Design Your Own Gamified Learning Environment

“Tell me and I forget. Teach me and I remember.

Involve me and I learn.”  

- Benjamin Franklin
DEDICATION
To my Beloved MOTHER
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Inspired By

ABD KARIM ALIAS
PROFESSOR
Universiti Sains Malaysia
Workshop Learning Outcomes

- At the end of the session, participants are able to:
  
  i. Integrate gamification concepts and practices in teaching and learning.
  
  ii. Apply gamification in the form of Web 2.0.
https://pollev.com/mathijl

https://padlet.com/mathi09/gamify
Gamifikasi dalam PdP

» Bantu pelajar lebih aktif, wujud suasana kultur interaktif

Oleh Rosniak Mohd Taha
upenat8.com.my

Petunjuk

Modul pembelajaran berasaskan permainan adalah salah satu pendekatan di institusi pengajian tinggi (IPT) bagi memupuk interaksi dan membina pelajar aktif pelajar dalam sesi pengajian dan membelaan (PdP).

» Petunjuk

Seminar Mengenai Universiti Masa Depan: Pendekatan Fleksibel

Iqbal menyampaikan ucapannya selepas semula Siri Seminar Mengenai Universiti Masa Depan: Pendekatan Fleksibel dalam modul.

Tempoh permainan

"Kita akan bantu memantapkan cadangan pelaksanaan kontohnya berapa jam tempoh permainan yang sesuai dan memastikan kualiti kandungan permainan seyajarnya," katakan kepada Bi bi ketika disemak selepas Siri Seminar Mengenai Universiti Masa Depan: Pendekatan Fleksibel dalam ini.

Peserta seminar menghafal posisi kepada aksi panel.

Iqbal menyumbangkan aspek kualiti pengajian tidak harus dikompromi dalam kehidupan menawarkan pendekatan fleksibel.

Kata kunci pulih melalui pengajian dalam saluran printer masa adalah dikumpil perpaduan yang pasti matu memastikan yang dilakukan untuk memantau pengajian, berkelanjutan dengan inisiatif pendekatan ditawarkan.

Pendekatan fleksibel

Bruno pula berkata, pendekatan pendekatan fleksibel berkelanjutan platform dalam saluran membela, peningkatan pengajian tinggi kerana tidak memerlukan pembinaan lebih banyak bangunan IPT untuk memupuk pelajar secara fizikal.

Namun, katakan, reka bentuk platform pembelajaran perlu dilaksanakan dengan tepat untuk memenuhi konteks membangunkan kader interaktif yang tinggi sesuai mahasiswa serta antara mahasiswa dengan penyara.

Budi pula mengingatkan aspek kualiti pengajian tidak harus dikompromi dalam kehidupan menawarkan pendekatan fleksibel.

Kata kunci pulih melalui pengajian dalam saluran printer masa adalah dikumpil perpaduan yang pasti matu memastikan yang dilakukan untuk memantau pengajian, berkelanjutan dengan inisiatif pendekatan ditawarkan.

"Fleksibiliti banyak hal yang cair, serta menerapkan pendekatan ber hubungan dengan pelaksanaan pengajian termasuk di dalam sesi pengajian, dan pembinaan lebih banyak bangunan IPT untuk memupuk pelajar secara fizikal."
Introduction to Gamification
Gamification is an emerging trend in advertising, business and education.

Context of education - applying gaming principles in non-gaming contexts to enable students more actively engaged and motivated in the learning process.

Gamification is the use of game elements and game thinking in non-game environments to increase target behaviour and engagement.

It doesn’t offer a whole gaming experience, but some game elements are used.
Introduction to Gamification

- Involvement – or engagement – is one of the greatest challenges to the academician in the tertiary education.
- To motivate students to study and keep them engaged until the end of a semester isn’t easy.
- Application of games and game dynamics in the learning design is not a new phenomenon in the learning environment.
- Development and availability of new technologies especially interactive multimedia technology has propelled this field forward, opening up new possibilities.
Gamification is the application of game-like mechanics to non-game entities to encourage a specific behavior.

Game-based learning is simply learning through games.

This means that gamification is first and foremost about encouragement mechanics and the system that promotes them, while game-based learning is first and foremost about the game and its “cognitive residue” (whether from the game’s content, or traditional curriculum).

Both can be used to promote mastery of academic content.
Gamification is about using

