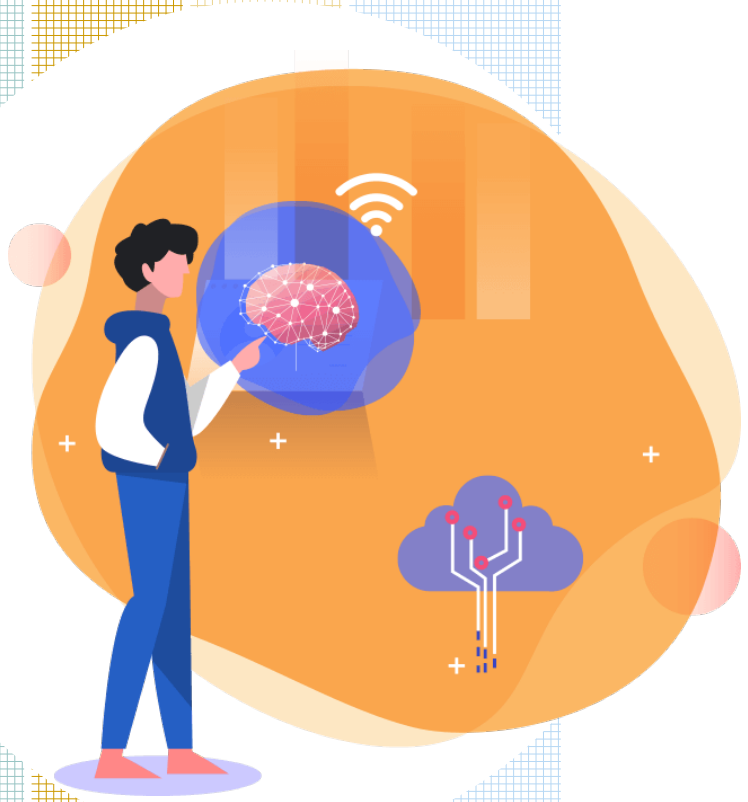

Gamification in learning

WITH

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WHY
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UNDERSTANDING GAMIFICATION

What is Gamification?

In 2002 the term gamification was officially coined, but prior to that experts vary on how much the concept was applied to engagement strategies

Gamification is the application of game-design elements and game principles in non-game contexts

The game can be digital, so in the form of an application, or non-digital, when used during classes and included into curriculum programmes

The main goals of gamification are to enhance certain abilities, introduce objectives that give learning a purpose, engage students, optimise learning, support behaviour change, and socialise

Gamification tends to appeal to the following needs:

- Rewards
- Progress
- Competition
- Recognition and status.
- Altruism
- Fun

Game & Gamification

Gamification has some similarity to games, but they are not exactly the same..

Gamification is not quite creating a game but transferring some of the positive characteristics of a game to something that is not a game, thus, gami-“fy”-ing

Those positive characteristics of a game are often loosely described as “fun,” and they have the effect of engaging game players in the activity

