conceptual/empirical paper on the topic**"Workplace redefinitions" such as Gamification/HR Analytics/ Artificial Intelligence/Augmented Reality/Gig economy/Blended workforce/Blockchain and their impact on HR or any HR activities associated with your organization or any sectors.** The article should be with appropriate references and also free from plagiarism.   
  
Empirical paper - Minimum sample size would be 40 to 80 respondents across various sectors.