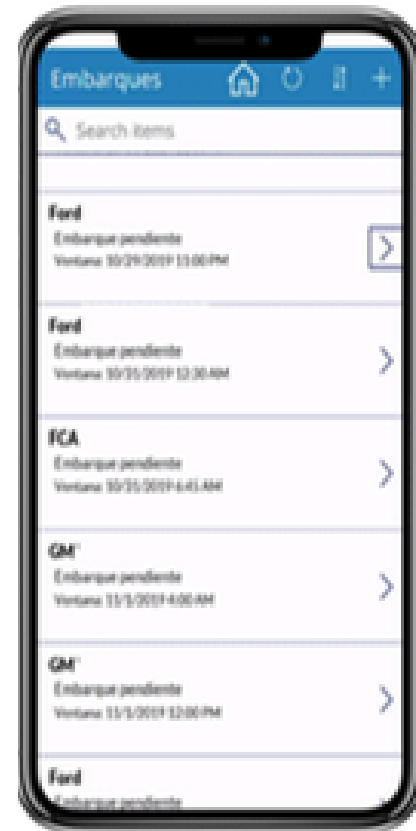


The Shift: Serious UX vs Human UX

Serious UX optimises

- Simplicity
- Efficiency
- Low friction
- Task completion

These are essential foundations, but they're not enough to sustain long-term engagement.