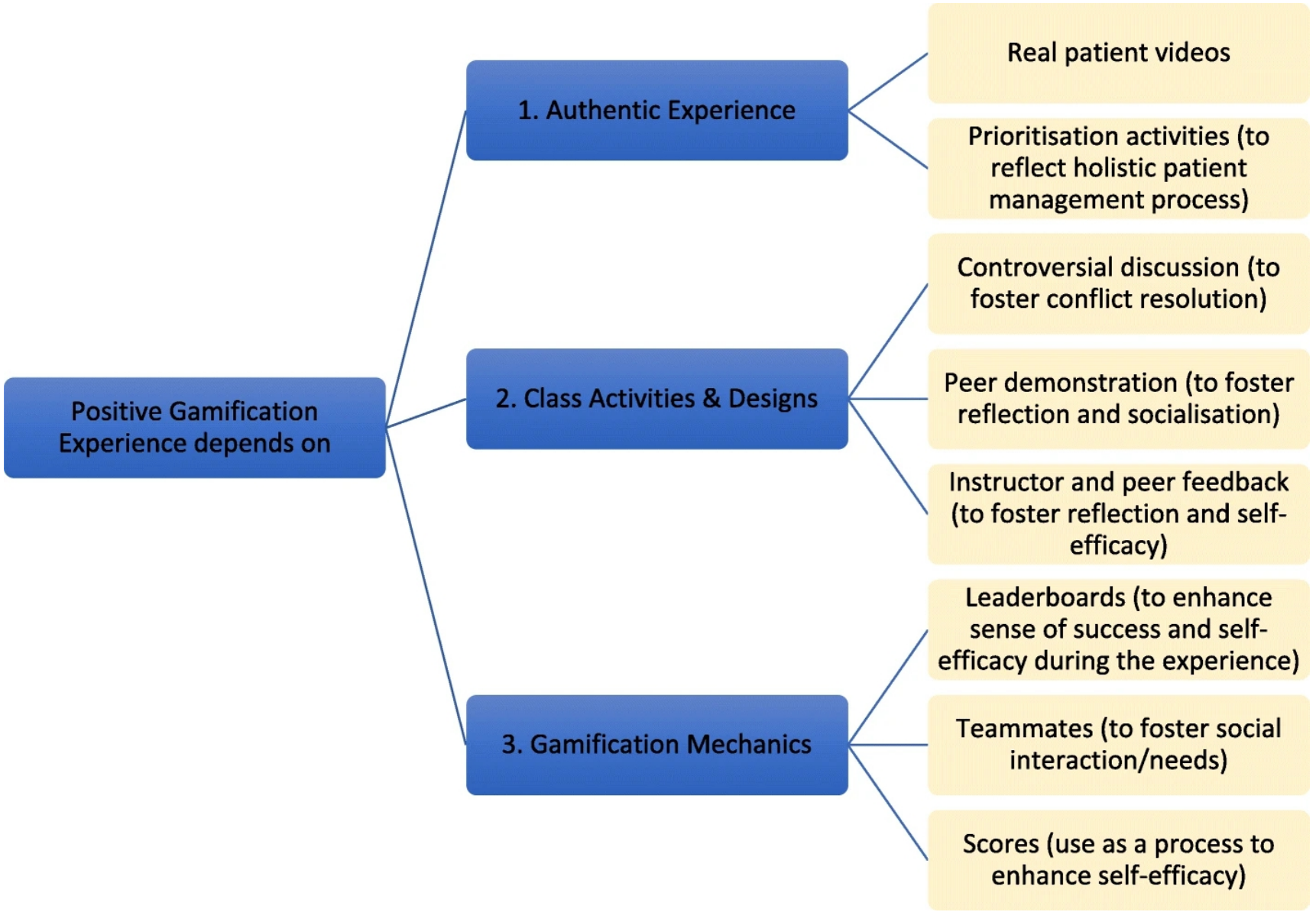
The fun in gameplay is engineered by the four building blocks, or defining characteristics, of a game: goal, rules, feedback system, and voluntary participation

In gamification, these building blocks more or less still appear but in a less pronounced manner

