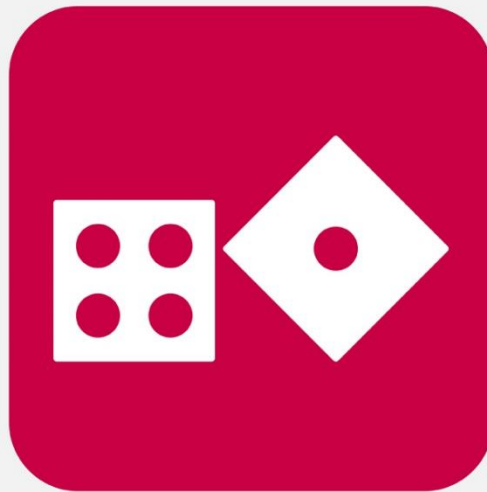


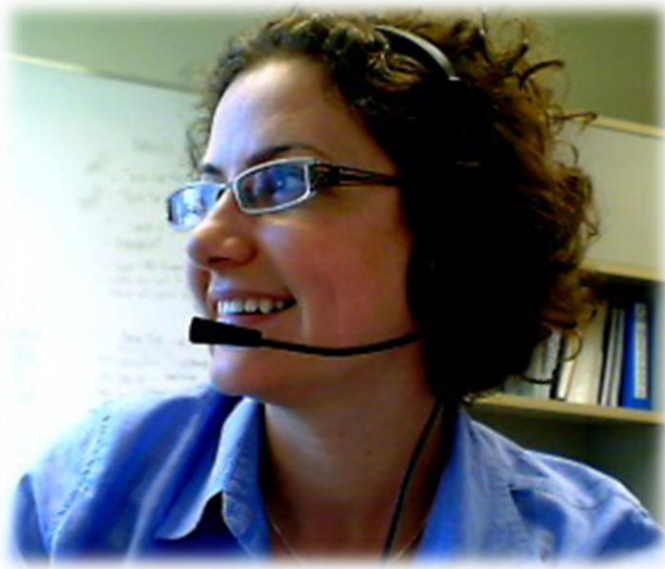


Gamification and Technology

motivating learners to overcome fear
and play their way through learning



ABOUT THE HOSTS



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ABOUT THE GUEST PRESENTER

- In the field of adult education in the corporate and non-profit sectors for 10 years
- Experienced in classroom and workshop facilitation, coaching and mentoring
- Passionate about the Maker Movement and opportunities for hands-on learning in a safe, fun environment



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Project Manager
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WEBINAR OVERVIEW

A red sticky note with a torn edge, featuring the text "What is it?" in a white, cursive font.

*What is
it?*

- Pre-learning activity
- Gamification: what is it? What makes it useful?
- Gamer Psychology & why gaming traits rock!
- Why gamification fails sometimes too
- Examples of successful gamification in adult literacy
- Tips, tricks and key ingredients for good gamification
- Resources for further learning
- Q & A

A yellow sticky note with a torn edge, featuring the text "How do I do it?" in a white, cursive font.

*How do
I do it?*

A green sticky note with a torn edge, featuring the text "Do I even WANT to do it?" in a white, cursive font.

*Do I
even
WANT to
do it?*





Getting to Know You

1. Are you a gamer? What kind?
2. What makes you want to play the games you play?
3. Have you heard of, or even used gamification techniques?



What is Gamification?

- The act of applying game-design elements and motivations to a non-game setting to increase engagement, change behaviour, or achieve a specific, desired result
- “Learning is not made into a game; the features of games which entice players to engage are used to draw in learners”



Core Drives of Gaming

1. Epic meaning & Calling
2. Development & Accomplishment
3. Empowerment & Creativity
4. Ownership & Possession
5. Social Influence & Relatedness
6. Scarcity & Impatience
7. Unpredictability & Curiosity
8. Loss & Avoidance



Gamer Psychology



Explorers, Achievers, Socializers and Killers

3 Ingredients for Successful Gamification

~~Instructions: Take one standard learning activity. Change the title so it includes the words “EPIC JOURNEY!”, sprinkle liberally with badges and point values, and put a leader board at the front of the room. Repeat for all learning activities and use with all learners. Gamification complete!~~



Or... be sure that learners feel a sense of:

- Meaning
- Mastery
- Autonomy

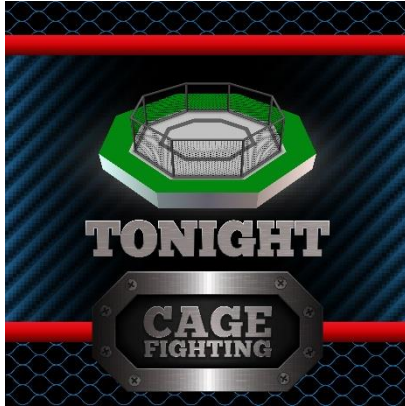


Helpful Gaming Traits

- Problem solving
- Collaboration skills
- Intense focus
- Continual skill development
- The ability to fail, learn from that failure, and try again



When Gamification Goes Wrong



It's a *RUMBLE* in the
classroom jungle!

"If you liked it then
you should have
put a badge on it"



Let's play! Okay, I know we're really getting an
insurance quote, but isn't it more fun this way?

