Gamifying Your Class: The Basics

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sites.google.com/site/gamificationforelteachers
tinyurl.com/iateflgamification
They’re not the same
Gamification vs. games

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Gamification is adding elements of games and gaming to regular activities that we may not normally think of as games.

- Business
- Training
- Education

Gamification

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Our students use “game” as a verb

- If done well
  - Help students achieve learning outcomes
  - Move from extrinsic to intrinsic motivation

Why gamify?

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A system with rules, some sort of challenge, feedback of some sort, interaction, fun, and often with an emotional response.

What if there are no rules? Then it’s play

What’s a game?
Game mechanics
Aesthetics
Farmville; World of Warcraft
Game thinking
Competition, cooperation, exploration, storytelling

Kapp, 2012: Elements
Not students - players
What can you use to gamify your classroom? How can you create a game world in your classroom and make classroom activities more game-like?

Game mechanics: Worksheet 1
tinyurl.com/iateflgamification

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Game mechanic

- Player vs. player
- Rewards
- Game constraints

Teaching equivalent

- Competition
- Stars and the like
- Classroom routines, rules, and penalties

Badges

- Assistant
- Warm-hearted
- Expert

Teachers use these

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Progress display – visual reminder of progress (e.g., weekly word count adds up)

Free lunch – rewards for all

More to consider
Look at learning objectives/outcomes
Set "tasks" and "quests" for smaller and larger outcomes
Assign points to each
Add up points
Break into levels
Create badges

My classes: the process
Discussions: 10 XPs for one post and 10 CPs for two comments in at least one discussion.

Up to 5 additional CPs for on-time, substantive responses to others

Tasks (in and outside of class): 20-40 XPs per task; up to 20 CPs during each session.

Quests (required to pass)

Research Quest: up to 40 XPs and 30 CPs

Overview Quest: up to 50 XPs

Point system for MA CALL course

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Most students liked it

- Weaker students had more chances to succeed
- Several added gamification to their Master’s projects

- Some intense, high achievers wanted to see percentages rather than points
- They always did well with grades

- Platform made a difference
  - Blackboard worked; Canvas not so much

Results
What could you do to gamify lessons?

Work alone or with a partner

Worksheet 2
tinyurl.com/iateflgamification

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Add up rather than down?
Give points (XP and CP)?
Team work – but where everyone can win sometime?
Other??

What will you do?
Teachers are key!
What do you think about gamifying?

- I’m ready!
- I’ll try a few things.
- I need to think about it.
- I don’t think I’ll gamify.

Quick poll
Website for this presentation:
sites.google.com/site/gamificationforelteacher
Worksheets:
tinyurl.com/iateflgamification
Email: dhealey@uoregon.edu

Thank you!