Gamification Vs GBL

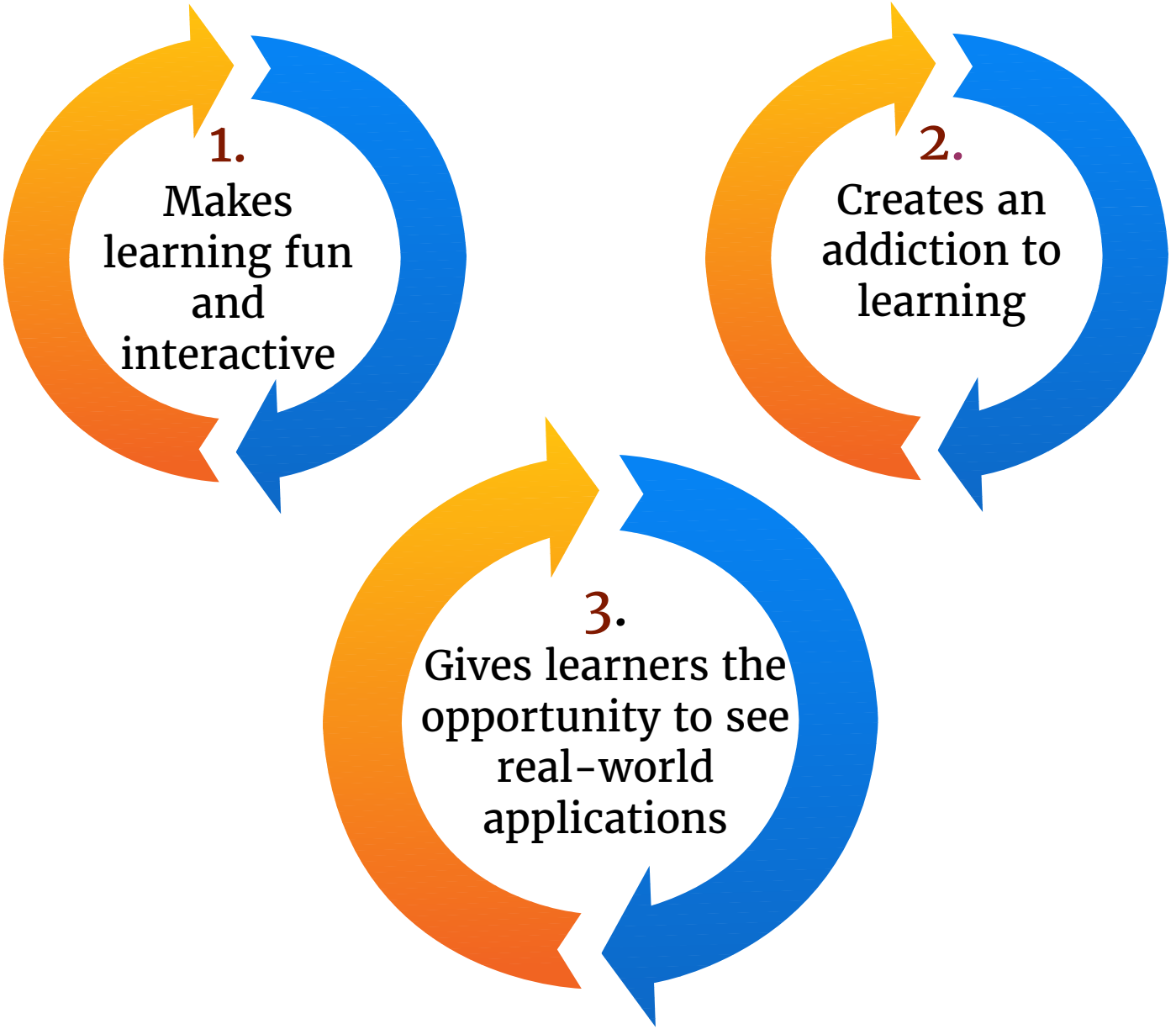
GAMIFICATION	GAME BASED LEARNING
The point is to motivate people to take some action and learn and do something.	The point is to motivate people to take some action and learn as an end result.
Usually game-like features are added to the LMS or any other system rather than the content.	Content is usually modified to fit the story and scenes of the game.
Being intrinsically rewarding is optional.	Playing the game is instrinsically rewarding.
Is usually easier and cheaper.	Is usually hard and expensive to build.
The tasks have points or some form of reward.	Games have defined learning objectives.

