

Scan Me...?





Gamify Your School

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

tofurious.com

Seth Godin

What if your students could
fail and not be penalized?



What is gamification?

Using gaming mechanics in a non-game situations.

MARIO
004700

× 14

WORLD
1-1

LIFE
03

There is a clearly
stated goal to
achieve.



WINS: 00

57

WINS:

SHANG TSUNG

SHANG TSUNG WINS

There are epic
wins. Epic.





VIA 9GAG.COM

GAMERS
DON'T
DIE
THEY
RESPAWN

Failure does
not mean the
end, it means
try again.

Directions are simple
and next steps are
easy to follow.

**Now's not the time to be
stingy. Spend some green
gems to speed things up!**

CANNON (Level 28)





Instructions are short and
learning is through exploration -
no penalty for mistakes



TOMB RAIDER

Use gaming mechanics to change the climate of your classroom.



EASY



MEDIUM



HARD

Everyone has a choice in
what/how they learn.



Use mastery learning to
maximize the potential of
your students

Game Mechanics

- badges
- levels
- leaderboards
- progress bars
- virtual currency
- xp system
- challenges between users



From 3D Gamelabs

Give credit where credit is due.



Give badges for specific accomplishments:

- completing a series of tasks
- scoring well on test/quiz
- successfully completing a unit
- attendance goals
- taking a risk
- *do not make everything a badge*



Give your students freedom as they learn:

- provide alternative forms to learn
- accept alternative forms of work
- allow choices between similar assignments

◀ GLOBAL TOP RANK ▶

Rank	Name	Time
1	Donkey Kong	   01:40.69
2	Diddy Kong	   01:44.49
3	Dixie Kong	   01:52.12
4	Cranky Kong	 —  02:01.14 
5	Funky Kong	   02:08.66
6	Candy Kong	   02:22.77 
7	Lanky Kong	 —  02:29.34 
8	Tiny Kong	  02:44.99



