Learning with Gamification

Dr. Deborah Healey

sites.google.com/site/gamificationforelteachers

www.deborahhealey.com

China CALL

go global go local
GLoCALL2023
Hohhot, Inner Mongolia
10-12 August 2023

- Teachers
  - Primary/Secondary
  - Adult/Higher Ed
  - Teacher educators
- Students
- Administrators
- Researchers
- Others

Who's here?

CC BY-NC Healey 2023

- Getting started
- Fundamentals
- Getting ready to gamify
  - Game mechanics
- Planning
- Outcomes

THE GAME PLAN

CC BY-NC Healey 2023

Getting Started

Our gamified workshop

CC BY-NC Healey 2023

Our challenges and quests:

- Basic challenges: tasks during the workshop
- Simple quest: explain 3 game mechanics to a colleague
- Advanced quest: create a plan to gamify your whole class (on your own)

CC BY-NC Healey 2023

Before we start…

You will need a piece of paper and pencil.

Draw a table with 2 rows and 6 columns.

Add your name.

Name	Scorecard	Matching mechanics	Sharing 1	Sharing 2	
Your name					

CC BY-NC Healey 2023

Did you create a scorecard? If you did, in the Scorecard column,

put

100 points

Name	Scorecard	Matching mechanic	
Your name	100		

FUNDAMENTALS

Gamification

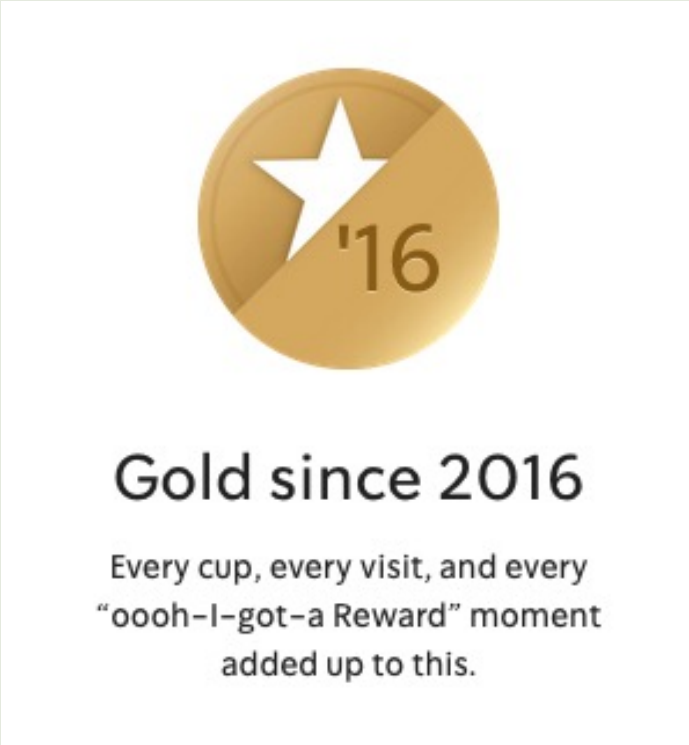
CC BY-NC Healey 2023

What is gamification?

CC BY-NC Healey 2023

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

How to motivate



CC BY-NC Healey 2023

Gamification uses
"game-based mechanics,
aesthetics and
game thinking
to

engage people,
motivate action,
promote learning, and
solve problems" (Kapp, 2012: 10)

IN EDUCATION...

CC BY-NC Healey 2023

Why try it?

CC BY-NC Healey 2023

Our students use “game” as a verb

If done well

- Help students achieve learning outcomes
- Move from extrinsic to intrinsic motivation
- Technique for motivating in large classes

CC BY-NC Healey 2023

I'm going to do a great job!!