IMPORTANCE OF GAMIFICATION IN EDUCATION

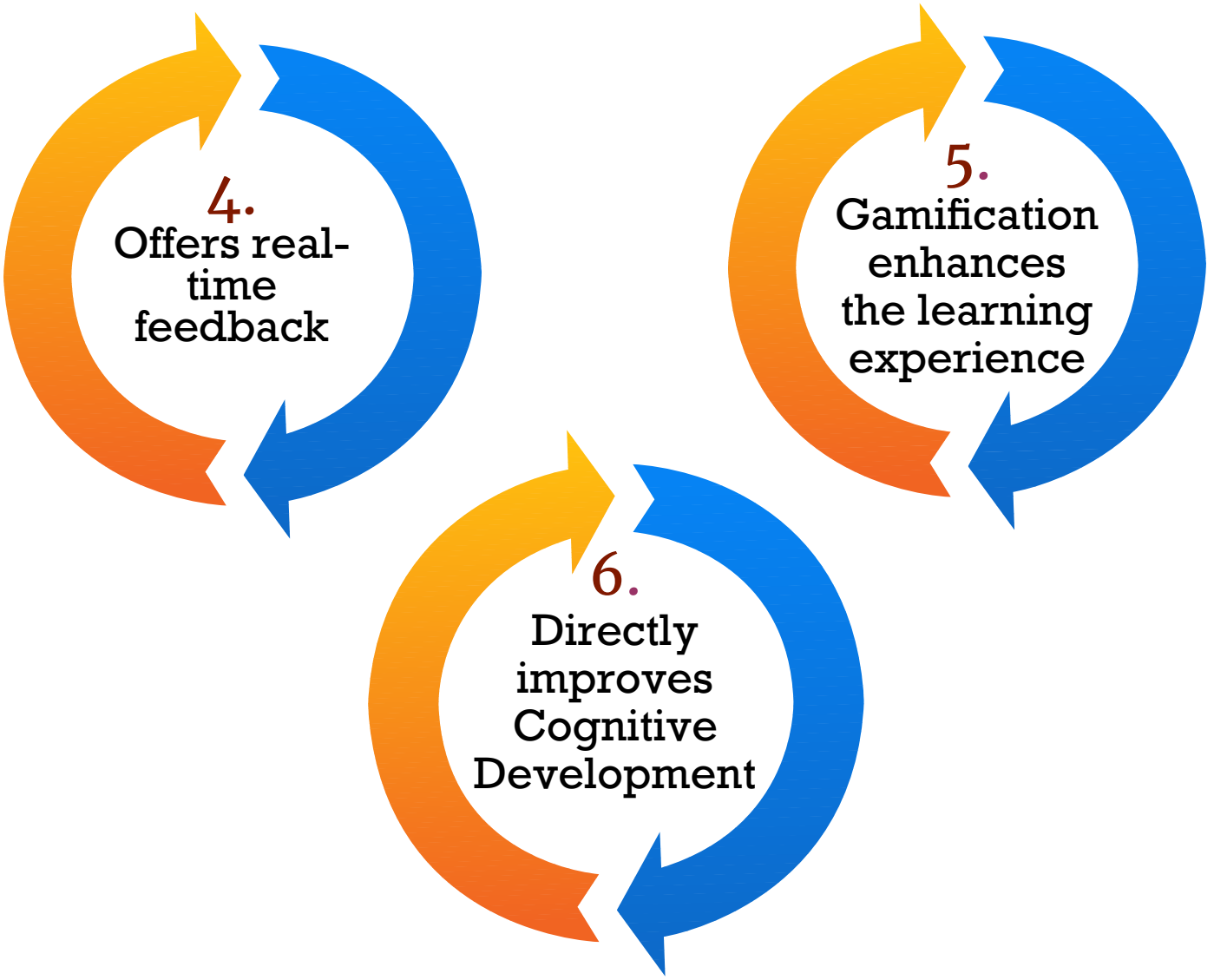


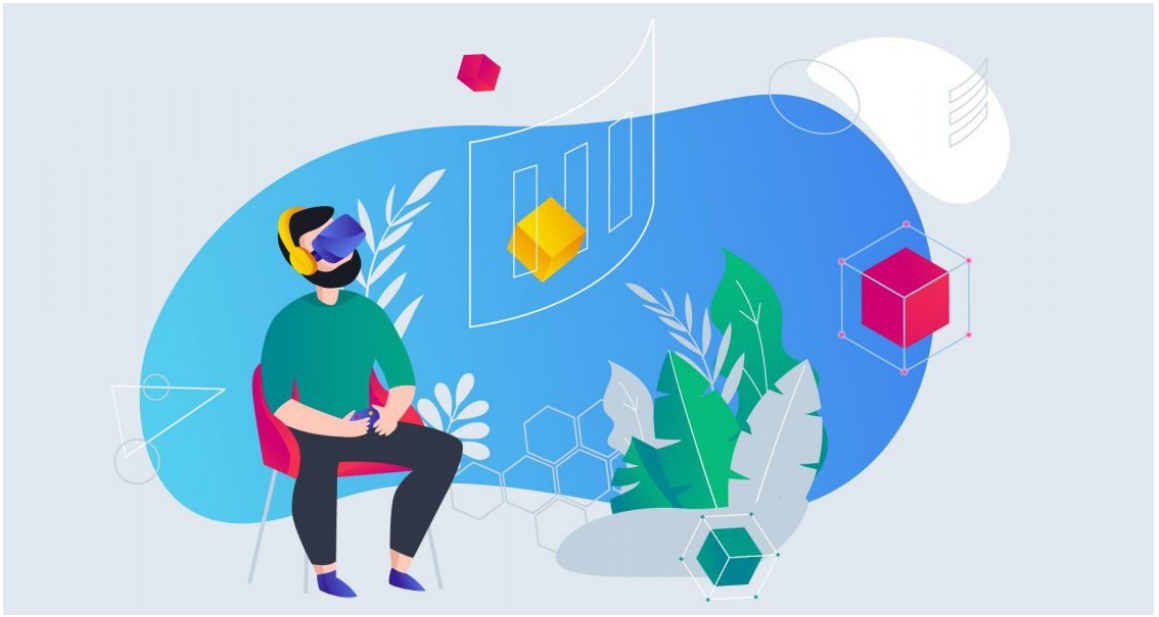
Suggested mapping of class designs and gamification mechanics that could enhance positive experience and motivation in gamified education