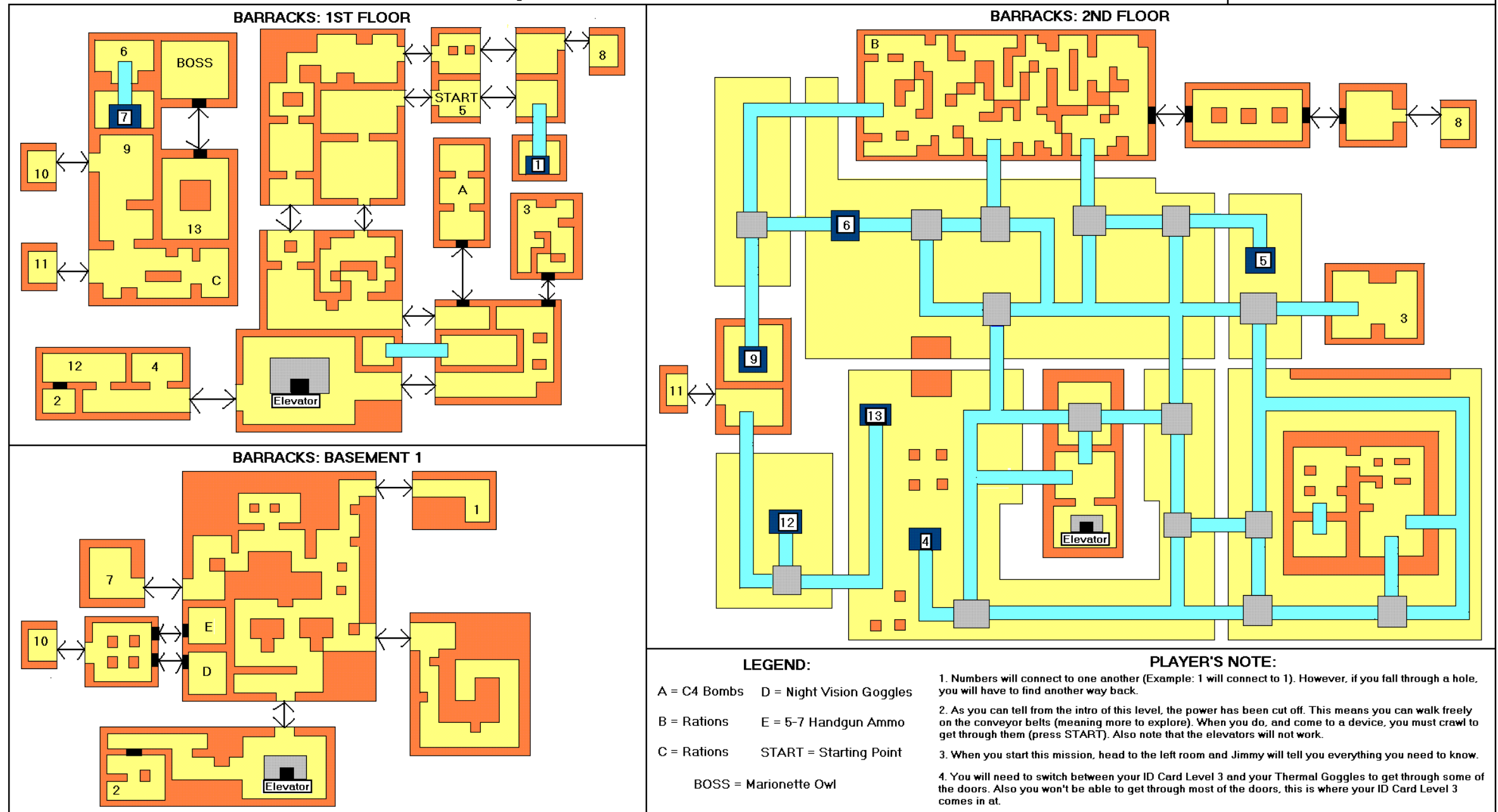
BACK



WATCH REPLAY

These are not grades:

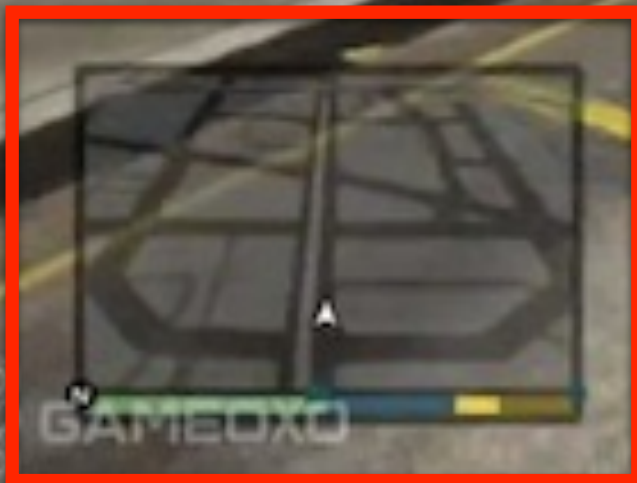
- show a top 10 or 15 list for all class competitions
- give points for accomplishing different tasks
- let students pick a username - if you can



Provide a map or game board - this way everyone knows exactly where they are and what they need to do.

The yellow bar below the Radar shows Franklin's special ability level. Press L3 + R3 together to activate Franklin's ability.

Provide feedback as fast as possible.



Start

Progress of the individual task:

