Gamification

“Game Based Learning”
Gamification Gurus

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“But you can’t show some far off idyllic conception of behavior if you want the kids to come and see the picture. You’ve got to show what it’s really like, and try to reach them on their own grounds.”

JAMES DEAN
Why Games?
The Research

- Games are present in 97% of American teens’ lives.
  - 45% of gamers are female.
  - 62% of gamers play with others either online or in-person.
- Increase in student self-efficacy

Reflective Action = the player creates the game, which creates the player.
Sweepstakes
Try your luck and be one of over 100 winners each day. Win everything from electronics to free gas to groceries. Plus we're also giving away one tablet a day.

Register Now

MORE SERVICES
MORE REWARDS

$50 REWARD CARD — TRIPLE PLAY*

$50 REWARD CARD — DOUBLE PLAY*

$25 REWARD CARD — STANDALONE SERVICE*

THE OFFICIAL U.S. ARMY GAME
AMERICA'S ARMY

LEARNING — KAPLAN UNIVERSITY

Reputation and peer recognition enhanced course quality
Why this idea of Games?

- Anyone who wants an (A) can earn an (A)
- Evens the playing field
- Incorporates technology
- Internally motivating
- Self-instructed/Self-paced
- A personalized differentiated experience
- Includes blended Learning
- Freedom to fail
How would you rate this class?

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<td>5</td>
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I enjoy coming to this class.

- true: 19 (100%)
- false: 0 (0%)

I rather learn in a gamified, mastery learning class, than a traditional class.

- true: 15 (78.0%)
- false: 4 (21.1%)
How much do you like that this class has been modeled after a video game?

- lowest: 1 0 0%
- 2 0 0%
- 3 1 5.3%
- 4 4 21.1%
- highest: 5 14 73.7%

How do you feel about the grading system for this class?

- lowest: 1 0 0%
- 2 1 5.3%
- 3 2 10.5%
- 4 5 26.3%
- highest: 5 11 57.9%
What GBL is not...

● Playing actual video games
● Making “educational games”
● Study Island
● Only about competition
What’s Wrong...

The Culture of Fear
Why?

- Teachers only record mistakes.
- Students are only made aware of errors.
- Percentages imply amount of errors made.
- Students who are compliant aren’t necessarily learning.
- Afraid of change?
Gamification is MASTERY LEARNING
➢ Driver’s tests
➢ Praxis Exams
➢ Sat
➢ Act
➢ Bar Exam
➢ GRE
➢ Civil Service Test
➢ PMP Exam

Why can’t we do this in school???

FAILURE IS ONLY THE OPPORTUNITY TO BEGIN AGAIN MORE INTELLIGENTLY

HENRY FORD
Game Over

Let's try it again!
Picture this: You have decided to go skydiving for the first time. You are 10,000 ft in the air, in a strange suit. You look to your instructor for guidance. He begins explaining something irrelevant. He discusses the way the plane flies. He describes the aerodynamics of the plane. But before you can calm your nervous stomach with some calming deep breaths, the instructor tosses you out the door. It seems like a nightmare, but it's happening every year to thousands of high school students. They are being taught inapplicable lessons and expected not to crash when they are thrown into the real world. So what aren't schools teaching us? They miss vital topics like how to
A Brief History of English...why is this language so difficult to master?

Lesson Design Sequence adapted from Marzano What Works in the Classroom.
Game Based Design

Questions/Standards
- Watch Lecture/video and take notes
- Read Textbook background

Knowledge
- Design your own Assignment
- Create an infographic
- Maintain an authentic Journal

Understanding
- MC Quiz

Application
- Tweet as a character

Creation/Synthesis
- Group Synthesis Project: Use themes from Satire readings, create a Satire Product/Presentation of a Modern society
- Apply your project to a real life situation
- Make something old new again

Evaluation
- Self-evaluation, reflection, essential questions.
- Speakeasy! (50ap)

Achievement Badge
Materials

1. Headphones
2. Google Drive
3. Chromebooks
4. Schoology LMS
5. Pen/Paper/Pencil (optional)
The Daily Routine

1. Do Now (SAT Question and/or Journal)
   a. utilizing PollEverywhere.com
2. Direct Instruction
3. Partner/Group Work
4. Individual Time
   a. utilizing Schoology.com
5. Exit Slip (Quick Review Question)
The Quest Format

Q - question
U - understanding
E - explore
S - synthesis
T - test
Game Based Design