Quiz – oops

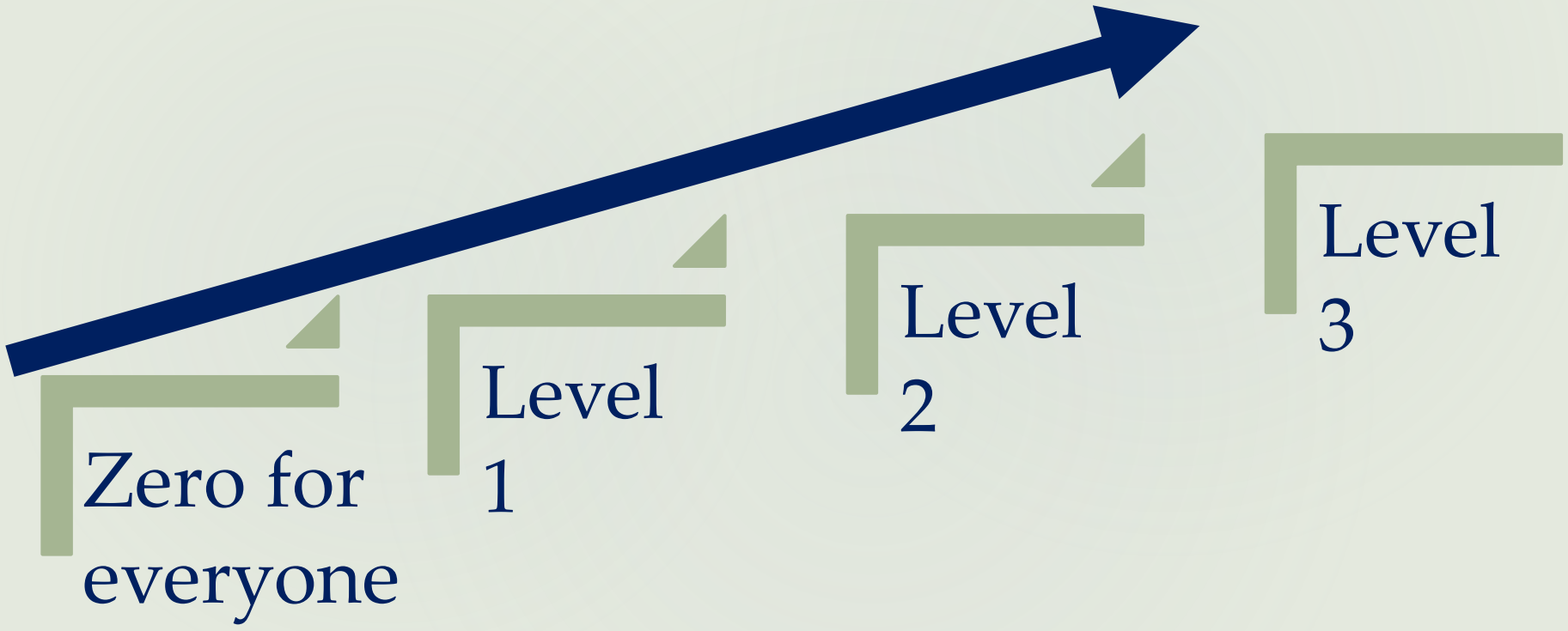
Homework – sigh

Test – ouch

Well, not so good afte

GRADES CAN HURT

CC BY-NC Healey 2023



Versus points...

CC BY-NC Healey 2023

Getting Ready to Gamify

CC BY-NC Healey 2023

How can you create a game feeling and game thinking in your classroom?

How can you make classroom activities more game-like?

CC BY-NC Healey 2023

Game mechanic

1. Party/Team
2. Experience points
3. Player vs. player
4. Level
5. Badges
6. Countdown
7. Game constraints
8. Quest

Teaching term

a. Group work
b. Time limit
c. Stars and such
d. Grades
e. Unit
f. Large project
g. Class rules
h. Competition

THINK ABOUT IT...

CC BY-NC Healey 2023

Game mechanic	Teaching term
1. Party/Team	a. Group work
2. Experience points	b. Time limit
3. Player vs. player	c. Grades
4. Level	d. Stars and such
5. Badges	e. Unit
6. Countdown	f. Large project
7. Game constraints	g. Class rules
8. Quest	h. Competition

MATCHING EXERCISE...

CC BY-NC Healey 2023

Matching mechanics column: 30 points for each correct match – maximum 240 points. If you got all 8, add 60 points for a total of 300!

Name	Scoreboard	Matching mechanics (30 pts ea)	Sharing 1
Your name		★	

CC BY-NC Healey 2023

Game Mechanics – Application...

CC BY-NC Healey 2023

Team play
Competition
Challenge

CC BY-NC Healey 2023

Hangman with this month's vocabulary words

A?N?M?
T! L!

