FedEx Gamification Project

Overview

To produce and design a mobile application that makes a loader’s work day more exciting and provide a way for he/she to monitor their own progress. The application will be a RPG style game, where the loader will earn points and level up as he goes about his day, and also provide real time feedback.

Objectives

- To prototype the mobile portion of a Gamification application for FedEx’s frontline package handling process.
- Create a back-end service for storing and keeping both the package data and Employee ID information.
- Create a front-end application that will allow employees to log in and play the game while receiving real time feedback.
- Create a web service that will connect our back and front end.

Approach

- Determine sponsor’s needs, requirements and constraints.
- Conducted an on-site visit to gather more information on work environment and familiarize with the problem.
- Evaluated findings from site visit and came up with possible approaches
- Determined best technologies for the project
- Developed Back and front end service
- Application was tested by mock up data provided by the sponsor

Outcomes

- Application based mobile application that allows for login of employee.
- Tracks statistics for real time feedback (load rate, packages loaded, volume of truck used).