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Achievement Badge
- Speakeasy! (50ap)
- Make something old new again
- Apply your project to a real life situation
- Achievement Badge
XP Grading System

- Foundation of a gamified class
- A total points grading system
- More EPIC than just points...
- Cuts down on anxiety
- Starts students with 0

The System

- Epic Quest (test/ess)- 1000xp
- Heroic Quest (Quiz)- 500xp
- Social Quest (Part./Disc./Pres.)- 400xp
- Side Quest (Ind. HW/CW)- 300xp
The Leaderboard

- Helps raise student status
- Creates a “gamified” feel
- Motivates students
- Public display of skill
- Promotes friendly competition
- Goes beyond “class only” performance
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Badges… aka Achievements

- Honors student progression
- Fosters motivation
- Helps reward the “whole student”
- Helps display achievements

No, not the boy scout kind!
Unity I (25ap)
The entire class completed a side quest!
English 2: 14-15 · Awarded on Mar 04, 2015 at 2:54 pm

Early Bird I (25ap)
You handed in your essay/project at least 24 hours early! (repeatable)
English 2: 14-15 · Awarded on Feb 27, 2015 at 9:30 am

En Fuego I (50ap)
You got A's on your last three Quests! (repeatable)
English 2: 14-15 · Awarded on Feb 20, 2015 at 10:19 am

Puritan Power I (50ap)
You survived The Crucible level of class
English 2: 14-15 · Awarded on Feb 20, 2015 at 10:18 am
Solo Achievements

1. Above and Beyond! (100ap) - You successfully completed a Free Play! (repeatable)
2. Action Hero! (50ap) - You productively contributed to a Socratic Seminar.
3. Best Around, Lvl! (50ap) - You are number 1 on the Lvl Leaderboard at the end of a level! (repeatable)
4. Best Around, XP! (50ap) - You are number 1 on the xp leaderboard at the end of a level! (repeatable)
5. Come At Me, Poe! (50ap) - You survived our unit on Dark Romanticism.
6. Decimator, Lvl! (25ap) - You are in the top 10 on the student Lvl leaderboard at the end of a level. (repeatable)
7. Decimator, XP! (25ap) - You are in the top 10 on the student xp leaderboard at the end of a level. (repeatable)
8. Early Bird! (25ap) - You handed in your essay/project at least 24 hours early! (repeatable)
9. En Fuego! (50ap) - You got A's on your last three Quests! (repeatable)
10. Gettin' After It! (25ap) - This Epic Quest grade was better than the last! (repeatable)
11. Holden Strong! (50ap) - You let Holden tell you everything!
12. IT-Factor! (50ap) - You were so creative, it's clear you've got "IT"! (repeatable)
13. Narrator! (50ap) - You posted a well written summary on the events of one of the levels in the discussion area for your classmates! (Repeatable)
14. Puritan Power! (50ap) - You survived The Crucible level of class.
15. Speakeasy! (50ap) - You led an elaborate life with Gatsby.
16. What's Old, Is New! (10ap) - You put a fantastic new twist on an old idea! (repeatable)

House Achievements

1. Above and Beyond! (150ap) - Everyone in your House successfully completed a Free Play! (repeatable)
2. Best Guild Around! (50ap) - Your House is number 1 on the Guild leaderboard at the end of a level! (repeatable)
3. Best in Show! (50ap) - Your House's project was the best of all! (repeatable)
4. Gettin' After It! (25ap) - Your House's latest Epic Quest was better than the last one! (repeatable)
5. Gold Guild! (50ap) - Your House got an A on their project! (repeatable)
6. IT-Factor! (50ap) - Your House was so creative, it's clear you've got "IT"! (repeatable)
7. Powerful Presentation! (25ap) - We laughed, we cried, we loved your awesome presentation (repeatable)
8. Silver House! (25ap) - Your House got a B on their project (repeatable)
9. The Challengers! (25ap) - Your House is in the top 5 on the Guild leaderboard at the end of a level. (repeatable)
10. What's Old, Is New! (10ap) - Your House put a fantastic new twist on an old idea! (repeatable)

Class Achievements!

1. Above and Beyond! (300ap) - Everyone in class completed a free play before a Level locks!
2. Stay Classy! (10.25, 50ap) Ap for your class' performance on the Class vs. Class leaderboard!
3. Unity! (50ap!) - Everyone in class completed all the work in a Leve!! (repeatable)
Things to Consider...

- Consider rewarding the “whole-student”!
- Make them concrete!
- Hand out daily!
- Display them publicly!
- Have them = class currency
- Create group and whole class badges!
- Differentiate the badges!
Items, Perks, Powers, and Beyond...

