Supporting
Learning & Collaboration
with Gamification

ENSE 805 with Tim Maciag

Outline

- Education & learning, shift and sways
- Online learning & creativity
- Games, game-based learning, & gamification
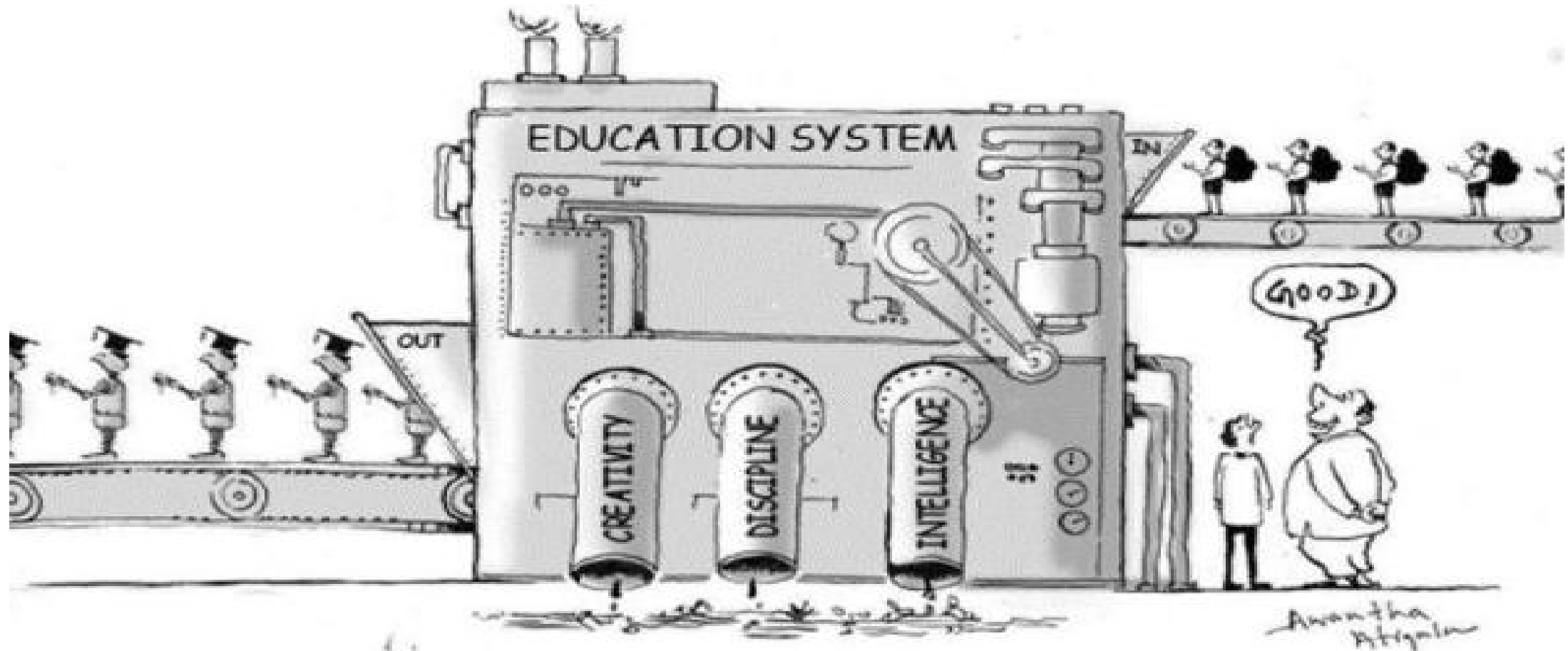
Learning shifts & sways