- Game elements (not full-games)
- And game thinking (This doesn’t need to involve game technique, it’s more about the way games are designed and the idea behind games)
- In a non-game environment (commercial as well as not-for-profit environments)
- To increase target behaviour and engagement (target behaviour is central to this definition)
<table>
<thead>
<tr>
<th>Game</th>
<th>Game-Based Learning</th>
<th>Gamification</th>
</tr>
</thead>
<tbody>
<tr>
<td>Games are just for fun, and may or may not have defined rules &amp; objectives</td>
<td>Games have defined learning objectives</td>
<td>May just be a collection of tasks with points or some form of reward</td>
</tr>
<tr>
<td>Winning and losing is a part of the game</td>
<td>Losing may or may not be possible because the point is to motivate people to take some action and learn as an end result</td>
<td>Losing may or may not be possible because the point is to motivate people to take some action and do something.</td>
</tr>
<tr>
<td>Game play comes first, rewards are secondary</td>
<td>Sometimes just playing the game is intrinsically rewarding</td>
<td>Being intrinsically rewarding is optional.</td>
</tr>
<tr>
<td>Games are usually hard and expensive to build</td>
<td>Are usually hard and expensive to build</td>
<td>Gamification is usually easier and cheaper</td>
</tr>
<tr>
<td>Story and scenes are part of the game</td>
<td>Content is usually morphed to fit the story and scenes of the game</td>
<td>Usually game-like features are added to the LMS or any other system rather than the content</td>
</tr>
<tr>
<td>Feature</td>
<td>Traditional eLearning</td>
<td>Game-Based eLearning</td>
</tr>
<tr>
<td>----------------------------------------------</td>
<td>-----------------------</td>
<td>----------------------</td>
</tr>
<tr>
<td>Cost effective</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Low physical liability</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Standardized assessment</td>
<td>YES</td>
<td>YES</td>
</tr>
<tr>
<td>Highly engaging</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>Easy transfer of knowledge to real world environments</td>
<td>NO</td>
<td>YES</td>
</tr>
<tr>
<td>Immediate feedback in response to mistakes</td>
<td>NO</td>
<td>YES</td>
</tr>
</tbody>
</table>
The definition of gamification is the application of game-like mechanics to non-game entities to encourage a specific behavior.

Gamification is not game-based learning, nor does it require students to play games, with toys, use electronics.

1. To encourage a specific response or behavior
2. To promote competition; to engage students
The definition of game-based learning is simply learning through games.

Learn what? That depends—could be simply becoming better at the game, but in most educational settings, students will instead learning academic and non-academic content by playing games.

1. To repackage academic content
2. To promote critical and strategic thinking
3. To support both struggling and talented students
Gamification is first and foremost about encouragement mechanics and the system that promotes them, while game-based learning is first and foremost about the game and its cognitive residue (whether from the game’s content, or academic content).

They each can use one another.

They both can lead to content mastery, but neither are expressly designed for classroom use— which is why, done well, your students will probably like them.
Change Behaviour and Increase Engagement
“Fun can obviously change behaviour for the better”

The Fun Theory initiative by German automotive company, Volkswagen.
Gamification Application: Teaching and Learning
Were you happy when you scored? Were you excited to immediately try a more difficult challenge?

Did you feel frustrated when you didn’t succeed? Did this make you want to give up right?

Did watching someone score more than you make you believe that you could score too, if you practiced more?
“You create these communities around the game that do an incredible amount of intellectual work, and when they’re done with the work, they will leave the game and go to another game that’s more challenging. Can you imagine if we had that kind of environment in classrooms?”

— Constance Steinkuehler Squire
Associate Professor in digital media at the University of Wisconsin-Madison
Remember: When apply games in your classroom, remember that the game is not replacing you as an instructor.

- Elements of game design, such as storytelling, competition, cooperation, choice and feedback can help engage students.
- Create activities that are based around game formats we are already familiar with, design frameworks around games.
- With the successful application of suitable gamification techniques, information delivered more in an efficient and effective way that can lead to addictive learning process.
Gamification Application

• When To Use Game-Based Learning?
  ✓ If you want to customize your academic content.
  ✓ If you wish to encourage critical and strategic thinking in the class.
  ✓ If you want to engage and motivate the learners who are otherwise not engaged.
  ✓ If you want to support the struggling learners in learning better.
Five-step Process

1. Understanding the Target Audience and the Context
2. Defining Learning Objectives
3. Structuring the Experience
4. Identifying Resources
5. Applying Gamification Elements
10 Rules: Gamify Your Classroom

- Make Students Co-Designers
- Embrace Failure; Emphasize Practice
- Implement Educational Technology
- Have Students Design A Class-Wide Skills & Achievement System
- Offer Individual Badges & Rewards
- Create Challenges Or Quests Instead Of Homework & Projects
- Make Progress Visible
- Provide Instant Feedback
- Allow Second Chances. And Third

Have Students Design A Class-Wide Skills & Achievement System
Gamification Encourage........

- Fun
- Competitive
- Self Expression
- Creativity
- Exploration
- Collaboration
Web 2.0 Technology
Gamification
Some Application

Gamification Tools

Classroom Management
- ClassDojo

Assessment
- Kahoot!
- Soarative
- Plickers

Catch-the-eye
- Genially
- blubbr
- Powtoon
- Tellagami
- TouchCast Studio
- iMovie

Specific Tools
- Silent Light
- Duolingo
- Brainscape
Take your smartphone!! We will do some activities?

Smartphone... Restricted in the class

Wht..... Yeahoo.....

Mathivannan Jaganathan
SADE1013
GET YOUR STUDENTS EXCITED ABOUT LEARNING.

Get Started
Simple tools for learning anything.

Search millions of study sets or create your own. Improve your grades by studying with flashcards, games and more.

Get started
GAME-BASED PEDAGOGY

LEARNERS TO LEADERS

Game-based pedagogy

Source: https://getkahoot.com/
HOW IS IT DIFFERENT

GAME-BASED PEDAGOGY & ACADEMIC RESEARCH

SOCIAL IN BOTH SENSES

UNDERSTAND, ASSESS AND ADAPT WITH DATA

LEARNER-CENTRIC, USING ANY DEVICE
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- https://getkahoot.com/ - To create an account
- https://kahoot.it – To Play – Learner view

– Creator view