- Cash in that AP!
- Helps motivate students
- Helps solve both student AND teacher issues
- Give students the ability to have something others cannot
- Make it fair and offer choice
**Item Shop**

These are the items you may buy with the AP you earn from unlocking Achievements. I reserve the right to change anything I want, anytime I see fit.

1. **Bathroom Pass!** - You may use the bathroom after the first three minutes of class (200ap).
   - *Still requires permission first*
2. **Blast!** - Live Tweet class using my account (400ap).
3. **Forgiveness!** - Remove the late penalty on a Quest (300ap per day late).
   - *Unusable after three days late*
4. **Locker Pass!** - You may go to your locker during class (500ap).
   - *Still requires permission first*
5. **Me First!** - Move to the top of the stack and have your Quest graded first (200ap).
6. **Misnomer!** - Change your Learner Tag or House Name. (450ap).
7. **Music Pass!** - Listen to your music for the class period (200ap).
   - *May not be used during direct instruction or Epic Quest*
9. **Pen!** - Forgot a pen? Have one of mine (200ap).
10. **Power Up!** - Charge your device in class (200ap).
    - *Cords included if available!*
11. **Print Pass!** - You may print something you need. (200ap)
12. **Purge!** - Take 2000xp away from any Class on the Class vs. Class Leaderboard (400ap).
13. **Raid!** - Once enough people buy into a Raid, Raid parties will be formed at random. To win a Raid, everyone in your Raid Party must get an A on the Epic Quest. If you win, you get your AP back in everyone in the party gains and extra 10% of xp. If your Raid Party fails you lose 10% of your remaining ap. (500ap).
14. **Slander!** - Change a rival House's name to something more "appropriate" (400ap).
15. **Tipping Point!** - Unlock the next grade letter if your final marking period grade is within 2 points of it (600ap).
16. **Stealth Model!** - Remove the penalty for being less than five minutes late to class (200ap).
   - *This item is an automatic purchase.
17. **Stowaway!** - You may enter class even if you don't have a pass (400ap).
   - *This item is an automatic purchase*
Perks

When a player achieves an Epic Milestone all players in their class will receive a Perk!

1. When the first player earns 10,000xp the class is rewarded with a 10%xp Booster on their next Quest!
2. When the first player reaches level 10 the class is rewarded with +50ap!
3. When the first player unlocks 10 achievements the class may listen to their music for the period!
4. ???
5. ???
6. ???
7. ???
8. ???
9. ???
10. ???
Powers

Every 10 Levels, a Player may pick a Power from the pool below! Once you've decided on a Power, let me know so I can write it down!

- **Benefactor** - You may purchase items from the Item Shop for other people using your AP!
- **Malefactor** - Your Purge! takes away double the xp from a Class on the Class vs. Class leaderboard!
- **Song Of My People** - When you buy a Music Pass! your House may also listen to their music!
- **House Assassin** - You may now Purge! Houses as well as Classes!
- **Doubleplusgood** - The ap you earn from completing a Free Play! Quest is doubled!
- **Jester** - You may have a couple minutes during the week to entertain your peers!
- **Double Agent** - You may purge your own Class on the Class vs. Class leaderboard!
- **Tree Killer** - You may print something for someone else’s class with a Print Pass!
My favorite part of this class is:

- XP grading: 1 (5.3%)
- leaderboards: 1 (5.3%)
- achievements: 3 (15.8%)
- item shop: 1 (5.3%)
- schoology: 7 (36.8%)
- other: 6 (31.6%)

I enjoy using schoology?

- true: 17 (89.5%)
- false: 2 (10.5%)
Students in Class

- Opening
- Surveying
- Group Work
- Presenting
- Evaluating
- Creating
Students in Class

- Synthesizing
- Questioning and Reflecting
- Freedom to fail
- Choice
The Work Flow

1. Poll Everywhere
2. Google Drive
3. Chromebooks
4. Schoology LMS
5. Pen/Paper/Pencil (optional)
Gamification is Everything

- Distillation of the best teaching methods
- Hub for benefits of edtech
- Increase in student-efficacy
- Differentiation at its finest!
What I Learned

- “Self-paced” only works when attractive
- Paperless is great… but not required
- Motivation and self-efficacy is way up
- Choice is a good thing
- It will not make them smarter
Contact/ Resources

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Twitter: @Namaraledu
Google Plus: Nicholas Amaral
Website: www.shorerregional.org