

Gift shop

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Setting up a gift shop

Gift Shop is a tool that allows you to motivate employees for actions performed within the application.

The logic of the module is as follows:

A) Assign points to all actions in the application. The more points the more important action is considered. If some actions are not important, then leave them 0 points.

B) Determine the gifts and the value in points.

C) Give your employees gifts when they purchase them with points in the app.

D) Record the issuance of gifts for points.

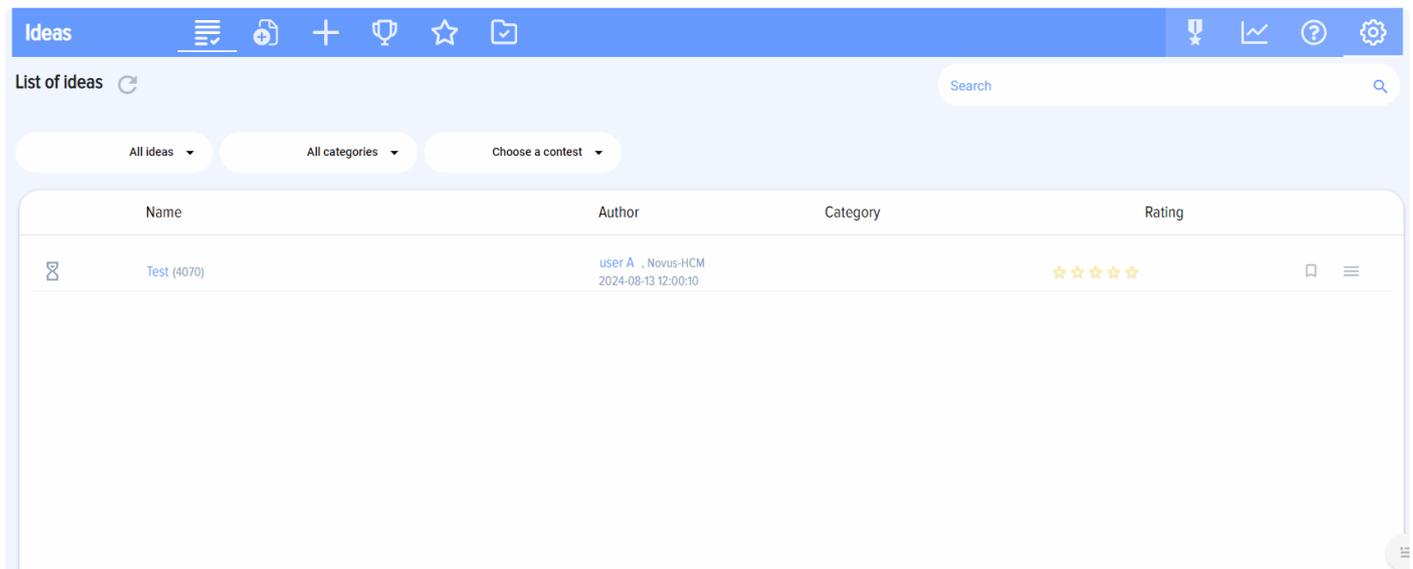
The gift shop is set up in the “Gift Shop” section.

The following items are available when you open the Gift Shop settings:

- Gift shop name;
- Activation.

Tabs are also available:

- Points;
- List;
- History.



By default, the module is called "Gift Shop", but you can enter any name in the Shop Name field.

New name will be displayed in the personal account and in the moderator menu on the left.

By default, the module is not active and is not available to users. When activated (moving the slider to the active status), the store will become available to all employees in the menu above.

The points tab provides a list of all possible actions in the application and the points awarded for each action. Points can be edited.