Challenge – Teams – Points – Countdown - Progress

CC BY-NC Healey 2023

www.manythings.org/

Verb Tenses 1	Verb Tenses 2	Verb Tenses 3	Verb Tenses 4
100	100	100	100
200	200	200	200
300	300	300	300
400	400	400	400
500	500	500	500

Challenge – Teams – Points – Countdown

http://eslgamesworld.com

CC BY-NC Healey 2023

Points

Badges

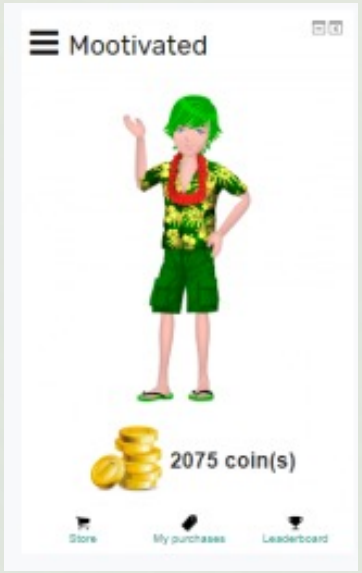
Levels

CC BY-NC Healey 2023

- Spreadsheet
- Class Dojo
- LMS

CC BY-NC Healey 2023

Level Up!



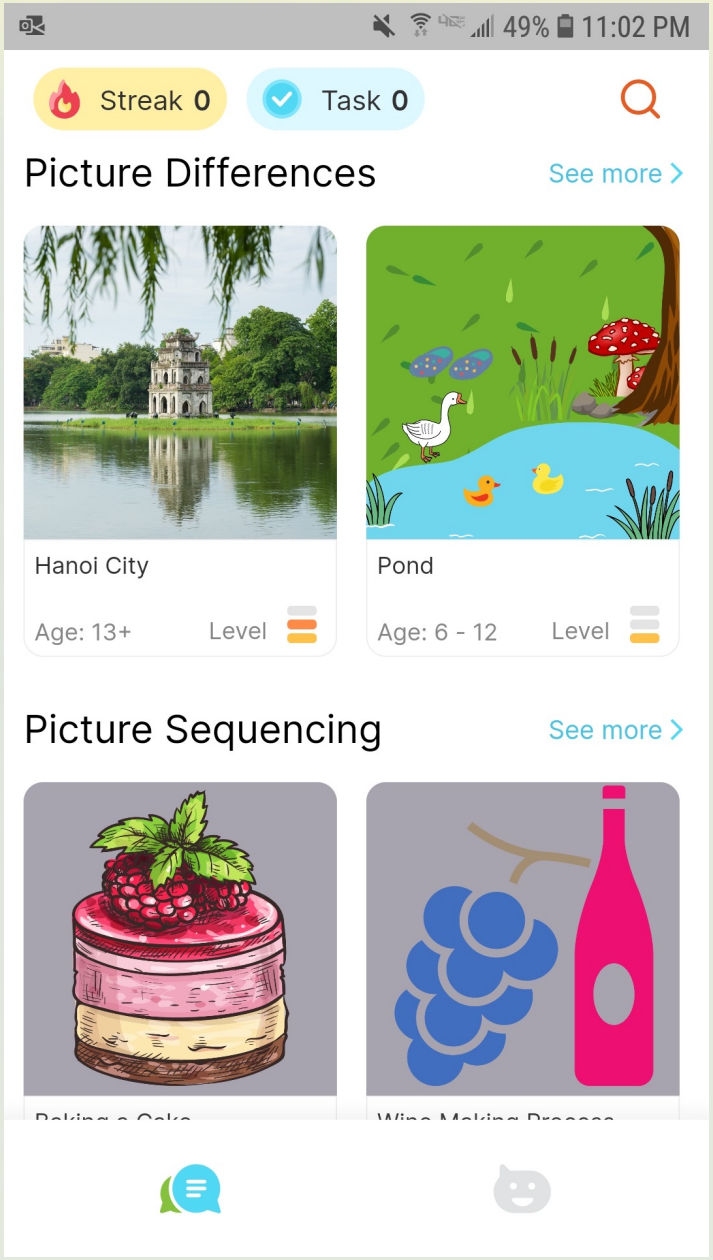
Motrain/
Mootivated

Stash

CC BY-NC Healey 2023

Kahoot!
Transitive Verb Review: Delicious!
Player vs Player
1:1 Devices
Classic
Team vs Team
Shared Devices
Team mode

duolingo
Basics 1
Basics 2
Phrases
Food
Animals
Plurals


49% 11:02 PM
Streak 0
Task 0
Picture Differences
See more
Hanoi City
Age: 13+
Level
Pond
Age: 6 - 12
Level
Picture Sequencing
See more

PROGRESS?

