Title	多様性を有する組織内での知識共有を活性化する位置 情報ゲームに関する研究
Author(s)	久留島,寛也
Citation	
Issue Date	2015-03
Туре	Thesis or Dissertation
Text version	author
URL	http://hdl.handle.net/10119/12734
Rights	
Description	Supervisor:西本一志,知識科学研究科,修士



A Location-based Game to Encourage Knowledge-sharing in an Organization having Diversity

Hiroya Kurushima

School of Knowledge Science,
Japand Advanced Institute of Science and Technology

March, 2015

Keywords: gamification, knowledge-based society, location-based game, knowledge-sharing.

Our society has changed into a knowledge-based society. Unlike a traditional industrial society, in the knowledge-based society utilization and fusion of knowledge is important. Therefore, it is beneficial for society to build the opportunities for co-creating new knowledge and value. In this paper, we developed a location-based game "KnowledgeXross" to encourage interdisciplinary collaboration. We conducted user studies in the school of knowledge science, JAIST. As a result, KnowledgeXross could draw users' interests and it is suggested that KnowledgeXross can generate a knowledge co-creation field in an organization.