Benefits of Gamification in Learning



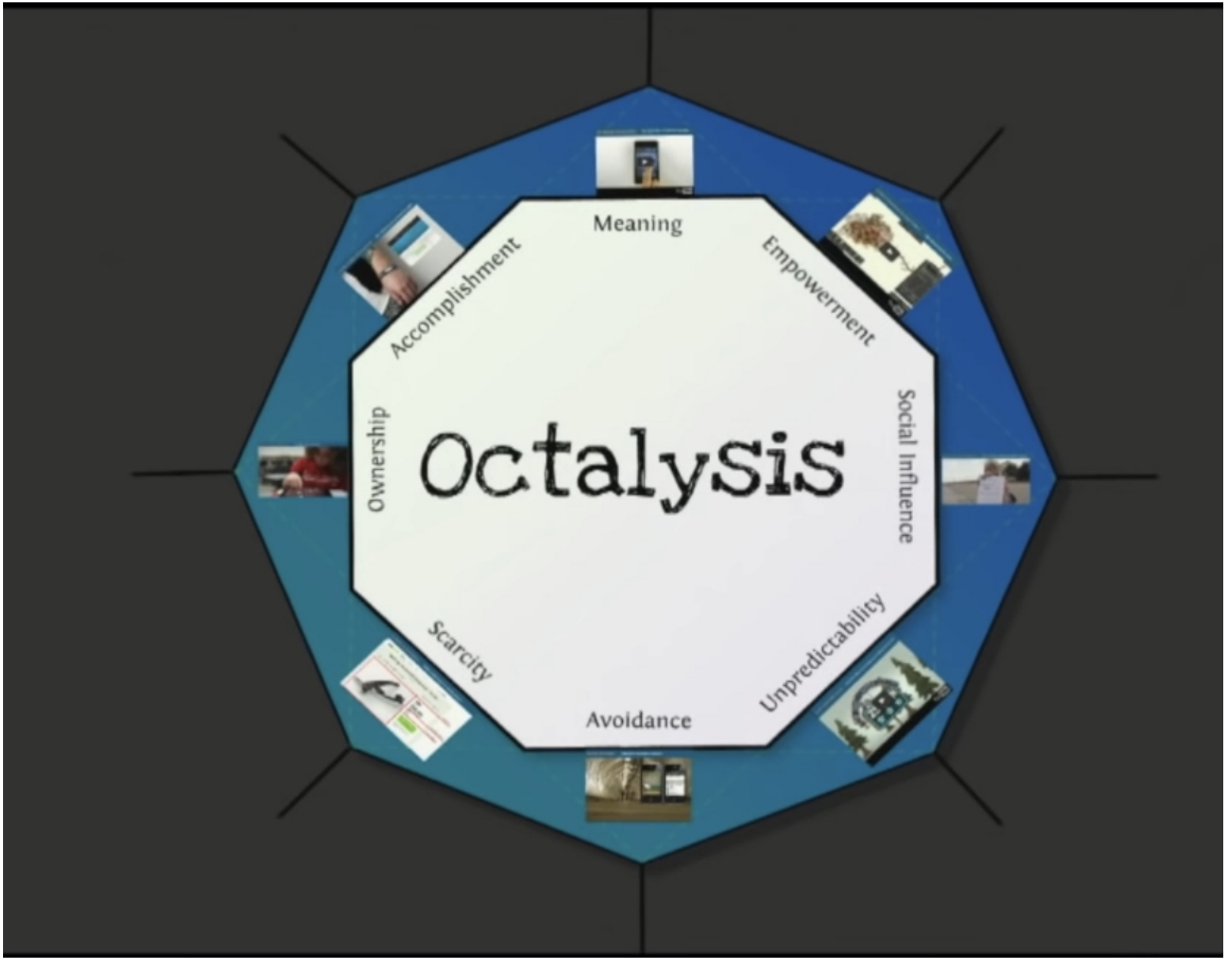
Benefits of Gamification in Learning

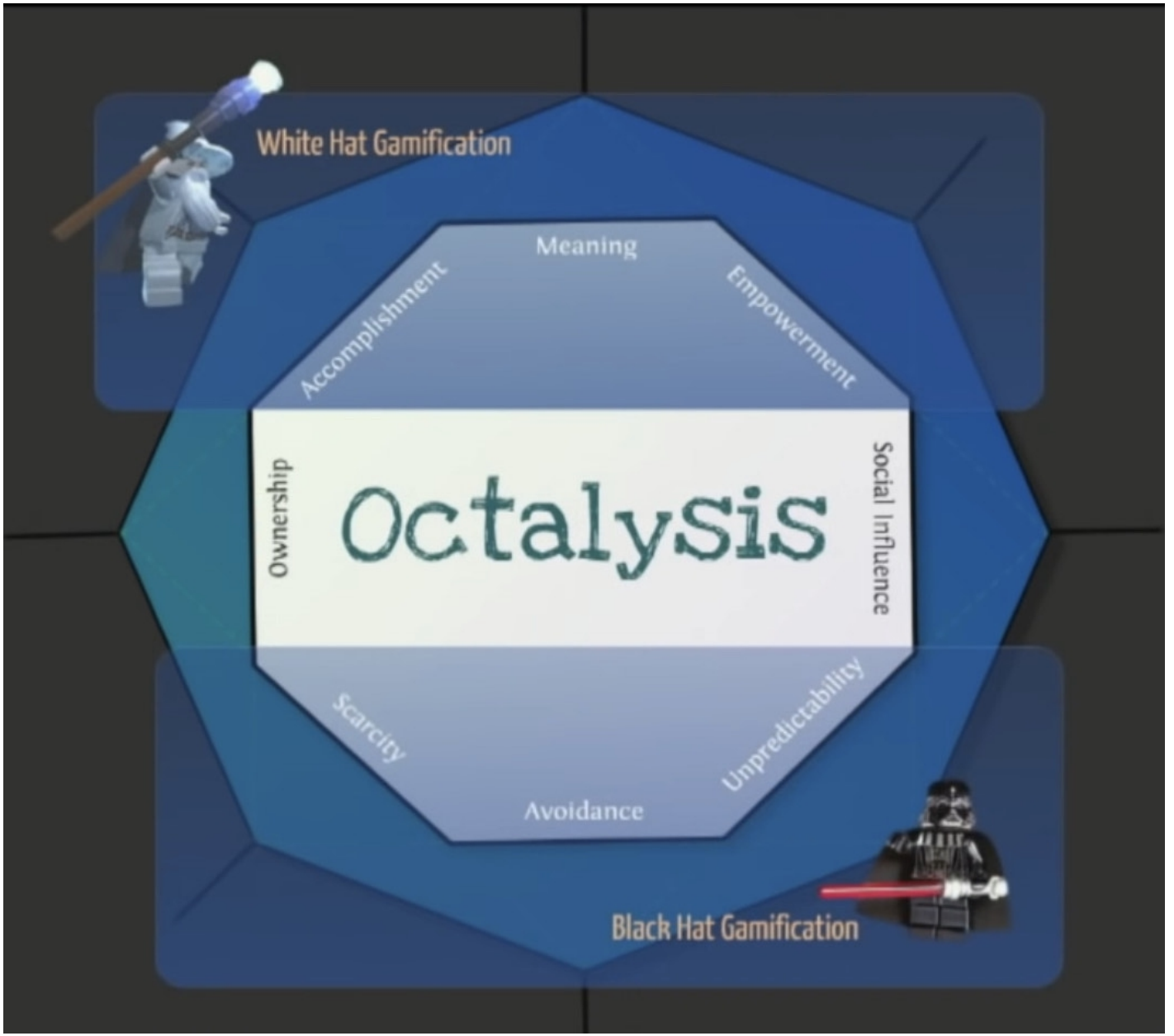


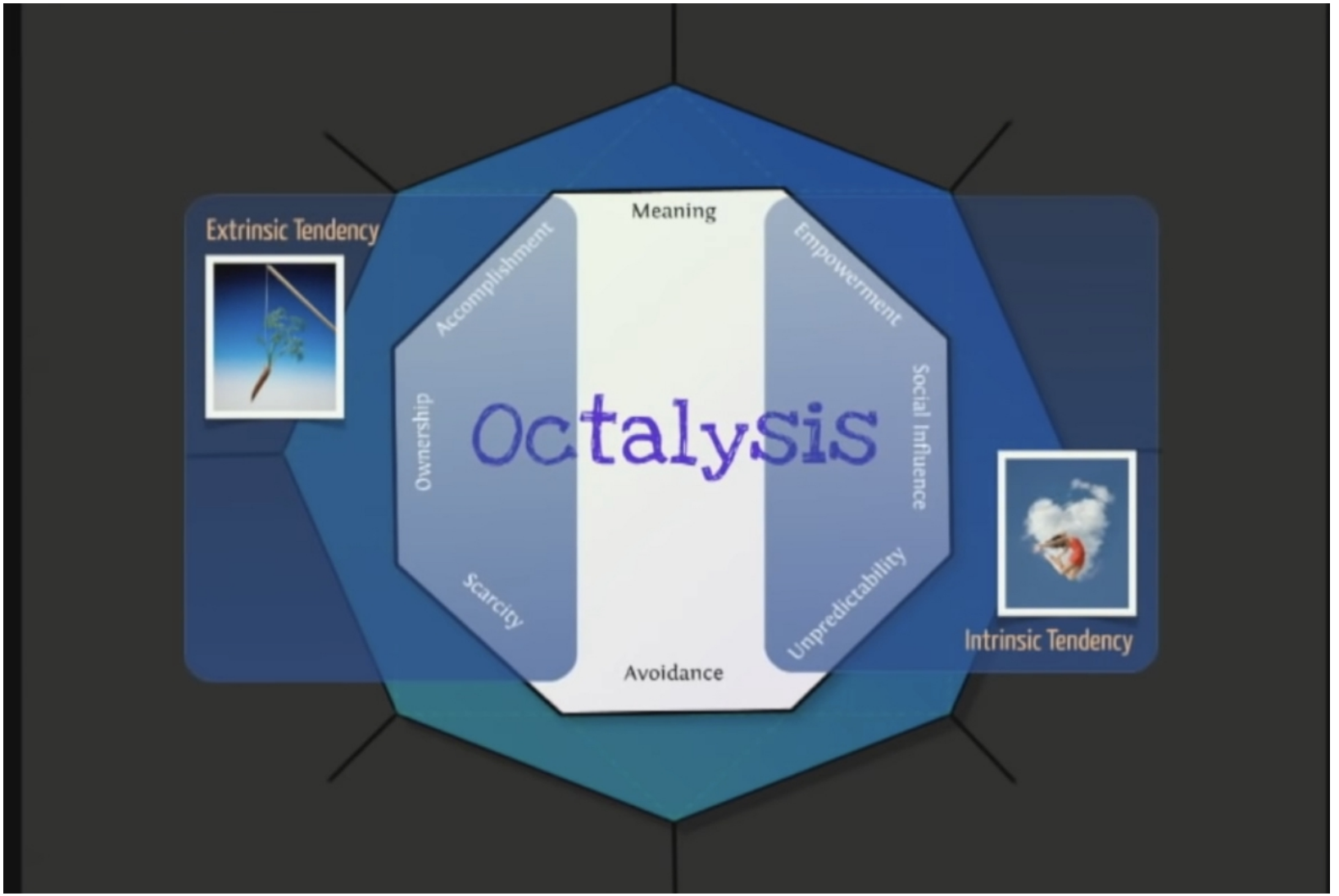


GAMIFICATION

IN THE CLASSROOM

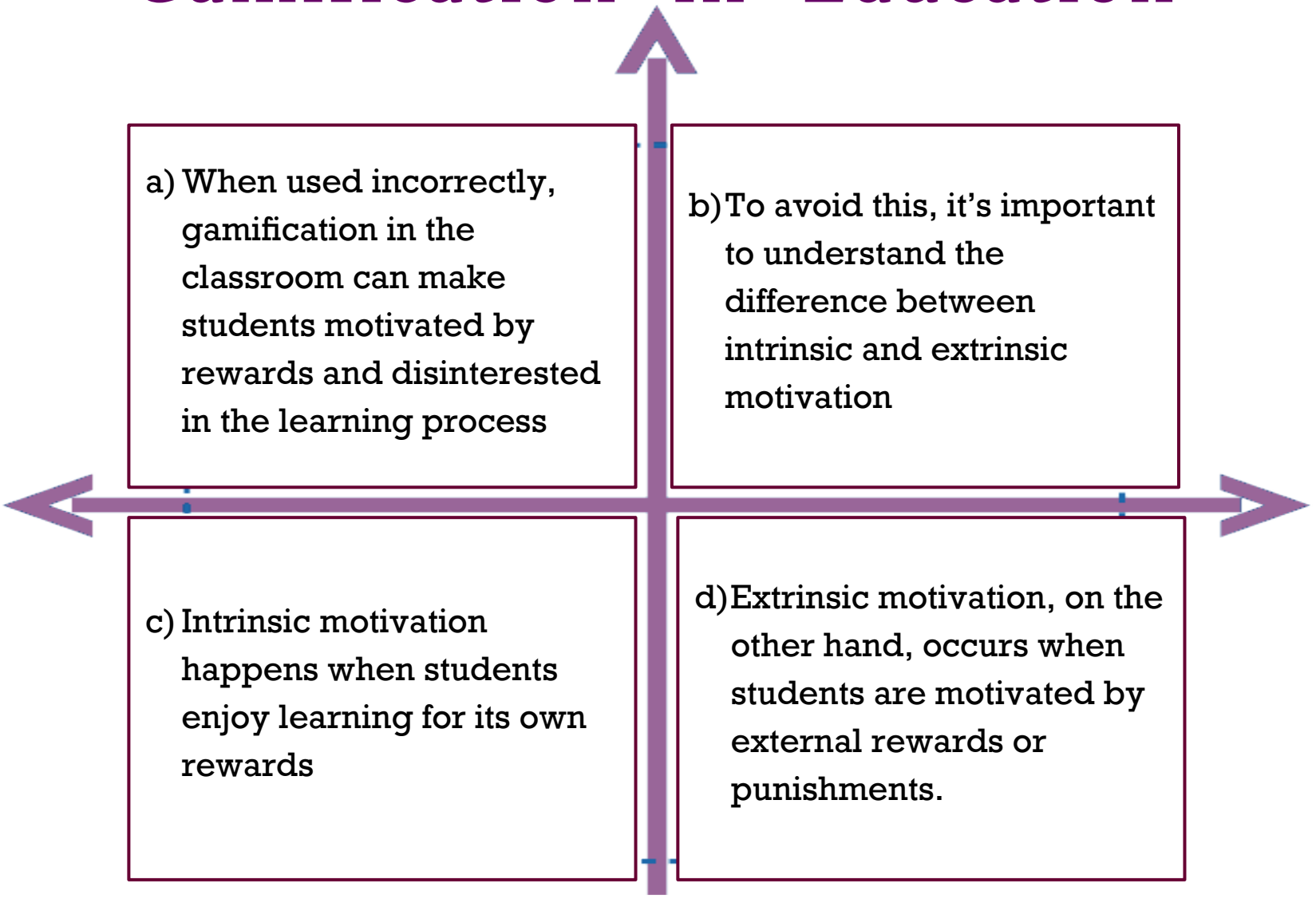

Octalysis
Meaning
Empowerment
Social Influence
Unpredictability
Avoidance
Scarcity
Ownership
Accomplishment


White Hat Gamification
Meaning
Empowerment
Social Influence
Unpredictability
Avoidance
Scarcity
Ownership
Accomplishment
Octalysis
Black Hat Gamification


Extrinsic Tendency
Meaning
Accomplishment
Empowerment
Ownership
Octalysis
Social Influence
Scarcity
Unpredictability
Avoidance
Intrinsic Tendency

9 GAMIFICATION ELEMENTS
RULES
GOALS
STRATEGY
ACHIEVEMENT
