

makeit**toolkit**



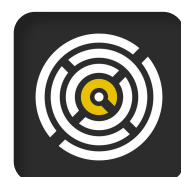
Certificate of completion.

Felix Herbst

has successfully completed the online 24-hour co-hort Masterclass
conducted between 26 Oct 2024 -14 Dec 2024

Behavioral Science & Gamification for Product Design

Foundation of behavioral science and economics · The 15 Strategies of influence · Gamification for User engagement and Immersion · Discovery and Onboarding · Habit forming products · Behavioral Strategies and Ethics



makeit**lab**

Issued on 14 Dec 2024

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Massimo Ingegno

Co-Founders and CEO
MAKEIT LAB PTE. LTD.

David McCann

Co-Founders and COO
MAKEIT LAB PTE. LTD.