

Gamification for Clarity

Improve adoption, engagement, and data quality inside Clarity.

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Gamification for Clarity adds a native engagement layer to Clarity that turns routine actions into visible progress, recognition, and rewards. It captures meaningful user activity, evaluates them through configurable measures, and surfaces achievements, streaks, leaderboards, notifications, and rewards directly inside the Clarity experience.



Stronger adoption

Make important Clarity actions feel visible, rewarding, and worth repeating.



Better data quality

Improve timeliness, consistency, and completion of the data leaders rely on.



Native Clarity fit

Works inside Clarity with admin-controlled rules rather than another standalone platform.



Why Clarity teams need it

- > Many of the actions that make Clarity valuable are necessary but not especially engaging.
- > When routine updates are delayed, skipped, or completed inconsistently, reporting becomes less timely and reliable.
- > Users often see little feedback or recognition for doing the right work well and on time.



What Gamification enables

- > Reward desired behaviors with badges, streaks, tokens, leaderboards, and in-app recognition.
- > Give users a profile destination for achievements, progress, rewards, and engagement history.
- > Allow Clarity administrators to configure badge logic and supporting rules through the Clarity UI.

How it works

1

User action

A user performs a tracked action in Clarity such as a timesheet submission or another configured behavior.

2

Event capture

Measures capture the event and convert it into structured metrics for evaluation.

3

Recognition logic

Badge, streak, credit, and leaderboard rules determine what the action has earned or progressed.

4

User feedback

Achievements, notifications, progress, and rewards are surfaced back inside the Clarity experience.

Examples of behaviors you can gamify

Behavior

- On-time timesheet submission
- Routine task or status updates
- Other customer-defined behaviors

What users see

- Badges, streaks, notifications, progress visibility
- Recognition, visible progress, leaderboard movement
- Admin-configured achievements, digital credits, and rewards

Why it matters

- Reinforces timely completion of a core Clarity process
- Encourages more consistent engagement with project delivery data
- Makes the model extendable beyond one workflow or use case



Who will love it?



Users: A more enjoyable Clarity experience with visible progress, recognition, and rewards.



Managers and PMO: Better completion, stronger behavioral visibility, and more dependable reporting inputs.



Clarity administrators: A configurable model that can evolve without treating every rule change as a development project.



Implementation foundations



Event-driven architecture with Measures and Metrics to track and evaluate behaviors.



UI components delivered inside Clarity for profiles, widgets, achievements, and notifications.



Configurable custom objects, views, widgets, domains, badges, and seed data to support rollout.



Built for phased adoption, starting with a practical MVP use case such as timesheets and expanding over time.

Get Started



Book a discovery call to explore how Gamification for Clarity can improve user adoption, reinforce desired behaviors, and strengthen the quality of data captured in Clarity.



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