Examples of Gamification in Adult Literacy: Brant Skills Centre's Literacy Apps

- Homophone App (1) focused on mastering “tricky” words and leveling up to a gold checkmark
- Punctuation App (2) focused on “beating the clock” by dragging and dropping appropriate punctuation into sentences



✓ Meaning
✓ Mastery
✓ Autonomy

Epic meaning & Calling (1&2)
Development & Accomplishment (1)
Empowerment & Creativity (2)
Social Influence & Relatedness (1)
Scarcity & Impatience (2)



Examples of Gamification in Adult Literacy: Gateway to Learning's ArduCopter Course

- Sandwiching literacy concepts in a think-outside-the-box course with particular appeal to disengaged young male learners
- Piece by piece: both the course work and the ArduCopter build



✓ Meaning
✓ Mastery
✓ Autonomy

Epic meaning & Calling
Development & Accomplishment
Empowerment & Creativity
Ownership & Possession
Social Influence & Relatedness
Unpredictability & Curiosity



Examples of Gamification in Adult Literacy: LLSC's Maker Modules

- 12 hands-on technology modules based on experimentation
- Learner involvement in module selection
- Pre- and post-visit activities
- Play based and fun!



✓ Meaning
✓ Mastery
✓ Autonomy

Epic meaning & Calling
Empowerment & Creativity
Social Influence & Relatedness
Unpredictability & Curiosity
Scarcity & Impatience



Examples of Gamification in Adult Literacy:

LLSC's Project

INNOVATIVE PLACE-BASED LITERACY OUTREACH

- Bringing literacy to the basketball court
- The cool factor: the 94Fifty Smart Sensor Basketball, App, and Smart Net
- Using a driving force already in play for the intended audience



✓ Meaning
✓ Mastery
✓ Autonomy

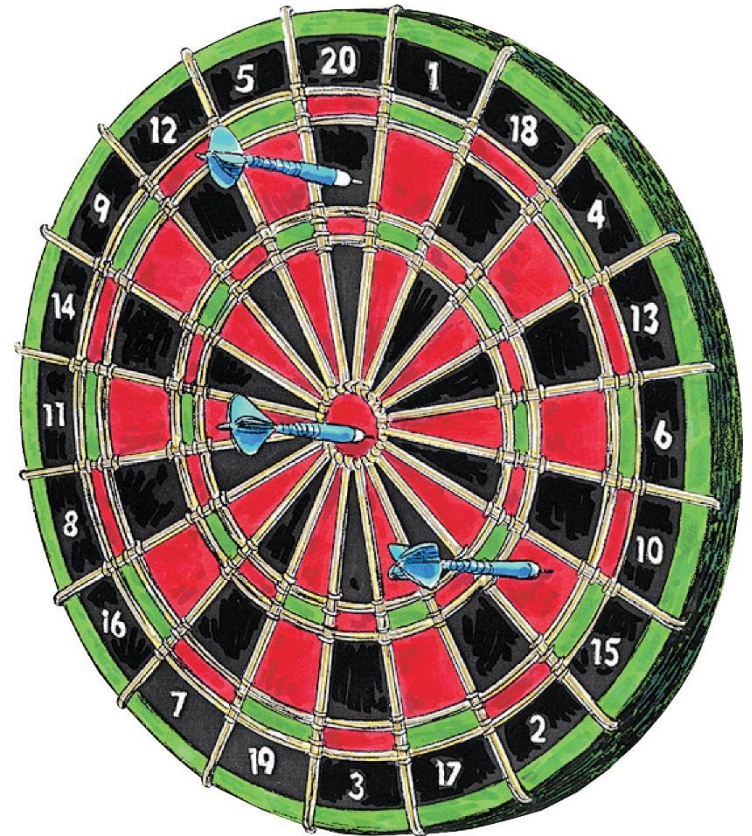
Epic meaning & Calling
Development & Accomplishment
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Loss & Avoidance



So, You're Ready to Gamify!

Bring on the motivation and engagement!

- Find out what makes your learners tick
- Connect the activity to the learner's goals
- Let them track their progress and achievements
- Provide a safe space for play



Literacy Link South Central Resources

- “Gamification and Adult Literacy: Investigating the history, impact and execution of gamification principals in adult education”
- “Using Gamification Techniques to Increase Learner Comfort with Typing”,
- “Gamification Tips for Educators”



<http://www.llsc.on.ca/about-us/resources>



The Gamification Research Network's Bibliography, containing dozens of academic papers, case studies, blogs and websites discussing the use of gamification in education:

<http://gamification-research.org/bibliography/>

Badgeville's Gamification Wiki, providing an introductory resource for educators interested in using gamification techniques:

<https://badgeville.com/wiki/education>



You can contact Summer after the webinar at:

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Or visit LLSC online at: www.llsc.on.ca



FEEDBACK

YOUR FEEDBACK

<http://fluidsurveys.com/s/gamification>

UPCOMING WEBINARS

Lots of exciting things coming up soon – including webinars with special guest speakers!

<http://alphaplus.ca/en/training/webinarsgroup1/webinars-schedule.html>

Coming soon!