CC BY-NC Healey 2023

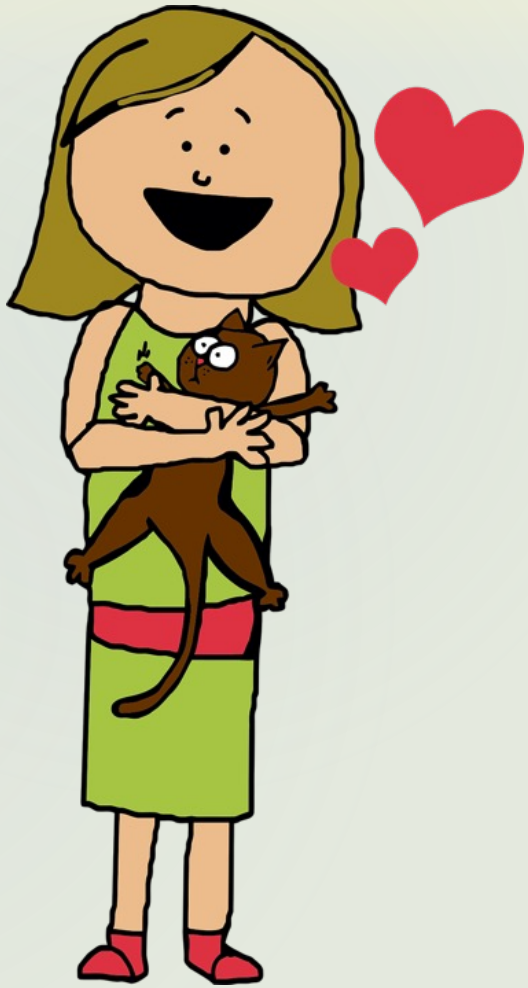
Progress! (Chart from a spreadsheet)

CC BY-NC Healey 2023

RECOVERY -> PERSISTENCE

CC BY-NC Healey 2023

OWNERSHIP



CC BY-NC Healey 2023

EPIC MEANING

- Set up teams (differentiated instruction)
- Encourage ownership
- Large projects – levels and epic meaning
- Award points to groups and individuals

PROJECT-BASED LEARNING

CC BY-NC Healey 2023

Home
Introduction
Task
Process
Resources
Evaluation
Conclusion
Credits
Sitemap

Task

Describe what learners are expected to do. What is the project they are working on? In general, they will be creating something tangible - a report, a multimedia presentation, etc.

Process

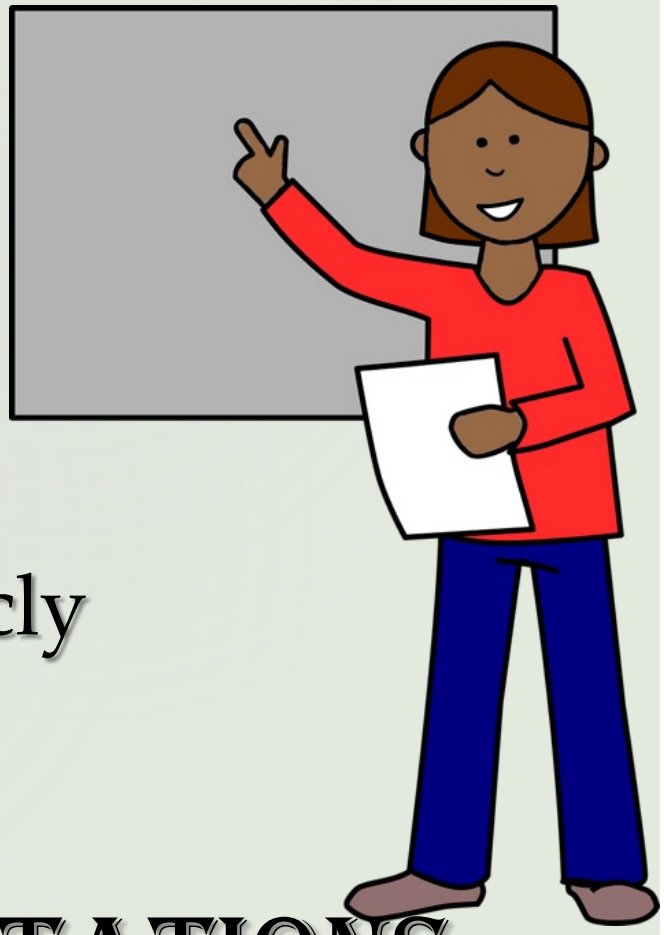
Describe how the work is to be done. What is the role of each team member? What is the process that teams are expected to follow? Depending on the age and proficiency level of the learners and the complexity of the task, the process may be more or less detailed. There may be separate pages for each role, for example.

