

Answer these 10 Questions and...

You Too Can Gamify!

New Designs for Learning: Games and Gamification

University System of Maryland

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A Few Facts about Mario...

- His original name was *Jumpman* in 1981 *Donkey Kong*.
- Nintendo trademarked “Its on like Donkey Kong.”
- Mario was originally supposed to be a carpenter.
- Mario was named after Nintendo office landlord.
- A survey conducted in the early 1990s revealed that American children recognized Mario more than they did Mickey Mouse.
- A world in *Super Mario Bros 3* is shaped like Japan.



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Today's Agenda

- Introductions 10 min?
- Gamification Overview 20 min
- “Let’s Gamify” (Gamification Activity) 1 hour
- Share *(optional for each participant)* 10-20 min
- Evaluation? 10 min
- Q&A 10 min



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Introductions

- Coppin State University Students
 - Progress, CS Major
 - Kawe, CS Major
 - Anil, CS Major
- Participants



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Gamification: What is it?

- What is gamification?

It's basically the use of game design elements in non-game contexts. [1,2]

- What are game elements?

- Theme/story
- Conflict/Challenge
- Strategy and Chance
- Rewards
- Aesthetics

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Gamification: What is it?

- 3 Main Parts: [3,4]
 1. Implemented Motivational Affordances Begets...
 1. Resulting Psychological Outcomes
 - a) Motivation
 - b) Attitude Adjustment
 - c) Enjoyment
 2. Behavior Change

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Gamification: What is it?

- What are Motivational Affordances? [4]
 - Autonomy of Self
 - Achievement & Competence
 - Leading + Following
 - Emotion & Narrative
 - Relatedness



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Gamification: Benefits

- Gamification is typically used for: [2,4]
 - User (student) Engagement
 - Intrinsic Motivation
 - Psychological Outcomes
 - Behavioral Change



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Gamification: Does it work?

- Relatively new as a field of study...
 - Gamification of learning is most common
- Main Question: Does it work? [4]



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Gamification: Does it work?

- It does work, but it depends on context and users. [1,2,3,4]
 - Typically causes increased motivation, engagement, enjoyment.
 - **Impact may vary because people engage with games differently**
(e.g. leaderboard vs leaderboard placement)



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Gamification: Challenges

- May not be long-term
- Impactful due to novelty
- Increased Competition
- Difficult Design Features



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Gamification: Challenges

- Outside pressures
(e.g. extrinsic rewards undermine intrinsic motivation)
- Removing it can be detrimental
(e.g. loss of earned badges or points)
- Evaluation is difficult



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Gamification: Examples

- www.KhanAcademy.org/badges (CS Edu)
- www.CodeAcademy.com (CS Edu)
- www.Badgeville.com (Business Gamification)
- www.FreeRice.com (Rice donation)
- www.Fold.it (Aids Research)



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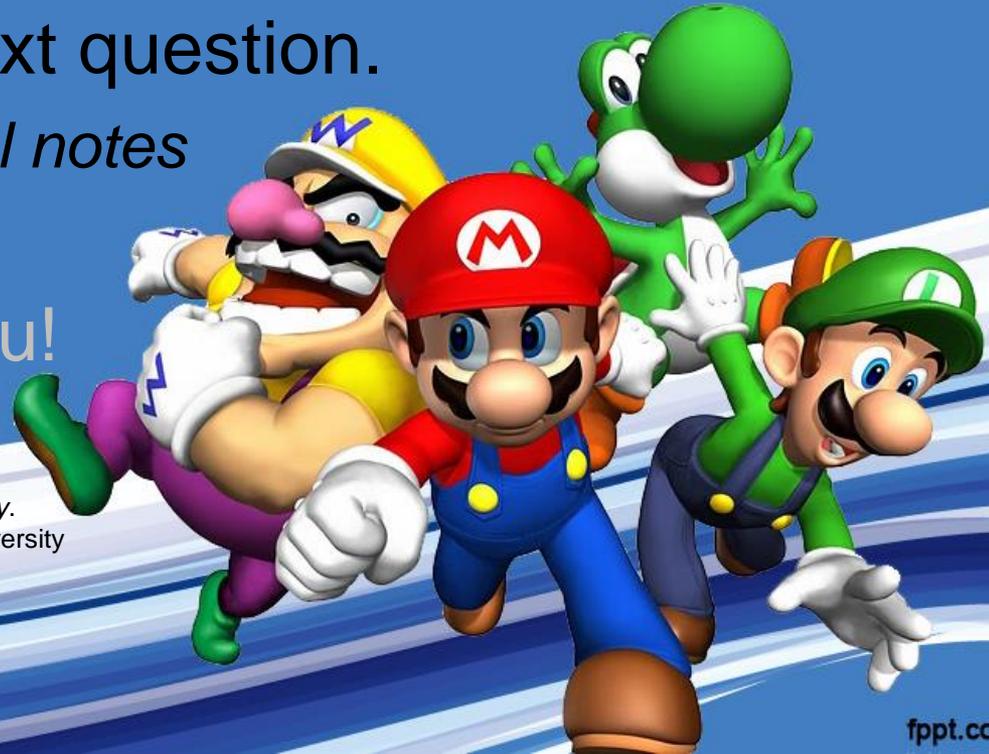
“Let’s Gamify!”