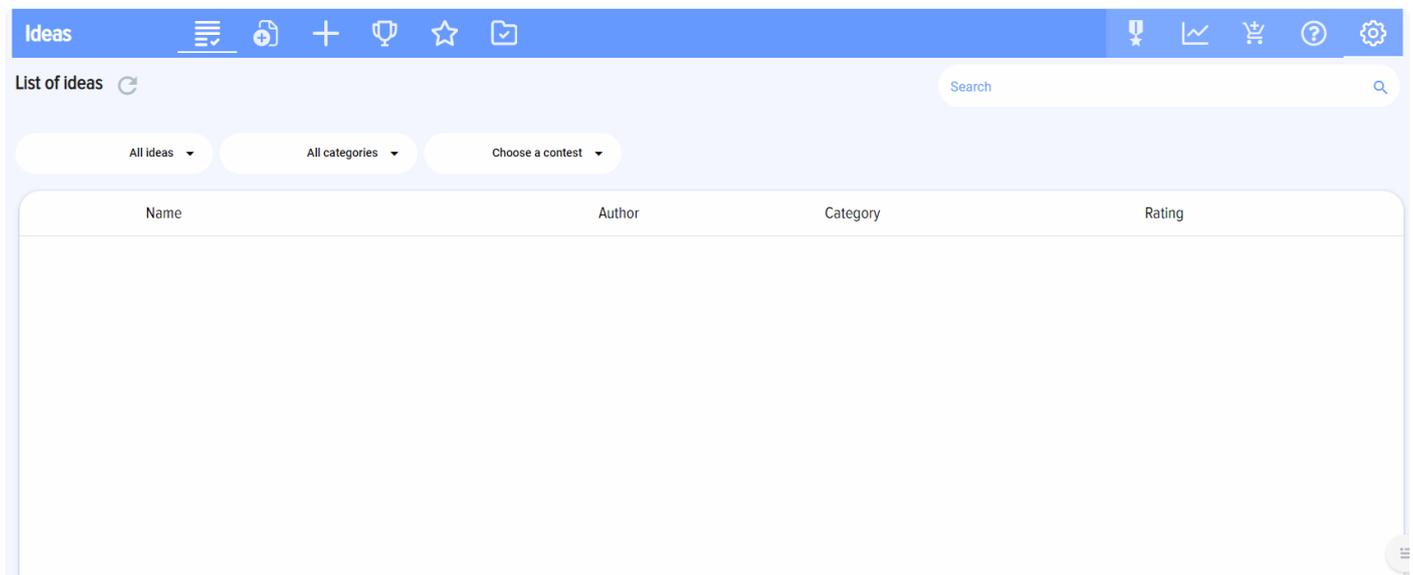
Gift list

The List tab contains gifts for points.

To add a gift click on the plus.

Then add a gift:

- Add a picture;
- Enter the name;
- Gift value in points.



Buying a gift

User can make purchases in the store when the store is activated. When the store is activated, it will be available to employees in the menu at the top.



When opening the gift shop user has three tabs available:

- Points;
- List;
- History.

Points tab

The top right shows the user's total balance.

- Total purchase amount - the sum of all purchases of the user;
- Balance is the difference between points earned and points spent.

