

GAME ON!

WITH GAMIFICATION

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GAMIFICATION

- Encourage classroom engagement by integrating game-design elements in a non-game setting through the use of
 - Scoring
 - Competition
 - Rewards
- At its core is a “participation and reward system”
- It gains the attention and commitment of students for a longer period of time
- Utilizes “fun” and intrinsic motivation to captivate participants
- Encourages students to take risks that they may not normally take

GAME-BASED LEARNING

- Students are engaged in actual games while learning something of value
 - Breakout / Escape room
 - Review board games
 - Kahoot
- Easy way to introduce games into the classroom because even if a student loses at the game, they are still learning
- The game itself is the learning experience

SCORING & REWARDS

- XP Points for completing assignments
 - Leaderboard
 - Can't lose these points
- Gold earned with XP Points for completing assignments
 - Attending tutorials
 - Helping peers
 - Can use in “The Store” or lose with demerits
- Badges
 - Earned for showing mastery of a skill <https://youtu.be/HgLLq7ybDtc>
 - [Canva](#), [Adobe Spark](#), [Credly](#), Adobe Apps

THE STORE

- Passes
 - Restroom
 - Hall
 - Water
- Class time Rewards
 - Use of cell phone
 - Homework
 - Music
 - Candy
 - Free Day

WHY???

- Creates independent learners
- Motivates the students
- Improves differentiation
- Gives students choice, control and ownership
- Gives students a sense of achievement
- Reinforces the behavior and habits
- Students love rewards
- Fewer discipline issues

- Hooks the students
- Offering students some choice in what they are learning or how they learn it
- Finding ways to celebrate
- Brings in social-emotional piece to learning
- Can give the teacher more time to spend with students who need help while students work through lessons at their own pace
- How do you teach for the test and have a game? Consider what parts of the curriculum can be changed into a game
- Are you empowering students to reach their full potential (multiple lives)
- Do we design games where we ultimately want mastery for all students with everyone winning, or can we have just one winner?

HOW???

- Adobe Education Exchange – Game On Group
 - WordPress
- Google Forms <http://googleappsaction.com/?p=423>
 - Alice Keeler has some guidelines for setting up a spreadsheet
<https://alicekeeler.com/2014/11/05/gamification-creating-a-level-up-for-your-students/>
- Canvas (Search Community for Gamification)
<https://community.canvaslms.com/groups/gamification>
- Classcraft.com
- Classdojo.com
- Excel spreadsheet

WAYS TO GET STARTED

- Extra points for providing extra evidence
- Reward points for specific classroom behaviors (turning in HW at the bell)
- Teacher vs Class points – when student follows a rule, class gets a point and when a student breaks a rule, the teacher gets the point
- Create challenges with more than one way to be solved
- Create a quest or mission with an objective
- Scavenger hunts
- Students create a game and the class plays it
- Participation points