WEBQUESTS
PROJECT-BASED LEARNING

CC BY-NC Healey 2023

Doing a presentation about a favorite vacation

- **Points** (with a rubric)
- **Community collaboration**
- **Ownership**
- **Progression**
- **Epic meaning** if shared publicly



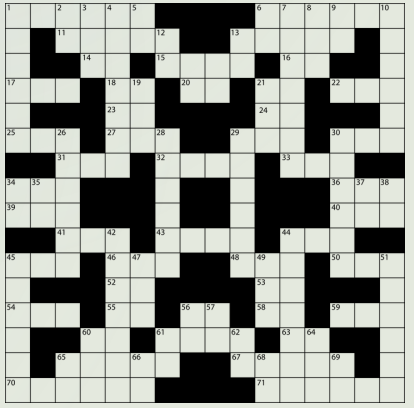
ORAL PRESENTATIONS

CC BY-NC Healey 2023

A weekly crossword puzzle

Add game elements:

- **Countdown** (time limit)
- **Community collaboration/Team** (pairs or groups)
- **Points**
- **Achievement** (success!)
- **Ownership** (images, words, definitions)
- **Progression**



CROSSWORD PUZZLE

CC BY-NC Healey 2023

A spelling competition

- **Teamwork – community collaboration** - is an interesting game element to add
- **Achievement**
- **Points**
- **Ownership**

CC BY-NC Healey 2023

Watching and responding to a 10-minute video clip

- **Community collaboration**
- **Points** – not just quizzes
- **Ownership** (student-generated questions)

Student-created video

- **Ownership**
- **Challenge**
- **Achievement**
- **Epic meaning**

VIDEO - LISTENING

CC BY-NC Healey 2023

Turn to a partner. Share what you might do in your classroom.

- Try one of these activities?
- Try something new? (Be sure to tell us what!)
- What mechanics would you use?

Your ELT Classroom: Gamifying Activities

CC BY-NC Healey 2023

- Team play/ collaboration
- Countdown
- Competition
- Progression
- Achievement
- Points, badges, levels
- Recovery
- Ownership
- Epic meaning

Mechanics – What can you use?

CC BY-NC Healey 2023

Sharing... 100 points if you participated!

Name	Scorecard	Matching mechanics	Sharing 1 Mechanics (100 points)		
Your name			**100**		

CC BY-NC Healey 2023

PLANNING

CC BY-NC Healey 2023

1. Decide: Part or all
2. Set challenges and quests
3. Decide about points
4. Plan rewards
5. Rename

THE PROCESS

CC BY-NC Healey 2023

Decide: Part of the course or the whole course

- You can start small
- A skill area, a project (project-based learning)
- Be consistent
- Whole course – plan ahead

1. DECIDE

CC BY-NC Healey 2023

Challenges and Quests

- Learning outcomes first
- Major and minor tasks
- Incorporate epic meaning
- Project-based learning
- Classcraft

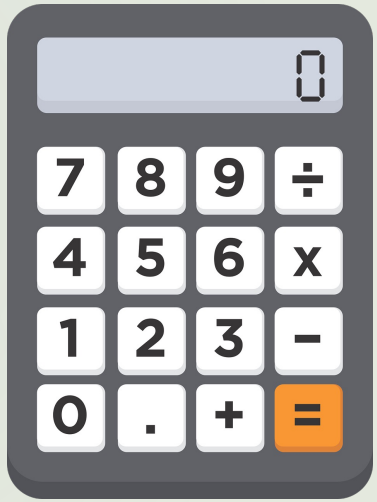
2. Set Challenges and Quests

CC BY-NC Healey 2023

CC BY-NC Healey 2023

Calculate points for assignments

- Experience points (XPs)
- Other points
  - What do you value? Collaboration, participation, behavior
  - You can have more than one scale
- Require more than just points – quests



3. Calculate points and more

CC BY-NC Healey 2023

Discussions: 10 XPs for one post and 10 CPs for two comments

Tasks: 20-40 XPs per task; up to 20 CPs per class

Quests (required to pass)

- **Research Quest**: up to 40 XPs and 30 CPs
- **Overview Quest**: up to 50 XPs

To pass

- **Level 5:** 300 XPs and 110 CPs, plus quests (minimum; B)
- **Level 6**: 340 XPs and 180 CPs, plus quests (A)