Total amount of purchases: 26

Balance: 17

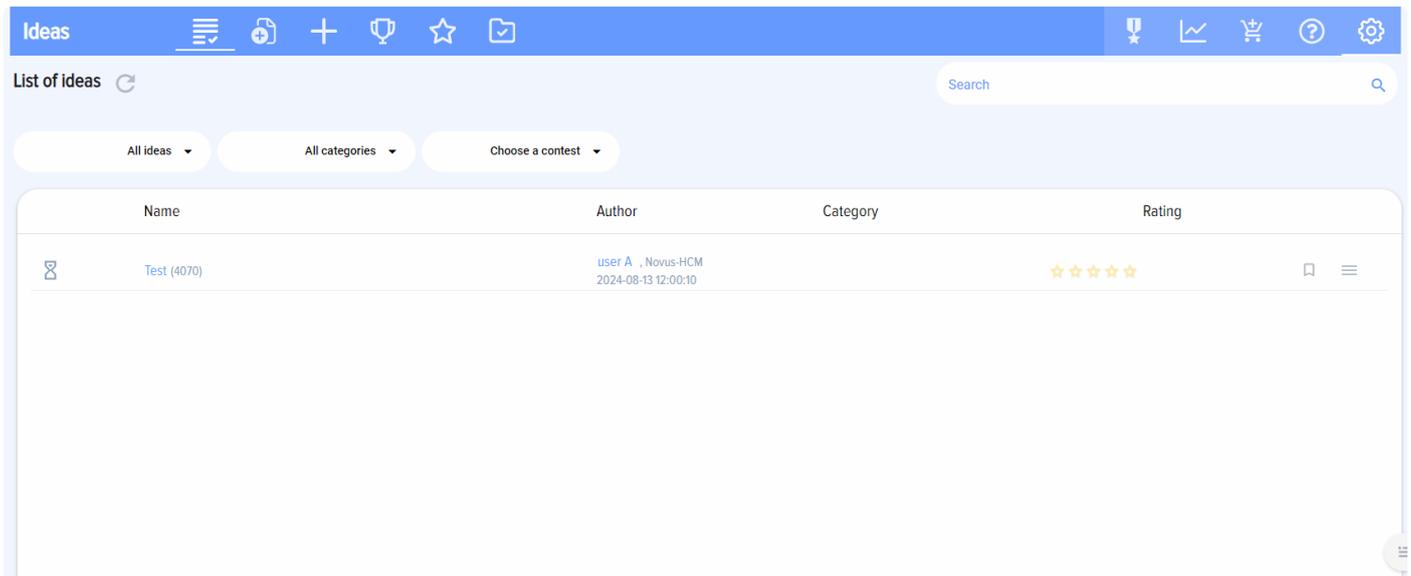
List tab



It can be purchased for points are presented. To purchase click on the item Buy



and confirm the purchase:



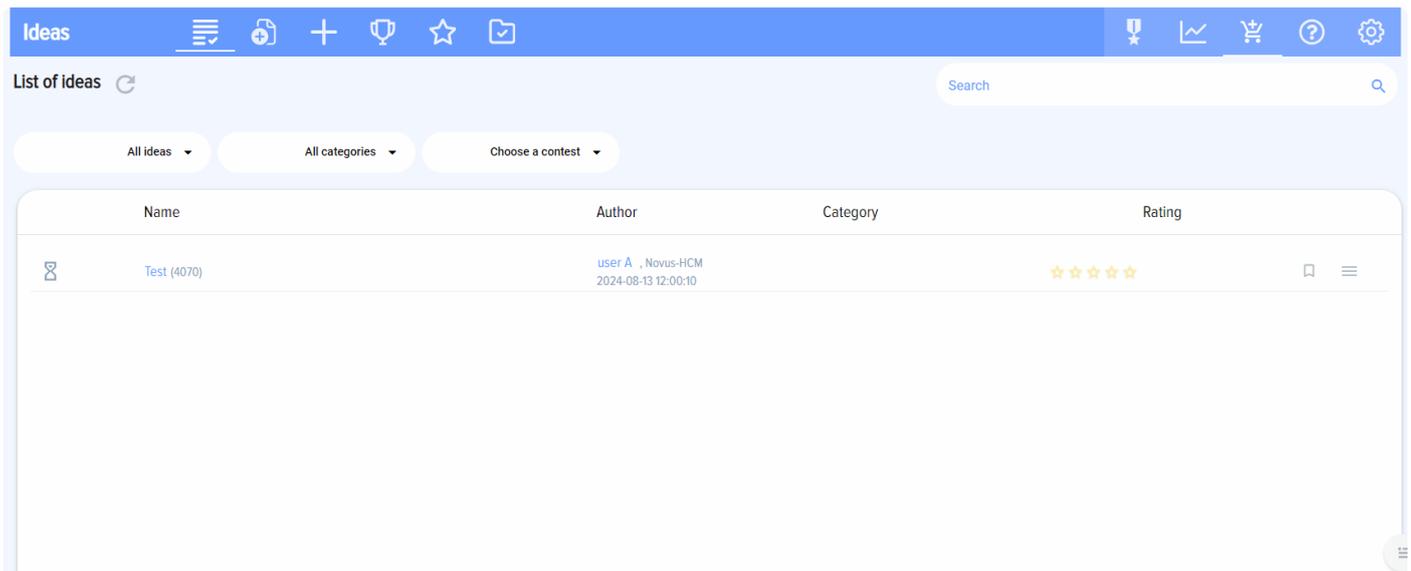
After purchasing in the application, you need to contact the application moderator, he will provide a gift, mark it in the application and the cost of the gift will be debited from the account.

