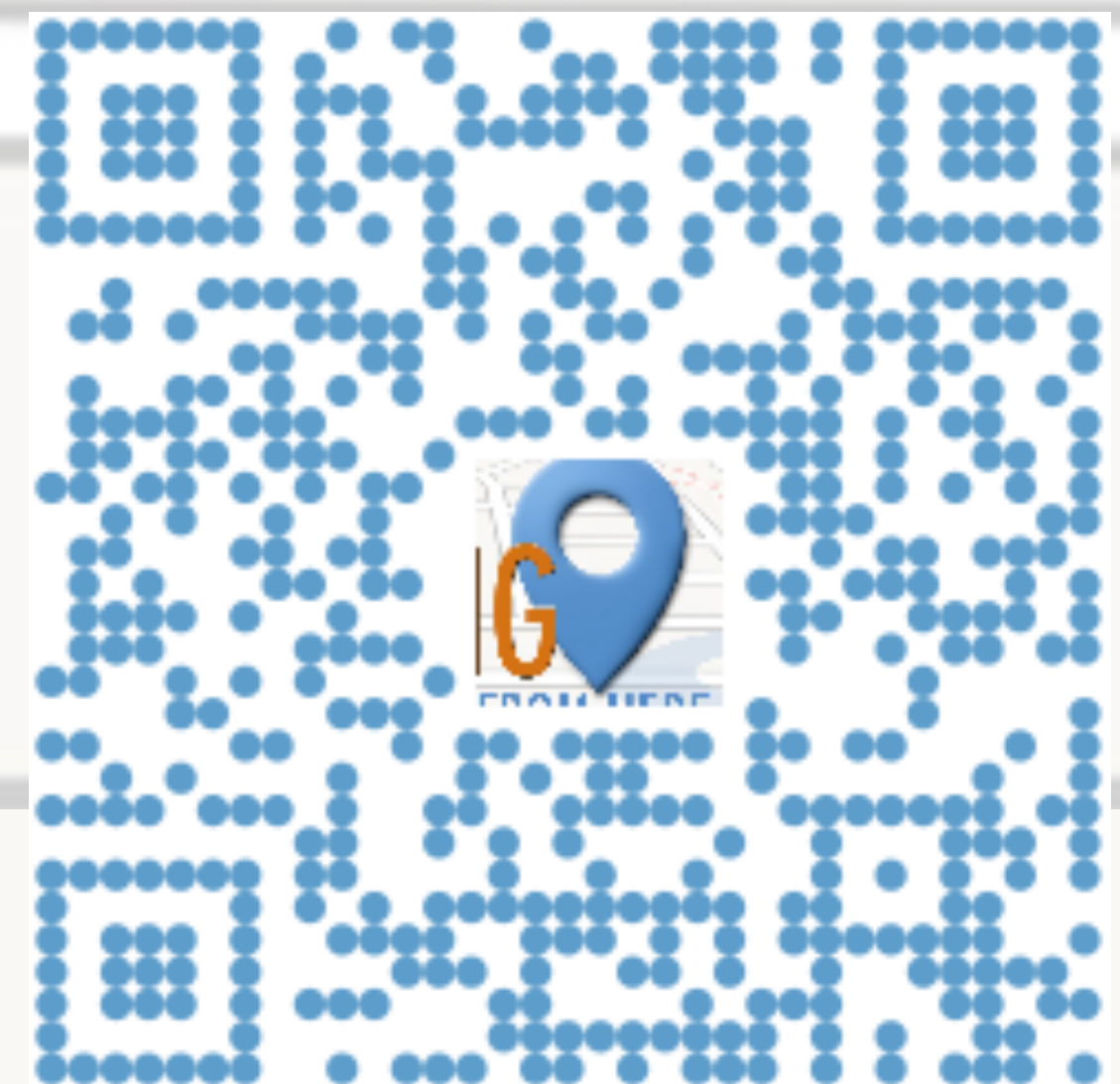


TEACHING

FROM HERE



Scott Haselwood
Twitter: @TeachFromHere
Email:
teachingfromhere@gmail.com





Scan Me...?



If failure is not
an option, then
neither is
success.

tofurious.com

Seth Godin

What if your students could
fail and not be penalized?

Legal:
All images from Lara Croft Rise
of the Tomb Raider copyrighted
to Crystal Dynamics and
Square Enix



A woman with dark hair, wearing a red and blue plaid hooded jacket, is looking upwards with a focused expression. She is holding a glowing, bright yellow light source in her right hand. The background is dark and rocky, with several other glowing points of light scattered across the scene, creating a sense of mystery and discovery.

Searching for Gamification - What is it and how do I use it?

**Using game mechanics
in non-gaming
situations.**




A close-up of Ellie from The Last of Us, looking directly at the camera with a serious expression. She has dark, messy hair and a small scar on her chin. She is wearing a red and white plaid jacket with a thick grey scarf. The background is a snowy, desolate landscape with a wooden bench and some trees in the distance.