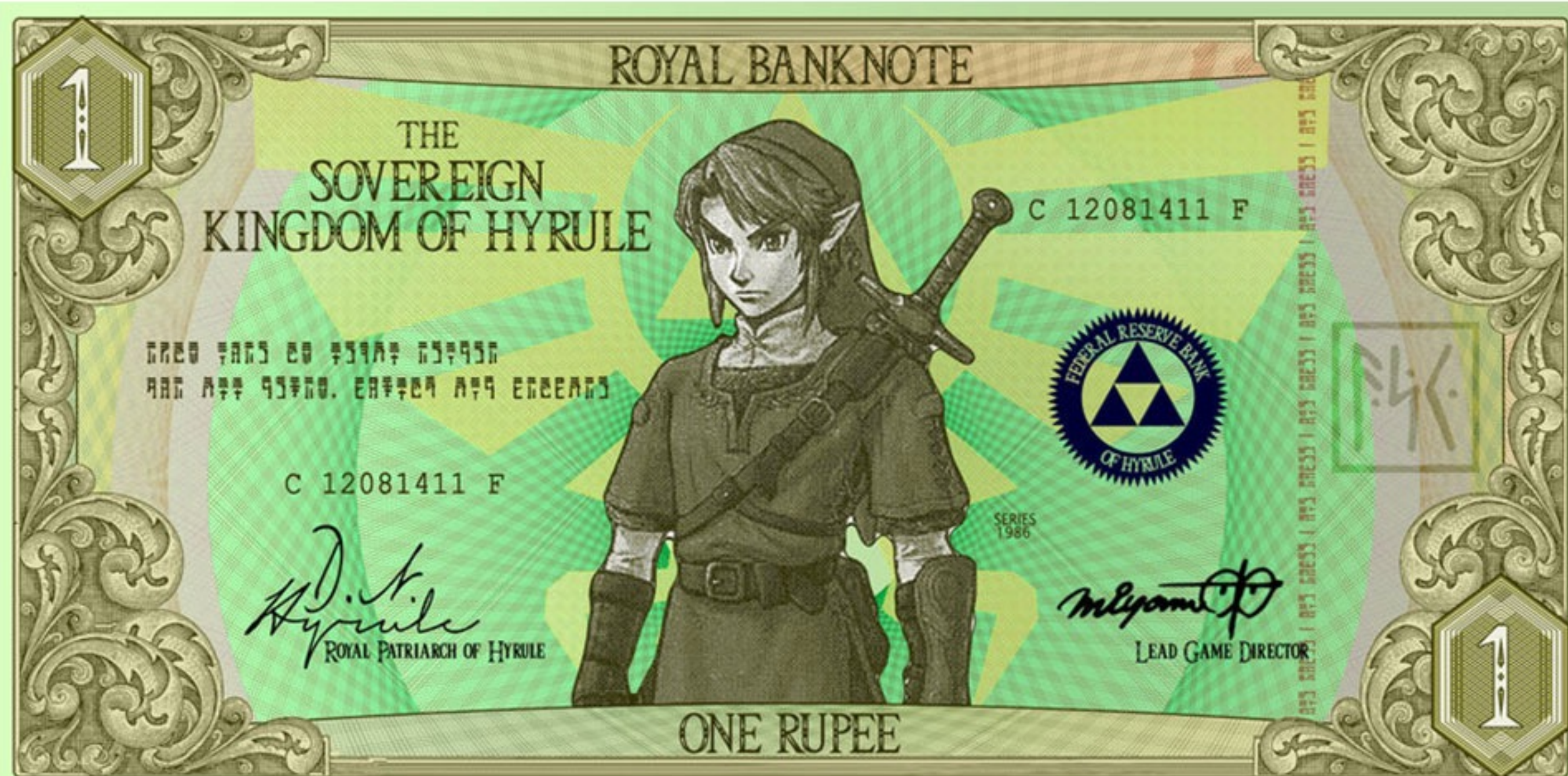


Progress of the overall task:



Give students an overall vision:

- students know exactly where they are in the course
- students get feedback as they advance



- Let students buy items:
- homework/quiz pass
 - test redo
 - teamwork items



Earn XP for doing what you are supposed to do:

- completing assignments
- taking notes
- being on time
- attendance
- use to level up/for currency



User Challenges:

- pair students who struggle with students who get it and give them a collaborative task
- allow students to compete against each other

- Build this in your school LMS
- Build this in Google Class
- Build this in Google Apps for Education
- Go old fashioned with manila folders
- You decide what you are going to use and how to best use it in your class
- Bonus points if you can also pull in your community through gamification

Start Tomorrow

- Give students the opportunity to re-take a test without penalty
- Start a point/reward system for students doing what they are supposed to do
- Add points when grading instead of subtracting from 100 (or whatever you use)
- Give students a level up when they score well on a quiz/test
- Allow alternative artifacts to be used for assessing learning



Be the match that will
light a fire...