



Gamification that Matters!

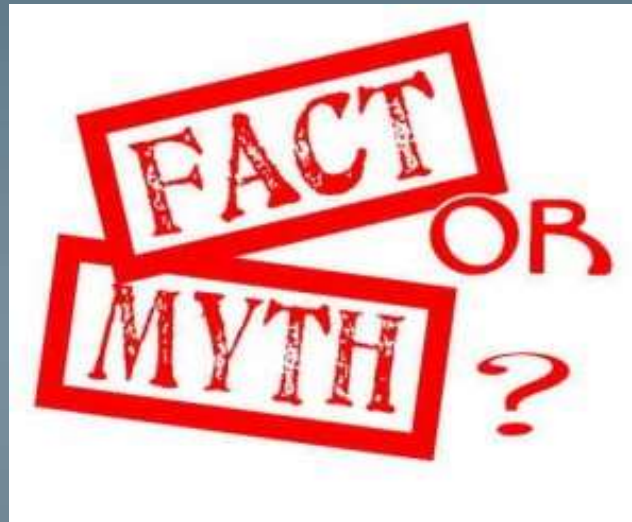
Applying QM to Gamified Courses

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#QMRegionalConf

Learning Experience Design (LED)





Digital games can replace teachers



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Games = Lack of social skills



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You can always learn something
with a game



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Gamification = DGBL





Learning Objectives

- Describe the characteristics of an effective gamified course
- Apply effective gamification principles to the design of a course, using the QM Rubric
- Evaluate the instructional soundness of a gamified course, based on the QM Rubric



What is Gamification?

Applying gaming principles and characteristics to any setting that is not a game





Examples

- Earning miles and points
- Giving candy away
- Rankings
- Quests
- Challenges

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Badges



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Leaderboards





Storytelling





Rewards



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Challenge & Levels





Considerations

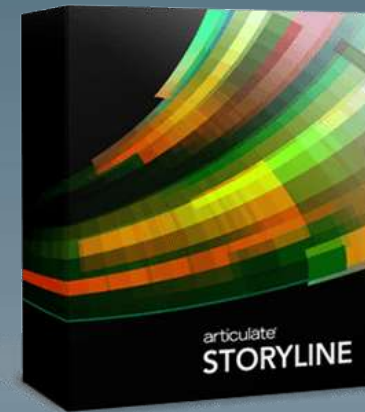
- Good instruction and ID matters
- Do not overdo it!
- Analyze your audience
- Be ready to deal with opposition
- Contributes to Standards 5 & 6



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Technologies



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Getting Started – Course Intro (1.1 – 1.2)



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Getting Started - Intro



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Netiquette & Policies (1.3- 1.4)



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Introductions (1.8 - 1.9)



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Alignment Objectives & Assessments



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Alignment Drag & Drop



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More Alignment Hot Spots



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More Alignment Digital Storytelling



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Leaderboards (3.5)





Gamification & Accessibility

- Do not forget about accessibility
- Avoid color to emphasize
- Audio and text should be included
- Gamification can foster accessibility and inclusion



Activity #1

Imagine you have to teach an online course about academic writing for peer review publications, how would you comply with Standard 3.5, using gamification?



Activity #2

If you have to teach a course in which students will learn how to write codes and they have to submit a series of codes on a weekly basis, how would you foster student-student interaction?



Activity #3

If you are teaching an asynchronous course, how would you ask your students to introduce themselves?

Hint: You can't ask them for pictures or to post on a discussion forum



Activity #4

If your classroom is too competitive, what gamification strategy would you use instead of leaderboards?



Activity #5

How would you avoid spoiled students if you decide to use rewards in your course?



Activity #6

What gamification strategies would you use if you have more than 100 students in an online asynchronous course?

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Questions?



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Thanks!

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