POINT SYSTEM FOR MA CALL COURSE

CC BY-NC Healey 2023

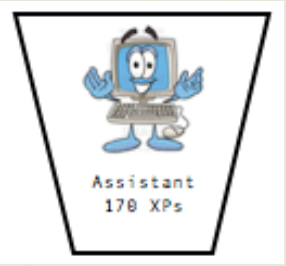
Think about rewards

Levels - choices

- Points
- Textbook units
- Achieving a skill
- Progression

Badges

- Can be for points
- Special achievements
- People like them
- Need to feel authentic



4. Plan Rewards

CC BY-NC Healey 2023

Rename: *quests*, *tasks*, *party* (team) and more

5. RENAME

CC BY-NC Healey 2023

1. Explain what you are doing and how points work
   - Everyone starts at zero and goes up
   - Types of points
   - Badges they can earn
2. Use game language
3. Emphasize ownership

CREATE THE ENVIRONMENT

CC BY-NC Healey 2023

- Class Gamification Process

CC BY-NC Healey 2023

OUTCOMES

CC BY-NC Healey 2023

Talk to your neighbor.
Are you ready to…?

- **Basic:** explain how to gamify a class to a colleague
- **Intermediate:** gamify an activity or project in your class
- **Advanced**: gamify your whole class more effectively

QUEST COMPLETION: CHECKING IN!

CC BY-NC Healey 2023

Sharing… 100 points if you participated!

Name	Scorecard (100 points)	Game mech. (30 ea.)	Sharing 1 Mechanics (100 pts)	Sharing 2 (100 points)	
Your Name				**100**	

CC BY-NC Healey 2023

Level 1: Thinker

Level 2: Planner

Level 3: Applier

Level 4: Gamifier!

BADGES

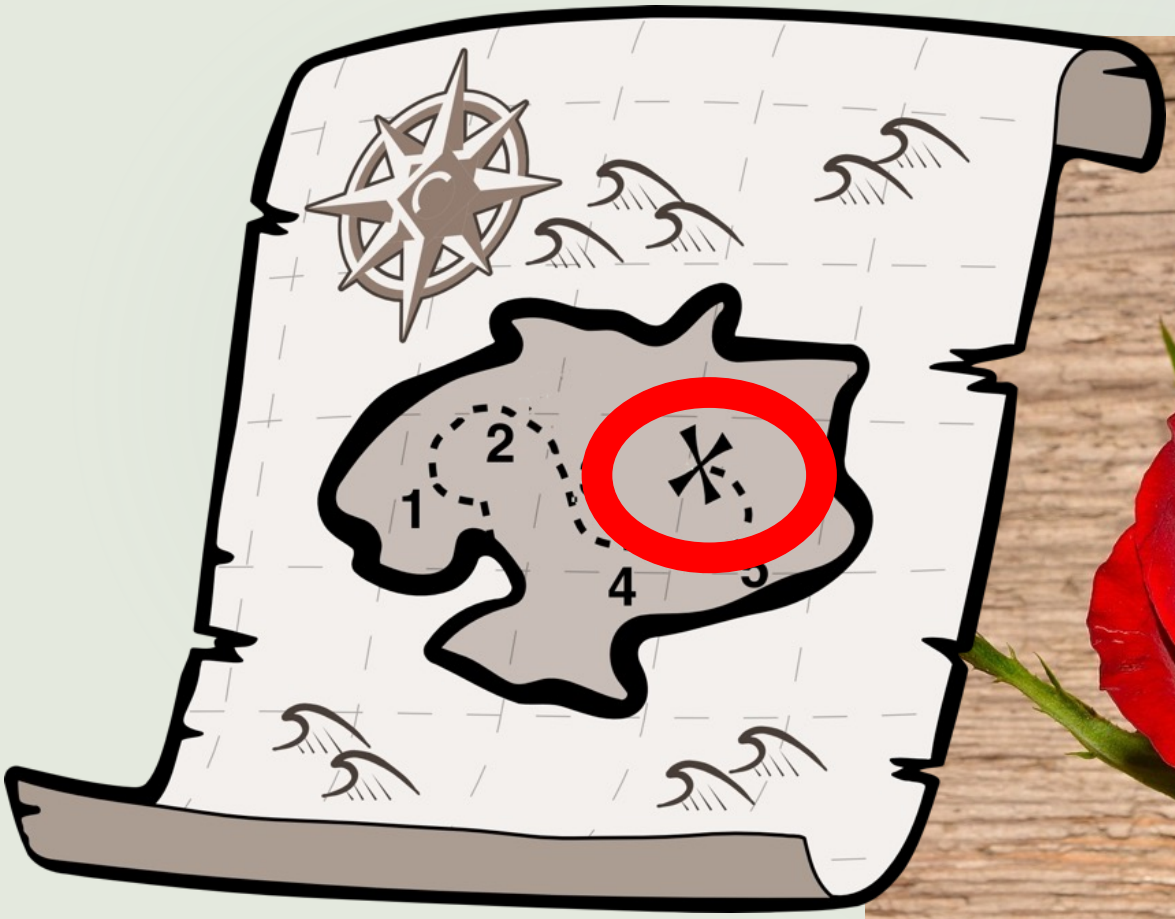
CC BY-NC Healey 2023

What do you think about gamification? In any case, give yourself 50 points for getting through the workshop!

