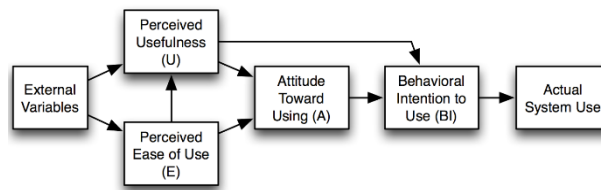# Development of Technical Framework for Virtual Community of Practices

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ABSTRACT

A community of practice revolves around the members that create the said community. This paper explores the dependency on the topic of the CoP and the interactions between the members involved. A point should also be made on the range of expertise that users may have, from age and skill level. As this community grows, a level of user adoption is needed; if users don't like what they see and its complex; they won't use it. Research done into user adoption can span into the use of gamification, of which a badge system is researched, reflected upon and implemented. Comparisons are made from two systems which could be incorporated as well as technical capability and user ability. Overall readers should understand the term of gamification and how in this context of a community of practice it could be incorporated.

Figure 1: Graphical Representation of TAM

Figure 5: Badge Appearance on a User Profile