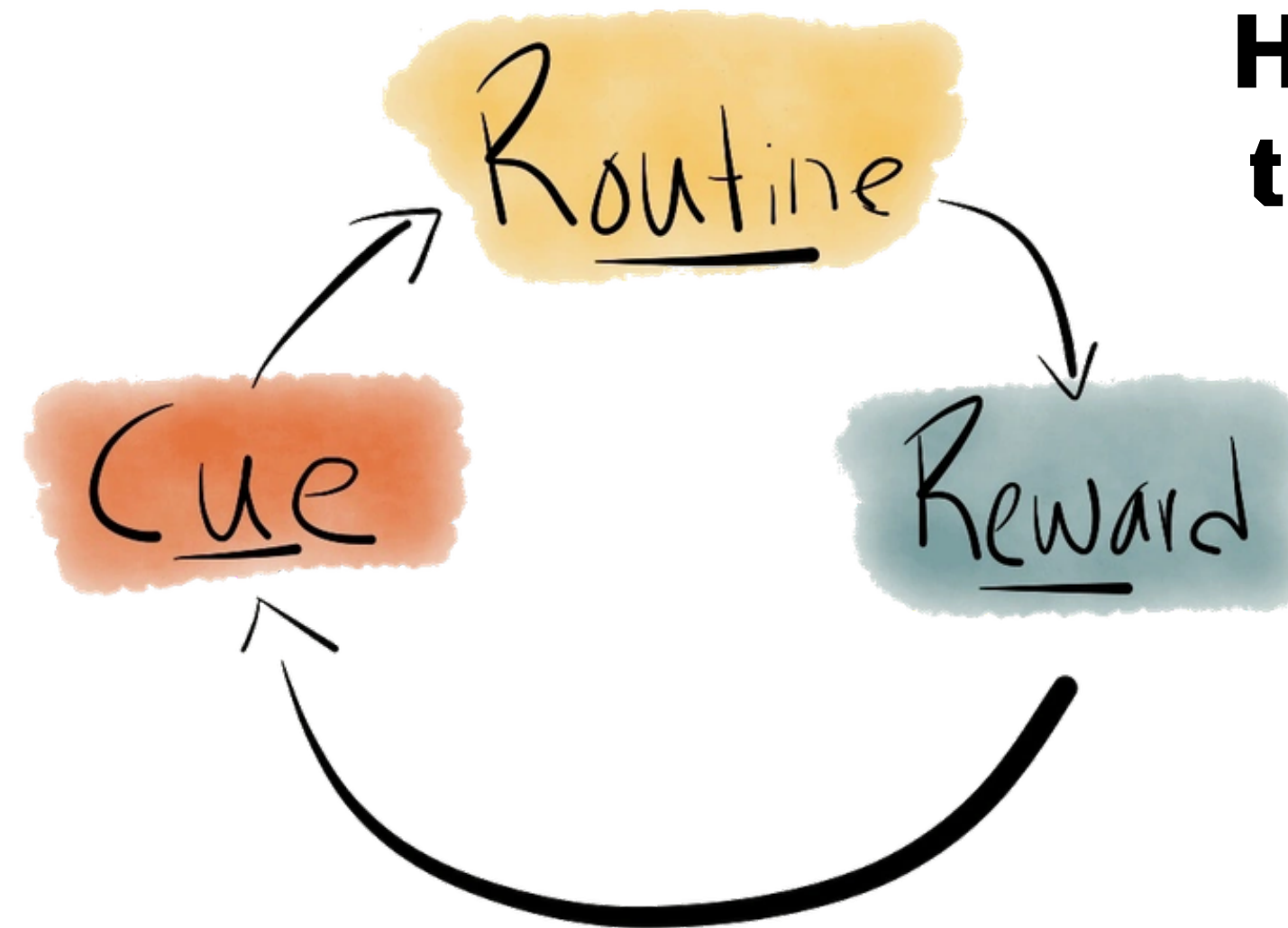
Human UX adds

- Purpose
- Progress
- Feedback
- Rewards
- Challenges
- Visibility

These elements tap into intrinsic motivation and create sustainable habits.

BUILDING HABITS

The Habit Loop



Habits are built through loops.

Small steps + instant feedback + visible progress = sustainable habits

That's the theory.

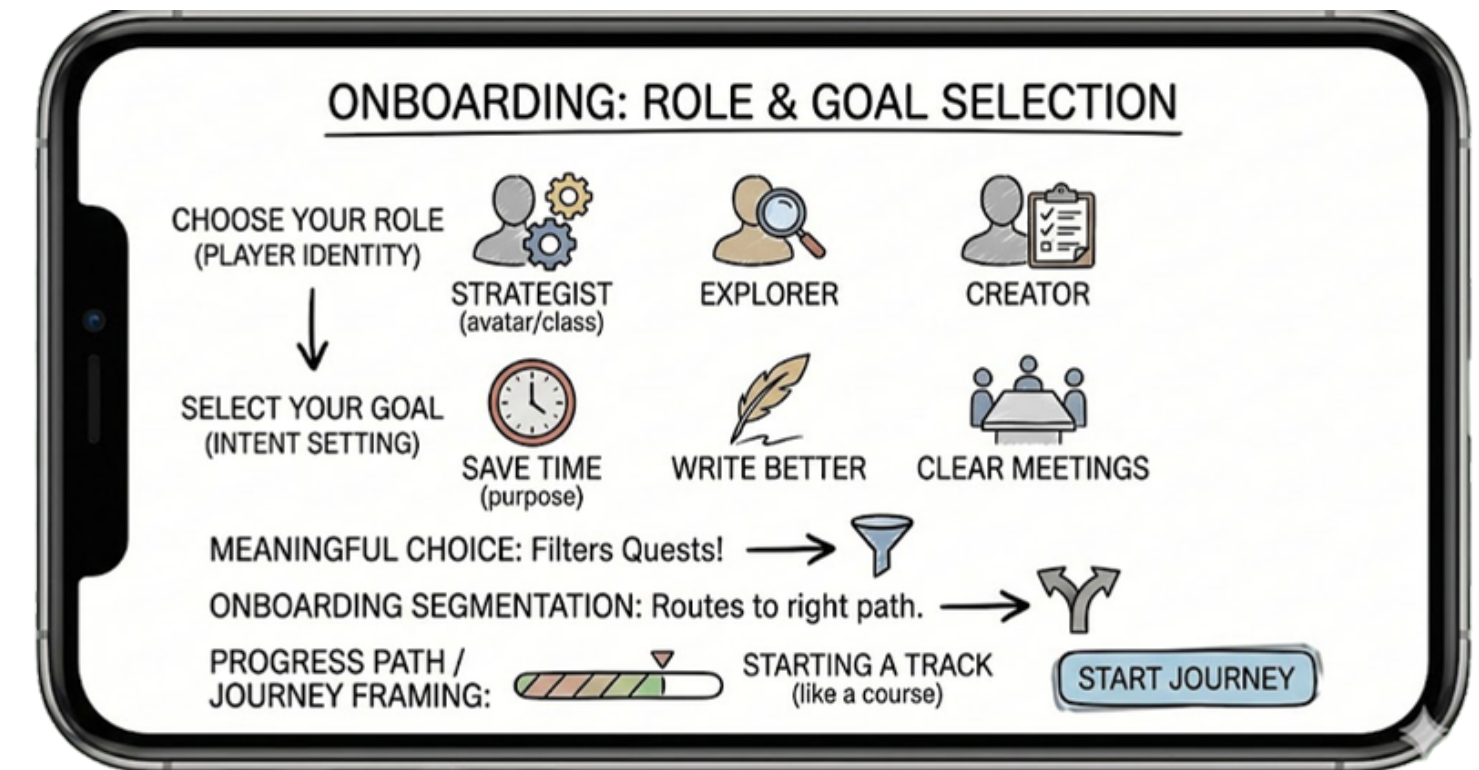
**Lets build a Power App
with Game UX Pattern**