- Traditional education

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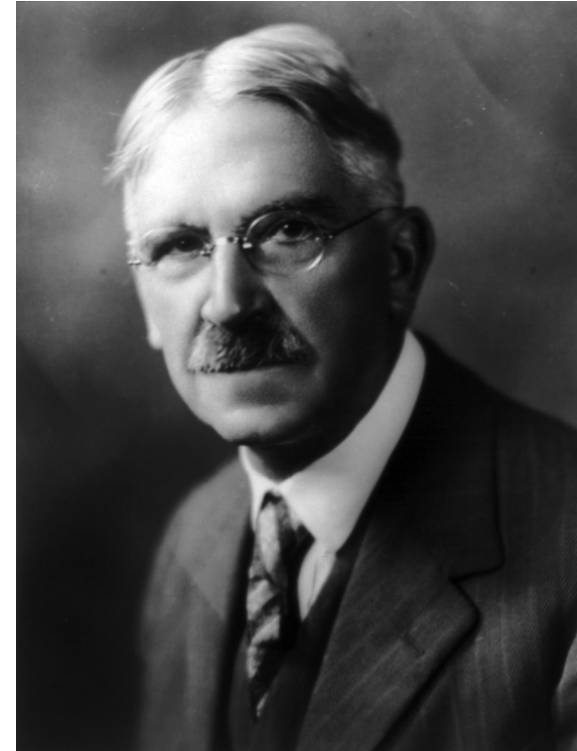
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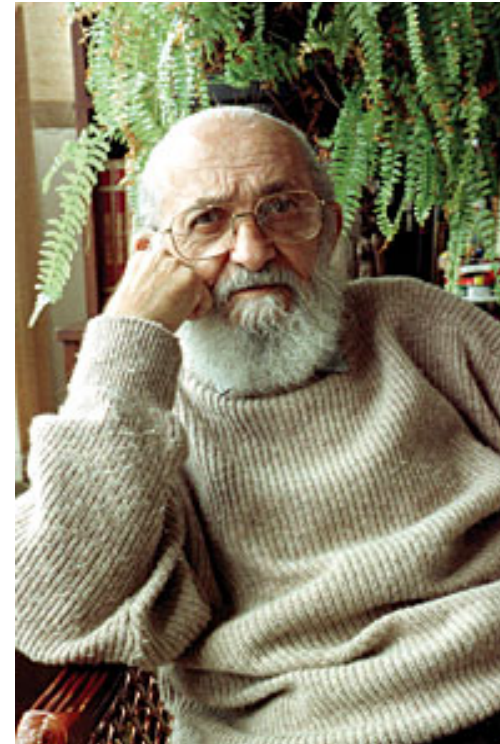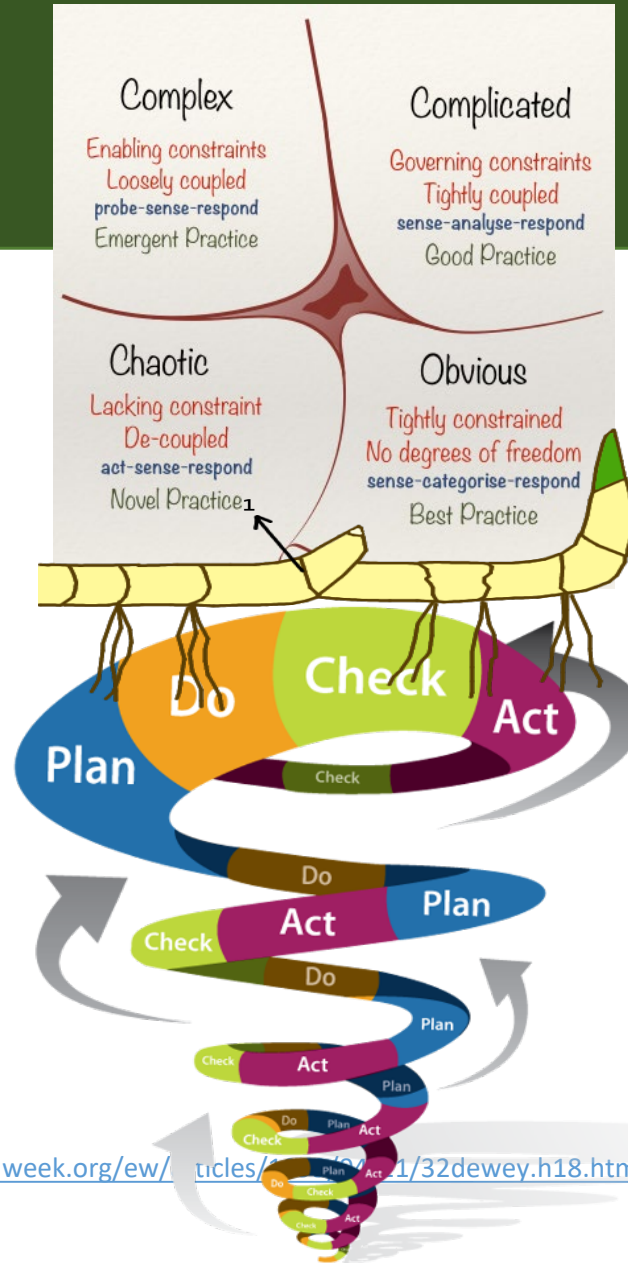- Experience (Theory of)