Name	Scorecard (100 points)	Game mech. (30 ea.)	Sharing 1 Mechanics (100 pts)	Sharing 2 (100 points)	Free lunch (50 pts)
Your Name					50

CC BY-NC Healey 2023

GAME ON!



CC BY-NC Healey 2023

Website for this presentation:

sites.google.com/site/gamificationforelteachers

Worksheets and handouts:

https://tinyurl.com/ykm5vcwn

White paper:

www.onestopenglish.com – search for Gamification

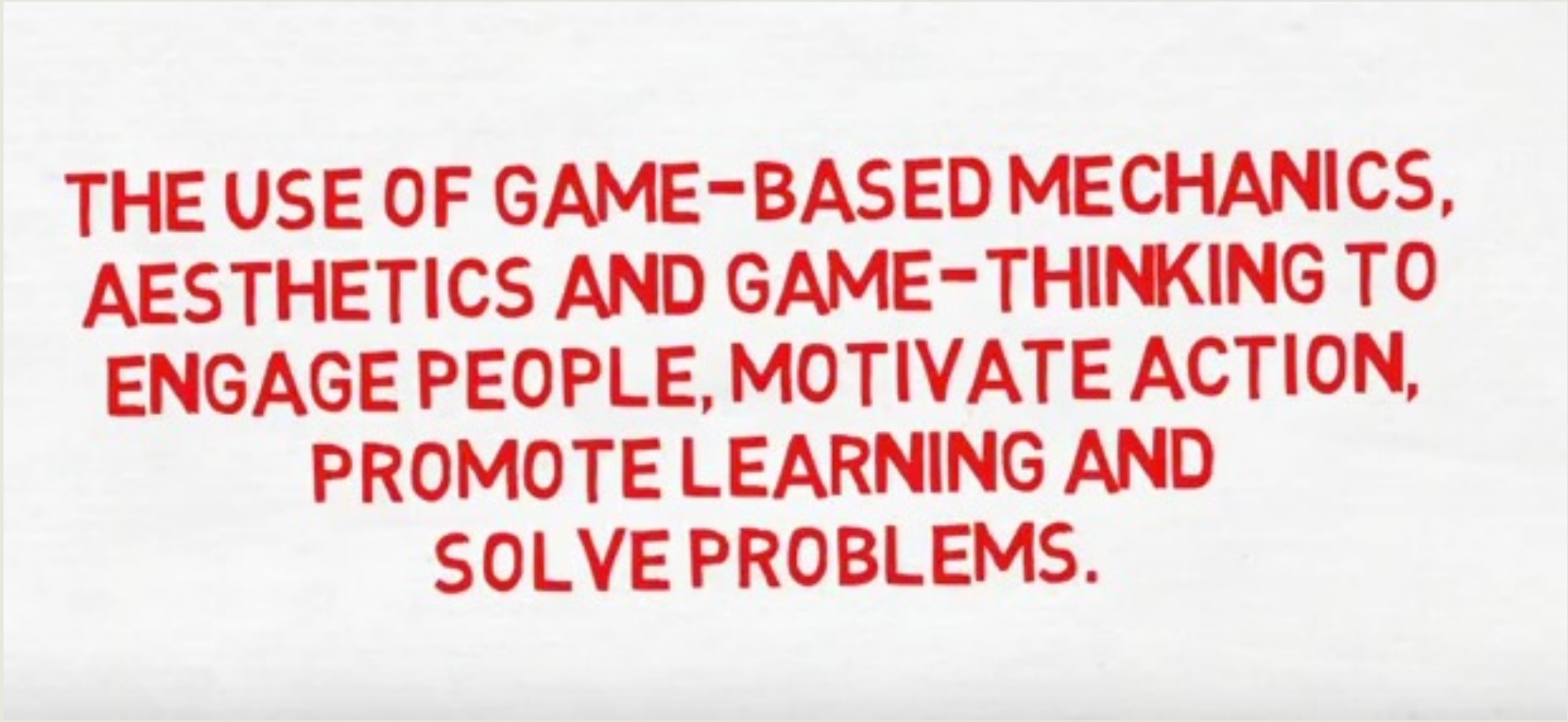
Email: dhealey@uoregon.edu

THANK YOU!