View gift purchase history

The History tab contains all user purchases.

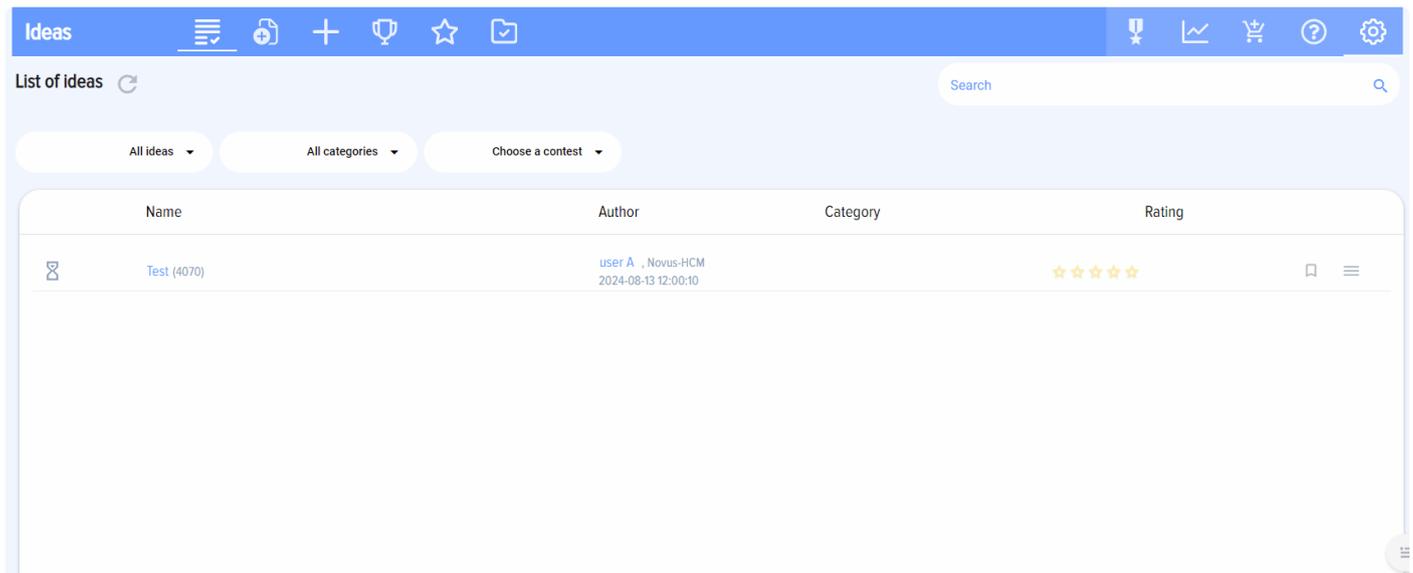
Moreover, each purchase has two statuses:

- Awaiting confirmation.   The purchase is awaiting issuance and moderator approval;
- Confirmed.   The gift has been issued and confirmed by the moderator.



Confirmation of purchase of a gift by the moderator

To confirm purchase of a gift moderator opens Settings - Gift Shop - History and in the corresponding line move the slider to the active state (confirmation).



The screenshot displays the 'Ideas' application interface. At the top, there is a blue navigation bar with the title 'Ideas' and several icons: a list, a document, a plus sign, a trophy, a star, and a checkmark. On the right side of the bar are icons for a trophy, a line graph, a shopping cart, a question mark, and a gear. Below the navigation bar, the page title is 'List of ideas' with a refresh icon. A search bar is located on the right. Below the search bar are three filter buttons: 'All ideas', 'All categories', and 'Choose a contest'. The main content area is a table with the following columns: 'Name', 'Author', 'Category', and 'Rating'. The table contains one row with the following data: 'Name: Test (4070)', 'Author: user A , Novus-HCM 2024-08-13 12:00:10', 'Category: (empty)', and 'Rating: ★★★★★'. There are also icons for a bookmark and a menu on the right side of the row.

| Name | Author | Category | Rating |
|-------------|---|----------|--------|
| Test (4070) | user A , Novus-HCM 2024-08-13 12:00:10 | | ★★★★★ |