Activity:

- I will ask a question.
- You will draw, write, describe your answer.
- We move to the next question.
 - *10 questions + final notes*
- Coppin students are here to help you!
- **Share** (optional)

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“Let’s Gamify!”

Rules:

- You can work individually or with a team
- Remain creative and open
- Break when you need t
- “*Don’t wig out!*” 😊
- Ask questions!
- Do your best!

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“Let’s Gamify!”

1. What is the game’s objective?

- *What is the point of your game?*
 - What will players accomplish by playing?
 - Understand concepts
 - Generate ideas
 - Move around
 - Work collaboratively
 - Other



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“Let’s Gamify!”

2. What is your platform preference?

- Where/how will students play your game?
 - Board game
 - Mobile app
 - Web
 - Virtual Reality
 - Classroom
 - Other



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“Let’s Gamify!”

3. What is the game’s setting?

- *This refers to theme, where the game takes place, what’s the story...*
 - Medieval times
 - Urban area
 - Futuristic Galaxy
 - Other



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“Let’s Gamify!”

4. How many players play at any one time?

- Do players take turns?
 - One player
 - Two or more players
 - Teams
 - Unlimited
 - Other



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“Let’s Gamify!”

5. What is/are the risk(s)? Conflict(s)? Challenge(s)?

- *What will make your game worth playing?*

- Loss of ‘life’
- Beat the clock (Get to the end/top)
- Defy enemies
- Balance, Collection
- Beat Opponent(s)

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- Other



“Let’s Gamify!”

6. How will player(s) score, if at all?

- *How will player know they are successfully advancing?*
 - More ‘life’
 - Typical count by some iteration
 - Collection of objects (fruit)
 - Rewards
 - Other



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“Let’s Gamify!”

7. Are there game levels? If so, how does a player advance?

- *Does the game get more challenging?*
 - Different scenes
 - More complex enemies
 - Difficult questions
 - Different rules
 - Other



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“Let’s Gamify!”

8. How will player(s) know they won?

- *How will player know they the game ends?*
 - Prize
 - Sound
 - Credit
 - Time
 - End of unit, semester, project
 - Other

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“Let’s Gamify!”

9. What happens if/when a player loses?

- *How will player know they the game ends?*
 - Loss of all ‘life’
 - Loss of all points/rewards
 - Loss of time
 - Lowest points
 - Disqualified
 - Incorrect responses
 - Other

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“Let’s Gamify!”

10. Will there be a leaderboard?

- *How will it be displayed?*
 - Top 3, Top 10, etc.
 - Player/Team names only
 - Names & points
 - Best Players
 - Other



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“Let’s Gamify!”

Final notes:

- Provide help/instructions
- Provide continuous feedback
- Provide a way to quit (optional)
- Who/what will you need to finalize your ‘game?’
 - *Assets – sounds, images, props*
 - *People*
 - *Skills*
 - *Other resources*

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Final Questions?

Let's put the finishing touches on your games!

- What's missing?
- What else would you add?
 - Questions?
 - Comments?
 - Suggestions?
 - Concerns?
 - Other?



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Share?

Anyone willing to share his/her game?

- No more than 2-3 min each
- Save question for the end
- Feel free to offer suggestions
- Be open to suggestions



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Share?

Text photos and descriptions to:
202.713.5027



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Suggestions for Evaluation?

How can we evaluate today's games?

- Is evaluation feasible?
- Multipart evaluations?
- Portfolio?
- Traditional evaluations?
 - Quizzes, tests, etc.
- Other?



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Suggestions for Evaluation?

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Happy Gaming! Questions?



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Thank YOU! 😊

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- Coppin Students
- Participants
- University System of Maryland
- Organizers/Hosts/Sponsors
- AV Team

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