MASTERY
FUN
COLLABORATION
PROGRESS
APPRECIATION

Avoiding Common Pitfalls of Gamification in Education



✗ *The positive effects of gamification occur more when teachers prioritise intrinsic motivation as they plan learning activities*

5 Gamification Strategies

1. Instead of class worksheets, assign students “quests” to learn about a new subject or complete a project

2. Use team-building games like Jeopardy to study as a class before a test

3. Instead of class parties or treats, have students earn points towards a class field trip by behaving and doing their assignments.

4. Pair subjects that a student struggles with or dislikes with fun books or activities to encourage motivation

5. Talk with them together or individually about what motivates them as a student and incorporate it into the student engagement strategies

GAMIFICATION EXAMPLES IN EDUCATION

Kickstarter

An American crowdfunding platform has launched a campaign on Canny bot - a robot toy that can be controlled remotely via a programme and is used to teach children practical coding skills.

Quizlet

A web and mobile application to study Math, Science, Languages, Arts quicker via games and flashcards for free. It's used by half of the universities of the USA and is said to help with progress a lot.

Khan Academy

Designs interactive video short lessons and supplies users with practice exercises and additional materials for creative learning of different subjects at their own pace.

Duolingo

Language-learning game with more than 8 millions downloads on Google Play. The social app encourages to level app earning points, get virtual currency and learn with friends.

ClassDojo

An interactive, funny and practical solution that connects children with teachers and helps create and manage better learning via virtual classes, sharing media and messaging.

Kahoot

A solution to use at school and at work for e-learning. While playing, anyone feels more comfortable and confident in vocabulary quizzes, multiplication, geography and more.

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THANK YOU

> Gamification is not and should not be about fun.
>
> KARL KAPP

ANY QUESTIONS?

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