

SLIDE 1: Thank you Dr. Nicholson and welcome everyone. As Dr. Nicholson stated, my name is Robyn Defelice and I have been an instructional design educator and practitioner for the last 15 years. I am very pleased to be presenting to you this evening on the topic of creating a gamified learning environments.

SLIDE 2: Tonight's topic will be a general overview of gamification and gaming elements for motivation. To maximize the presentation we will be using a multiplayer environment where your interactions will help you and your peers achieve gamification basics.

SLIDE 3: To get us started let's make sure we can all participate this evening. On the left-side of your screen you should be able to see your name in a list with your peers. Above are features to help you participate. If you all could provide a green check. Now a red X. All right very good now use the raise your hand feature. And finally the applause button.

SLIDE 4: Alright you all deserve a round of applause for achieving Saba Interaction Basics! Now to gauge your familiarity with tonight's topic can you all answer my question?

GO TO POLL

SLIDE 5: So what is gamification?? We appear to have some idea in the classroom of what it is given the response to the question. Does anyone care to share their definition? *That's right, gamification is the process of incorporating game-based elements into a learning product for purposes of engagement and education.* This is becoming more commonly used in the corporate world, but has always been quite popular in education. An example in education might be as basic as using multiplication flash cards and having students compete to see who can multiply the fastest. In the corporate world the game might be more complex, such as an individual sales rep mastering sales strategies in an immersive learning environment where they earn badges and points for achieving goals while learning skills. This last example could also be a game of individual achievements, but also competition with other sales reps in the region, a district, or even nationally.

SLIDE 6: Following along from the last example our gamified learning environments can be designed to suit different player types. We have four common types on the screen. Let's see how many of you can identify using the mark-up tools. Instruct class on which ones – **Achieving, Explorer, Socializer, Killer.**

SLIDE 7: Each type of play and gamification of learning in general is rooted in a foundational goal- keeping the learner engaged and motivated. Most games designed for learning environments focus on a goal or goals. Goal attainment is done through a process of following rules that are designed into the game. However, rules and goal setting can only do so much with respect to motivation. Let's gain a sense of your knowledge on gamifying and motivation by answering the following question.

GO TO POLL

SLIDE 8: Well we did pretty good, most of you got it right and as you can see there are many motivational methods that can be used. Methods can be combined or used separately, but typically a combination of motivational elements assist in keeping the learner engaged and challenged. Let me discuss each briefly:

- Badging as discussed before is a visual way of indicating achievement. Badges can be for demonstrating a measurement of achievement as how much of a task they completed. Completion achievements are like your Saba Interactions Basic Badge where you completed a task to earn the

badge. Expected achievements are typically tied to leveling.

- Leveling – Leveling is also has differences as well. First we have game leveling where your game has various levels, typically each level achieving a different goal. Next are playing levels where a player can chose the level of difficulty with which they achieve the goal of that particular level. Recall options like “Easy” or “Novice” up to “Advanced” or “Expert”. The final level is the players level themselves and where they are at with achieving the goal. A final note to leveling is another motivational element called storytelling. Storytelling is commonly tied to leveling to build the narrative of the game.
- Storytelling – The presentation of information is done in a manner that allows a learner to assume a role or play as themselves or assist a character in a narrative setting. A common approach is a journey where the learner acquires skills and resources to accomplish a main goal.
- Feedback – In gamified learning feedback is informational. It let’s the learner know if something is incorrect or correct and usually provides prompts or guidance towards the correct option. The

example on screen denotes that the user cannot be in the area until they have the proper credentials. This will further entice the learner to go and gain the credentials.

- Timing – This is not always associated to a countdown which creates a challenge in itself to the learner. Timing can also be tied to leveling, badges, and other in-game achievements. For example, when I use my pedometer it gives me badges for time of day that I walked, but I can also earn badges by how long I walked. New badge challenges are also released based on how many and what kind of badges I have earned.
- Competition – In gamified learning, much like traditional games we can be single player or multi-player and still be competitive. With the example above with my pedometer I can compete with myself to improve my overall health goals or I can post my efforts and successes and compete among other virtual walkers in the same community.
- *In summary gamified elements can be used in a multitude of combinations to promote learning, engage the learner, and to acquire knowledge. Gamifying a learning environment can be as simple*

as including one or two elements in a classroom setting or can be highly immersive by creating an alternate environment in a stand-alone game.

SLIDE 9: Are we ready to put our knowledge of gamified elements to the test? Let's see how you all do with this scavenger hunt. Click and play the following YouTube video. This video is of a game that I helped to design. This game teaches tenants important information about having a pet in shared a community. List as many gamified elements that are evident from the video. I will give everyone three minutes. When you are done you can either write your findings in the text chat area.

Storytelling, Explorer, Feedback, Leveling (complete form)

SLIDE 10: Congratulations on earning your Gamification Basics badge this evening! You all did a great job!

SLIDE 11: That concludes my presentation this evening. To quickly recap we learned this evening that gamification for learning can be applied to academic and corporate settings and that a main reason for gamifying an environment is to engage and motivate

the learner. Gamifying environments can be created for different player types such as socializers or achievers or explorers. To gamify an environment it is done through incorporating into the overall training design gamified elements. Gamified elements can be used independently or in combination with other gamified elements. Elements include storytelling, badging, competition, providing feedback, and timing.