Over \$21 Billion in
revenue was generated in
the US in 2013

Question: Can video game based learning or gamification in the classroom create a culture where students are more engaged and are willing to go above and beyond the minimum requirements?



A close-up shot of Ellie from The Last of Us, looking directly at the camera with a somber expression. She is in a prison cell, with rusty metal bars visible behind her. Her face shows signs of wear and tear, with dirt and scratches. She is wearing a dark, long-sleeved shirt. A speech bubble is overlaid on the left side of the image.

How do I even begin?
Where do I start? What
do I do first?

Gaming Mechanics

Include:

- Leaderboards
- Quests
- Choice
- Rewards: badges & Achievements
- Resources
- Group and Solo aspects
- Experience Points
- Game Economy
- Failure is not bad - risk is good!

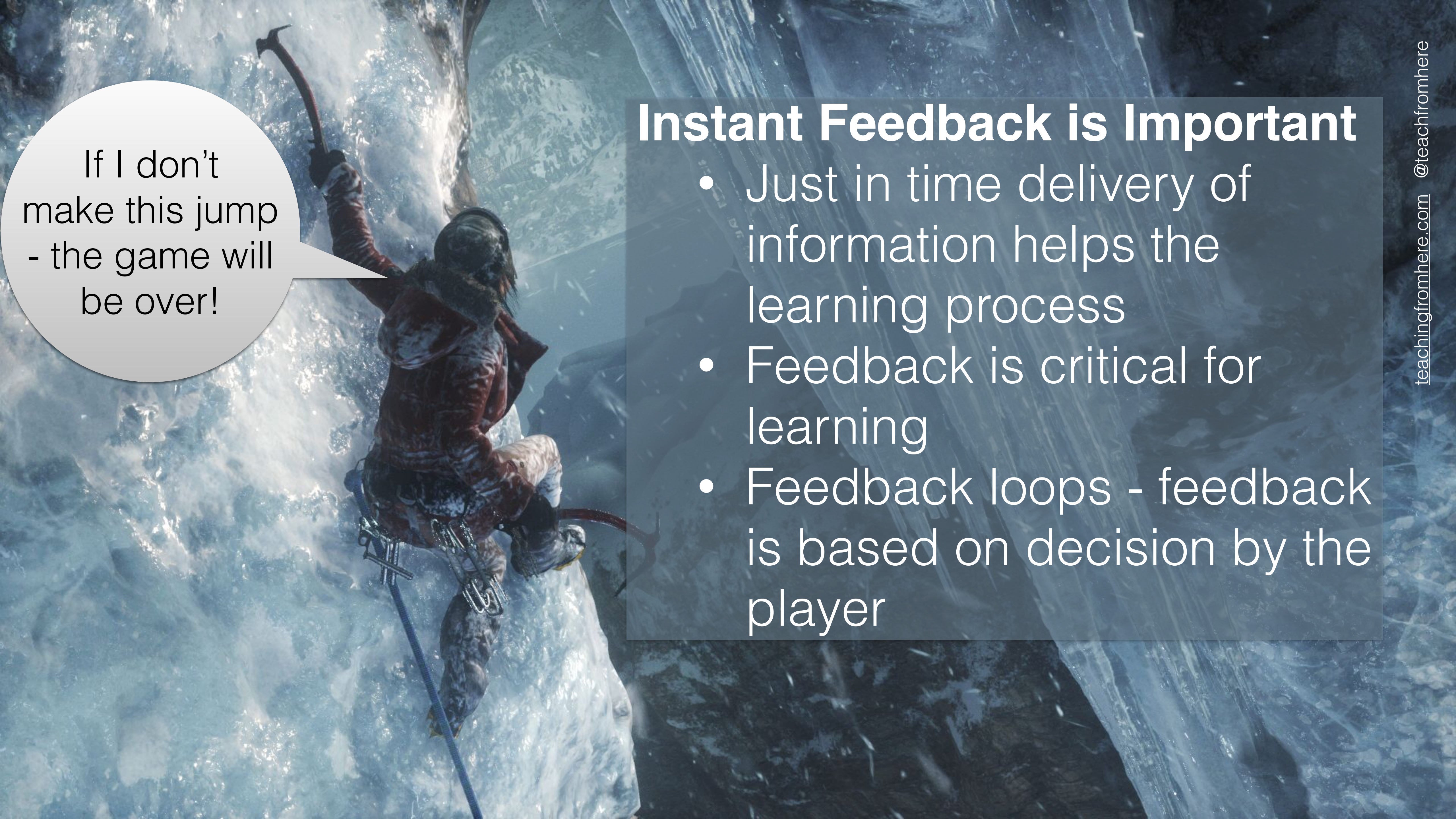
What could
I use
here...



I can do this.

Instructions are simple
Goals are clearly stated

Kill the bear!



If I don't
make this jump
- the game will
be over!

