

Gamification Resources

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

GAMES

Key concepts

- A game is a system with rules, some sort of challenge, feedback of some sort, interaction, fun, and often an emotional response.
- “Hard fun” challenges learners to think, such as in Scrabble or chess. It is still fun.

GAMIFICATION

Key concepts

- Gamification isn't about using games; it's about adding game elements to ordinary classroom activities to create a novel feeling and achieve goals, such as enhanced motivation and engagement
- Teachers already use some game elements. Now we need to add "game thinking" and "players"
- Counting up is more motivating for most learners than counting down (deducting from an initial A+)
- Project-based learning fits very well with gamification: quests, epic challenge, team work
- Gamification has to be done well to work. Too much focus on extrinsic rewards can reduce intrinsic motivation

Final comment: The teacher's role is to establish the learning environment that is motivating, engaging, and linguistically rich. The teacher needs to build intrinsic motivation, not just extrinsic with points and badges. When learning is motivating, that's intrinsic motivation. It's where we want our learners to be.

Gamification references

Bell, N. (n.d.) *5 classic game types to gamify your Moodle course*. Retrieved from <https://www.neelabell.com/online-learning-2/5-classic-game-types-to-gamify-your-moodle-course/>

If you're thinking about adding a storyline, here are five useful classic game approaches. These are just rough outlines - you will need to add all the details to make the story work in your setting. The storyline ideas will work in any setting. For more ideas, see *25 storyline ideas to gamify your course* at <https://www.neelabell.com/online-learning-2/25-storyline-ideas-to-gamify-your-course/>. These are not specifically for English language teaching, but provide plenty of possibilities for creativity.

Catalano, M. (2012). *What's the difference between games and gamification?* Retrieved from <https://ww2.kqed.org/mindshift/2012/08/21/whats-the-difference-between-games-and-gamification/>

A look at the difference, some suggestions, and some pitfalls to avoid when gamifying.

Extra Credits. (2012). *Gamifying education* [video file]. Retrieved from <https://www.youtube.com/watch?v=MuDlw1zIc94>

This very fast-paced YouTube video gives reasons why gamifying education could be a good thing.

Healey, D. (2017). *Gamification for teachers: Game mechanics*. Retrieved from <https://sites.google.com/site/gamificationforelteachers/game-mechanics>

A description of game mechanics that often are and could be used by teachers. The site also includes a number of additional resources for gamification and gamification research.

Healey, D. (2018). *Games and gamification for language teaching* [PDF]. Retrieved from <https://sites.google.com/site/gamificationforelteachers/resources>

Healey, D. (2019). *Advancing learning: Gamification*. [PDF] Retrieved from <https://www.onestopenglish.com/professional-development/advancing-learning-gamification/557202.article>

White paper on gamification, including a discussion of psychology research and classroom research on gamification.

Kapp, K.M. (2012). *The gamification of learning and instruction: Game-based methods and strategies for training and education*. San Francisco: Pfeiffer.

An interesting and useful read for teachers, trainers, and game developers.

Kuhn, J. (2019a). Gamifying the classroom, Part I: The basics. Retrieved from <http://blog.tesol.org/gamifying-the-classroom-part-i-the-basics/>

A three-part series on gamification by an English teacher for English teachers.



Kuhn, J. (2019b), Gamifying the classroom, Part II: Core motivations. Retrieved from <http://blog.tesol.org/gamifying-the-classroom-part-ii-core-motivations/>

Looking at Yu Kai Chou's Octalysis model for gamification, with his 8 core drives.

Kuhn, J. (2019c), Gamifying the classroom, Part III: Gamification tools. Retrieved from <http://blog.tesol.org/gamifying-the-classroom-part-iii-gamification-tools/>

Some suggestions for digital and other tools to start gamifying with.

Manrique, V. (2013). *Gamification design framework: The SMA model*. Retrieved from

http://www.gamasutra.com/blogs/VictorManrique/20130618/194563/Gamification_Design_Framework_The_SMA_Model.php

How to start: With the goal, actions to achieve the goal, players (students, for us), and system (how the whole thing will work). SMA: Storytelling, Mechanics, Aesthetics.

Ribero, P. (2019). Game mechanics and learning mechanics. Retrieved from <https://educationalgamedesign.com/game-mechanics-and-learning-mechanics.html>

This is where games and gamification intersect – understanding how games work to motivate

Schell, Jesse (2008). *The art of game design*. Boca Raton, FL: Taylor & Francis.

While not specifically for ELT, this provides an excellent look at creating a game and gamifying.

Badge creation tools (free)

- Online Badge Maker at <http://www.onlinebadgemaker.com/>
- Web 2.0 Badge Maker at <http://www.webestools.com/web20-badge-generator-free-image-beta-photoshop-web20-badge-generator.html>

Gamification tools

Class Dojo: www.classdojo.com - This provides communication and badging tools. Free for teachers; works on mobile devices and computers.

Moodle gamification plug-ins: Level Up!; Interactive Content- interactive video, quizzes, timeline ; Stash – add items to an inventory; Motrain/Mootivated – rewards with virtual coins; Quizventure – shoot the correct answer; Game – interactive game maker. Check with your Moodle administrators about these.

Classcraft: <https://www.classcraft.com/teachers/> - free signup and basic level; upgrade for more options. This lets teachers design a custom world. It takes a class set of tablets/computers and lot of effort to set up, but learners get points for achieving the learning objectives you set.

WebQuest tools

- Google Doc Webquest Template: <https://docs.google.com/document/d/1tIVITnkuSfl0JYzj9SZXkMM3Rk5Jj108JMiHC5eFzgw/> - helpful, step-by-step approach
- QuestGarden: <http://questgarden.com/> - search for examples (free search); subscription-based to create webquests on their site
- WebQuest.org: <http://webquest.org/> - the original site
- Zunal.com: <https://zunal.com> - you can make a few webquests there for free

Games mentioned

Hangman: <http://www.manythings.org/>; make your own at <https://www.hangmanwords.com/create>

Jeopardy and other templates: <https://www.eslgamesworld.com/members/games/templates/index.html>

Kahoot!: <https://kahoot.com/>