Pattern 1: The Hero

A guide character makes the app feel approachable and gives clear next steps.



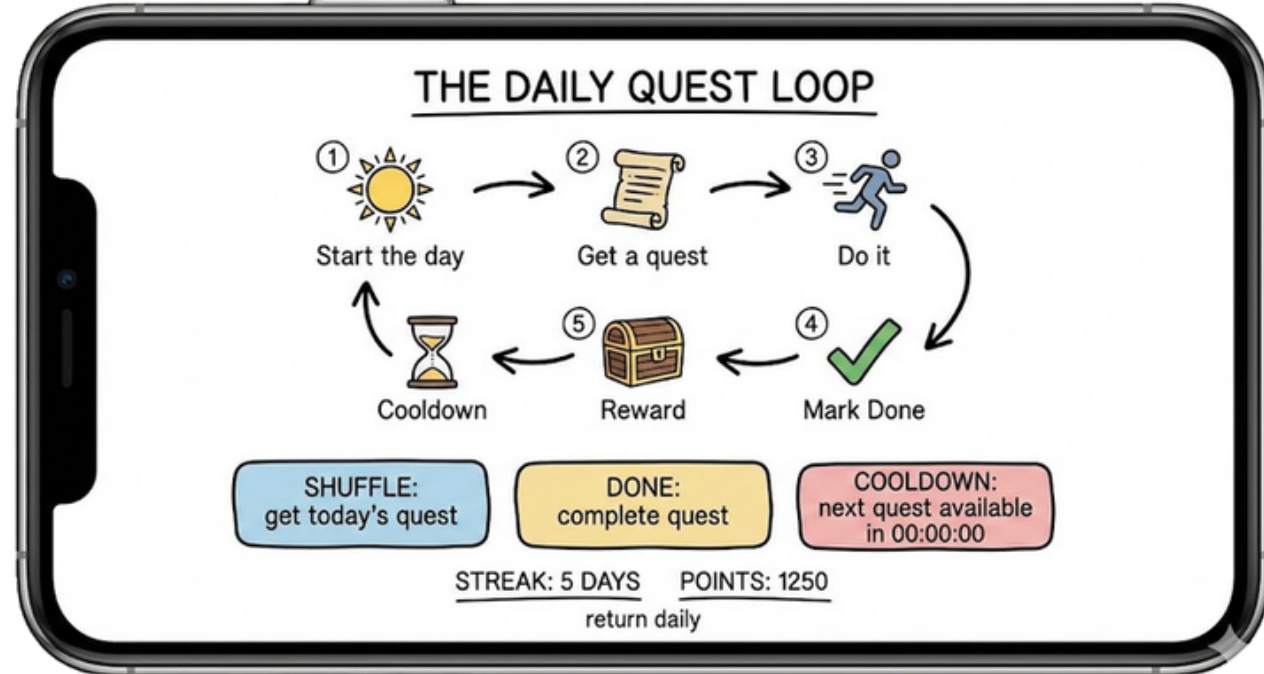
Pattern 2: Individualization



Let users choose a role or goal so the journey feels personal.

