**GAME MECHANICS WORKSHEET**

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<https://sites.google.com/site/gamificationforelteachers/>

**What do you use now? What could you use?**

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| **Mechanic** | **Explanation** | **Classroom application** |
| Tutorial | Learning process to develop the player's skills | Scaffolding |
| Experience points | Numerical value for actions and achievements. In a game, you always start at zero and go up from there. | Grades – start at 100% and go down from there |
| Party/Team | Work as a group to achieve a goal or sub-goal | Group work with a group goal |
| Epic challenge/ epic meaning | The sense of accomplishing something big. The goal is many games is an epic challenge, e.g., saving the world | A large project that goes outside the classroom and is presented to an external audience |
| Player vs. player | Competitive activity |  |
| Rewards Fixed Variable | The basis of the game system. A fixed reward is a specific award based on an achievement. A variable reward can be adjusted, depending on the type and quality of the achievement. |  |
| Game constraints | Rules for the system. Fun with no rules is "play" |  |
| Levels | Gaining more points or achievements leads to more or different rewards and recognition |  |
| Badges | Visible parts of a reward system. Badges look different for different achievements |  |
| Progress display | Usually a leaderboard or other means of making individual and group progress visible. This can be total points or an inventory for an individual. |  |
| Social area | A time and place to interact with others, not in competition. This is often where players exchange ideas and offer collaboration |  |
| Ambassador | Officially-recognized expert who serves as a mentor to others |  |
| Ownership | The feeling of control, of creating something special or unique, and of being recognized. |  |
| Free lunch | Rewards granted to all based on the achievements of some members of the group; this can help build group cohesion |  |
| Quest | A mission or set of activities with concrete objectives |  |
| World | The game world, with a game narrative |  |

Mechanics taken from Manrique, V. (2013). *A Simple and Easy to Use Toolkit for Gamification Design*. Retrieved from <http://www.epicwinblog.net/2013/10/the-35-gamification-mechanics-toolkit.html>