CC BY-NC Healey 2023

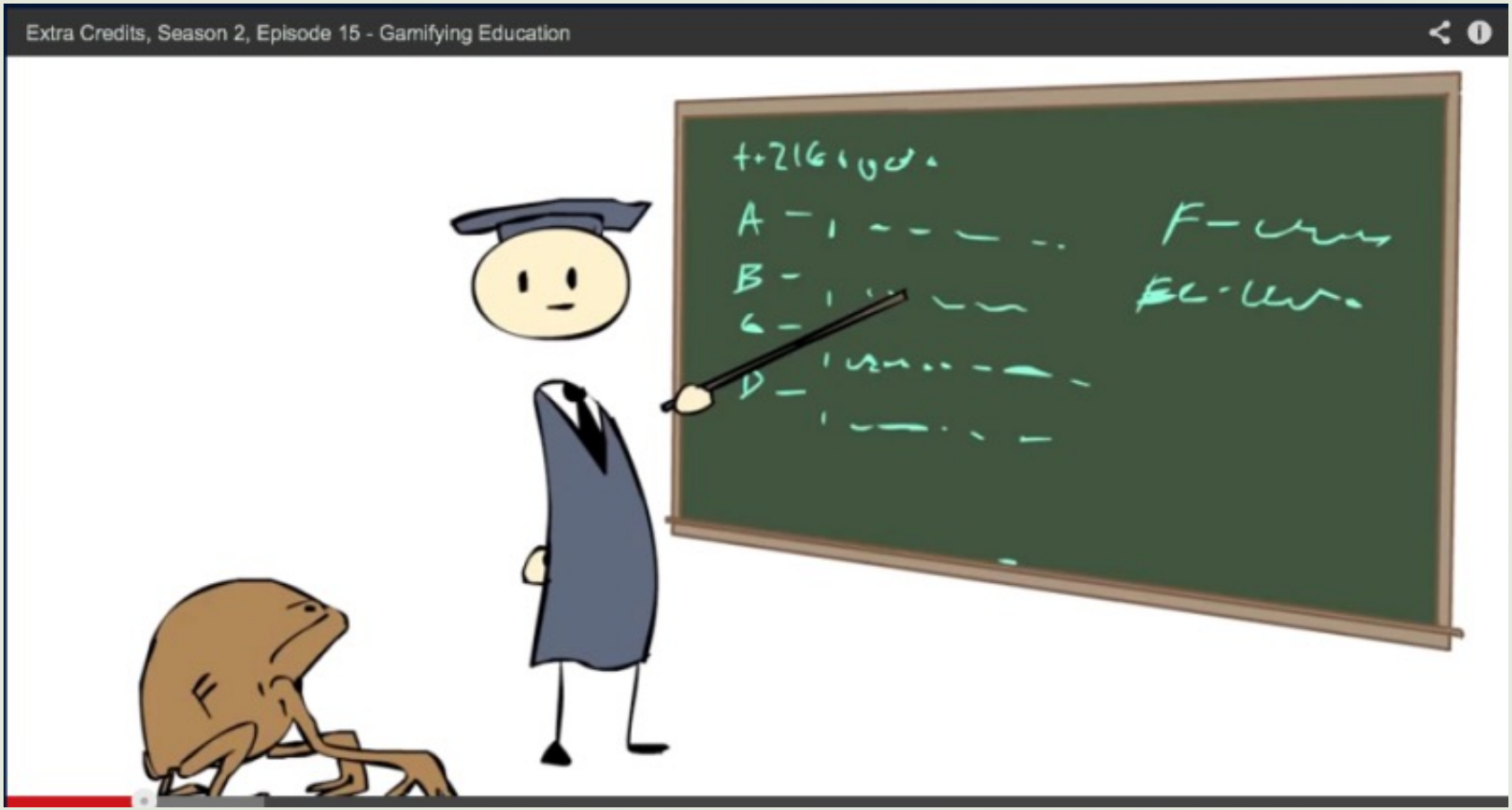
Q & A

CC BY-NC Healey 2023



YouTube video

GAMIFICATION IN EDUCATION



[Video](#)
[YouTube](#)

Gamifying Education