Instant Feedback is Important

- Just in time delivery of information helps the learning process
- Feedback is critical for learning
- Feedback loops - feedback is based on decision by the player

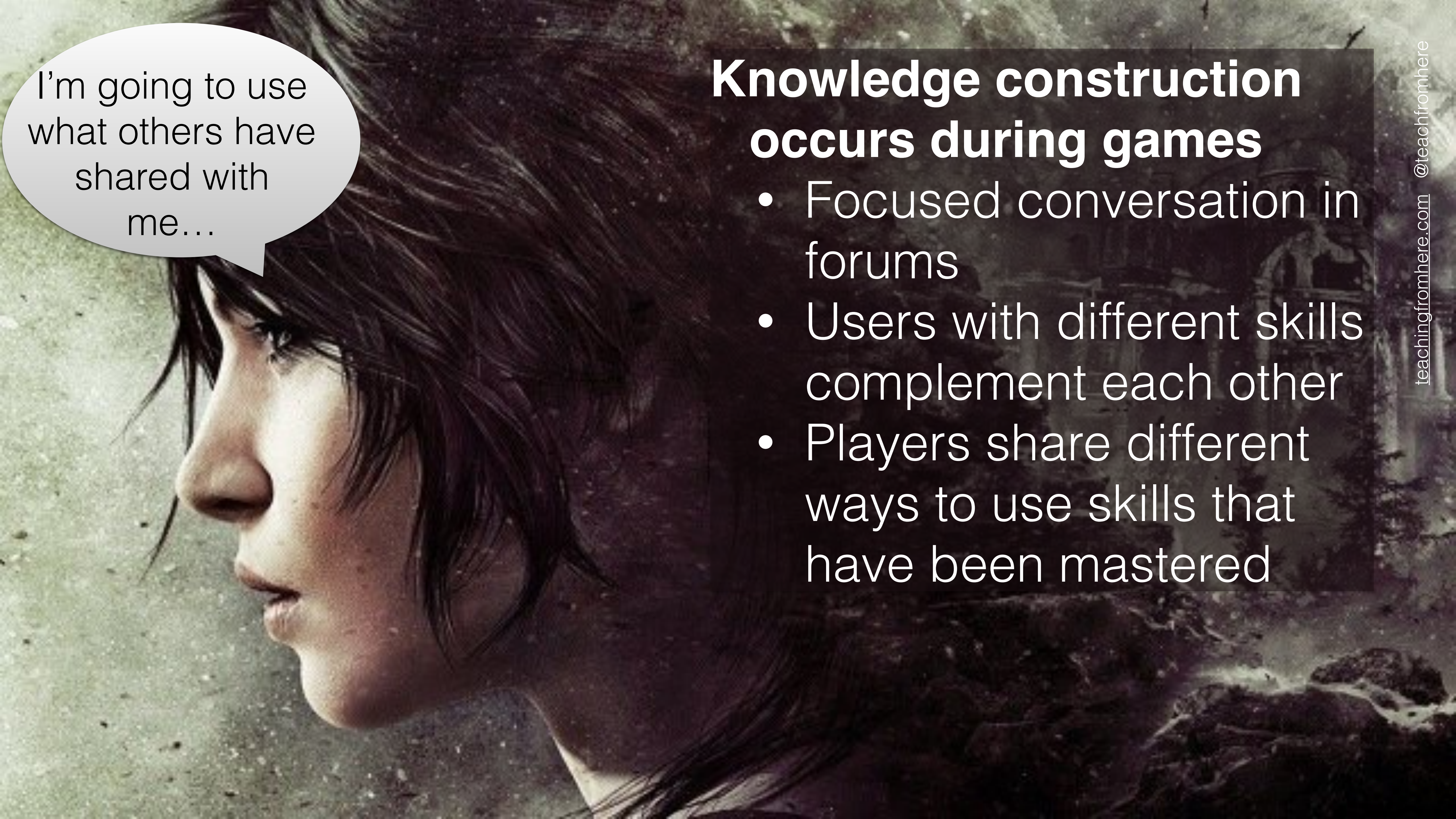


I have an idea...

Tell me...

Communication is Important

- Games have become very social
- Encourage the sharing of ideas



I'm going to use
what others have
shared with
me...

Knowledge construction occurs during games

- Focused conversation in forums
- Users with different skills complement each other
- Players share different ways to use skills that have been mastered



How do I do
this
“gamification”
thing?

- Use your LMS - several have ways to award points, badges, and rewards
- Google Docs
- Manila Folders
- Game boards for each student

A person with dark hair, wearing a grey hoodie, is looking down at a large, detailed map or parchment spread out on a wooden table. The map features various illustrations, including a yellow sun-like symbol and a blue area. The person's hand is visible near the map. The background is dark and out of focus.


More
Resources...

Google: Gamification in Education
Books:

Jane McGonigal - Reality is Broken

Yu-Kai Chou - Actionable Gamification

Michael Matera - Explore Like a Pirate



Will you do it?
Will you try
gamification?