Pattern 3: The Core Loop

get a quest
do the task
receive feedback
come back tomorrow



Pattern 4: The Shuffle / "Slot Machine"



Randomized quest = curiosity + anticipation
Short "rolling" animation = excitement

Pattern 5,6,7: Visible Progress



People stay motivated when progress is visible

Micro-progress beats long-term promises



Creates a rhythm (daily habit)

Prevents "spam completing"

Makes return behavior predictable



Milestones create "I want that" moments

Keeps motivation high after the novelty wears off

Pattern 7: Achievements & Badges



Milestones create "I want that" moments
Keeps motivation high after the novelty wears off

Build Plan [MVP Scope]

Keep it simple. Start with core mechanics that deliver immediate value.



Quest board

Gallery view displaying available challenges with difficulty indicators and clear descriptions.



Completion + proof

Simple submission mechanism with optional screenshot or confirmation step.



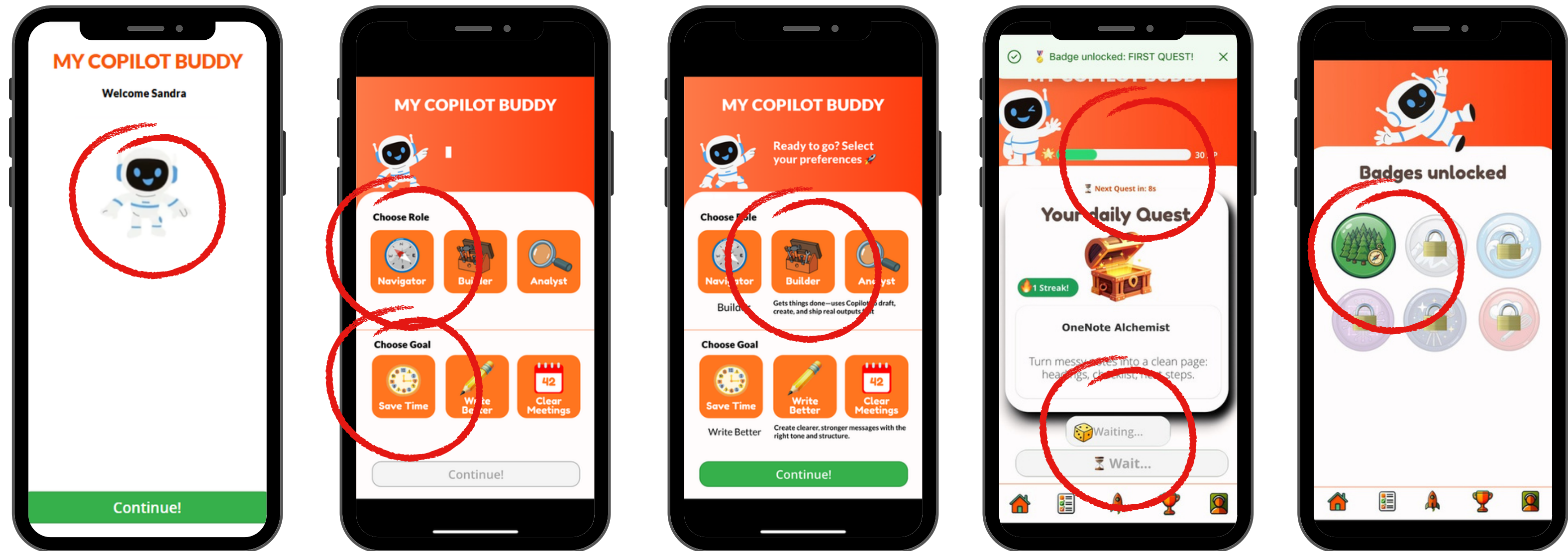
Progress + badge

Visual dashboard showing XP accumulation, level progression, and earned achievements.



Power Apps + SharePoint provide everything needed for the MVP. No complex integrations required.

Simple MVP but feels real



Hack for Beginners

Steal Design from Duolingo similar apps

