The Power of Gamified Technology in the Tourist Experience
Annika Aebli | Leuphana University Lüneburg, Germany

Wed, 27 May, 1:00 – 2:00 pm
Hosted online via Webex

Human-centred technologies have been recognised as a promising means to support tourists in co-creating meaningful experiences. In this TRC Seminar, Annika Aebli will address how tourists generate meaning through interacting with gamified technology, and how technology can contribute to subjective mental wellbeing.

In her studies, Annika draws on positive psychology to explore tourists’ underlying motives for engaging with gamified technology and the pleasures they can derive from it.

Annika Aebli is a Senior Researcher at the Institute for Tourism and Leisure (University of Applied Sciences of the Grisons) FHGR Chur, Switzerland, and a PhD candidate at Leuphana University Lüneburg, Germany.

Annika’s main areas of expertise include affordances of persuasive and gamified technology, digital engagement in tourism, motivational mechanisms underlying gamified technology, and the effects of positive computing for human well-being.

Please RSVP to trc@curtin.edu.au to receive access to the webinar