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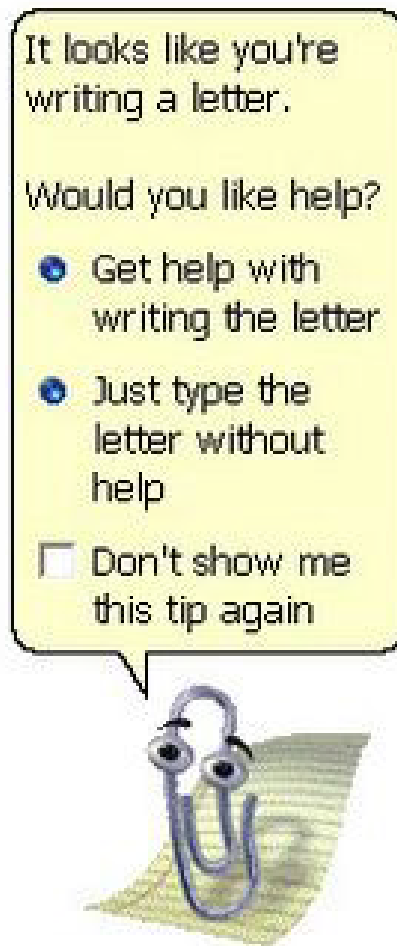
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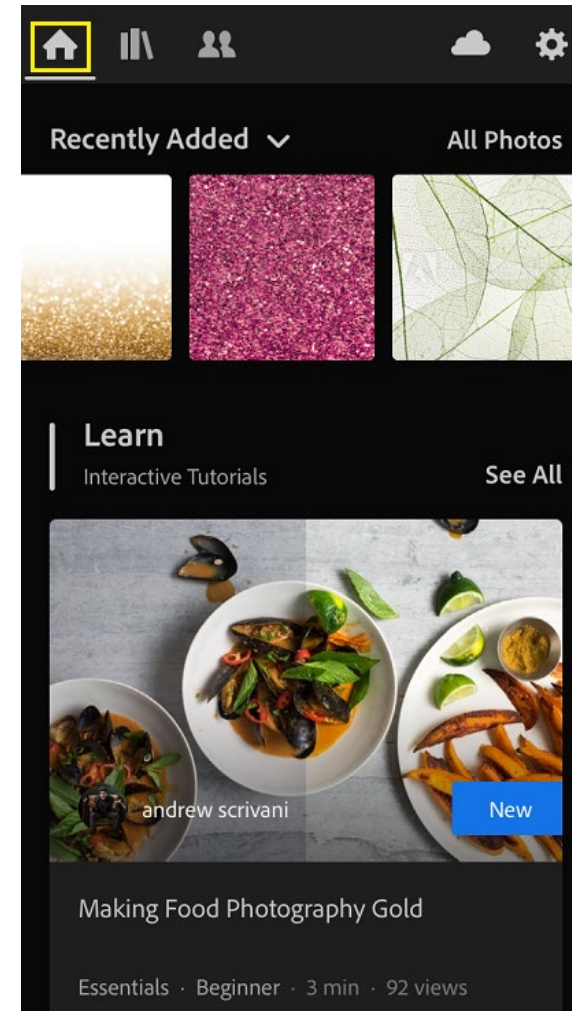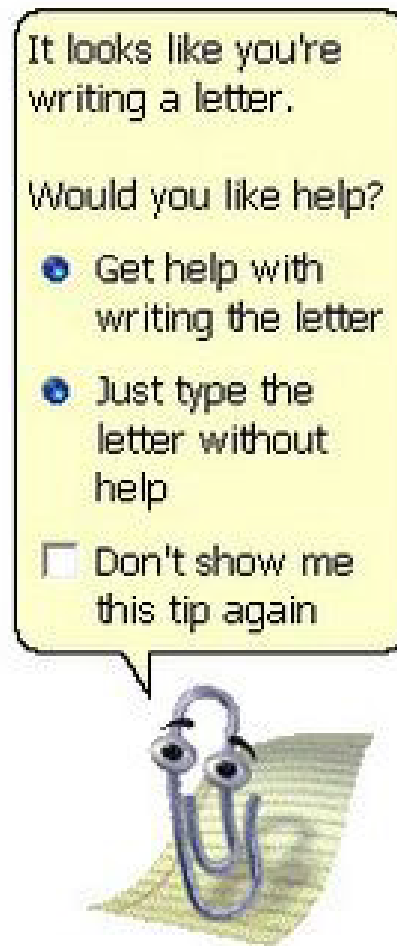
CoPs/digital habitats
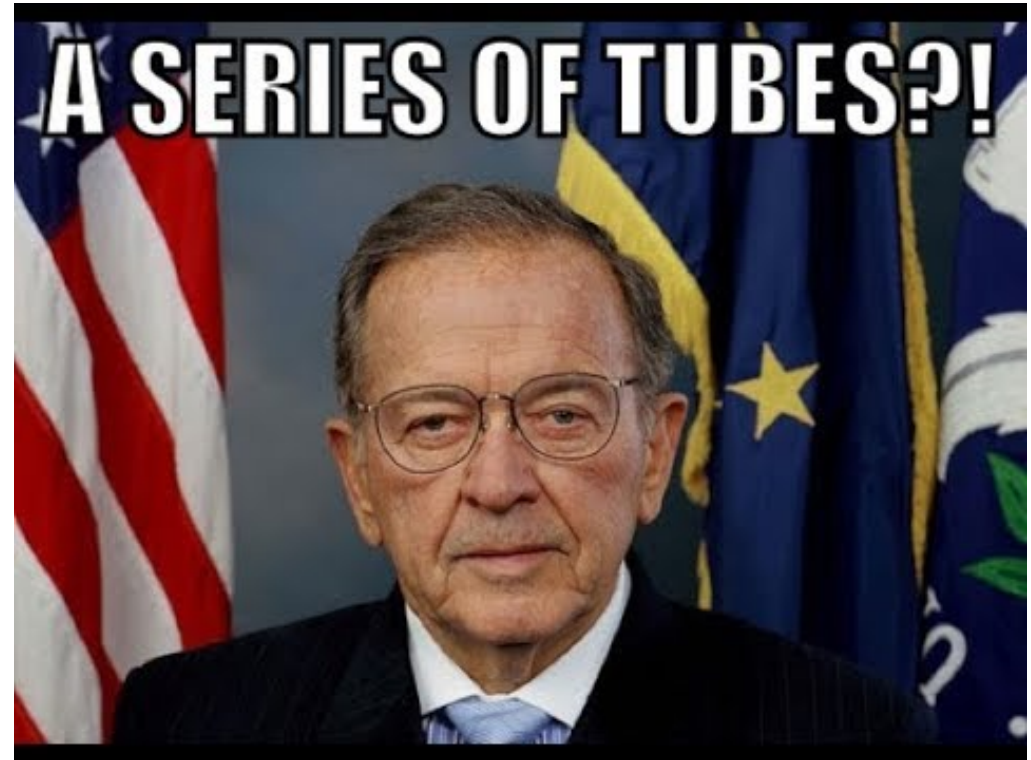
- From local to global interconnectedness

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CoPs/digital habitats

- From local to global interconnectedness
- Towards "tubed" learning & collaboration

FOR A FAIR SELECTION EVERYBODY HAS TO TAKE THE SAME EXAM: PLEASE CLIMB THAT TREE

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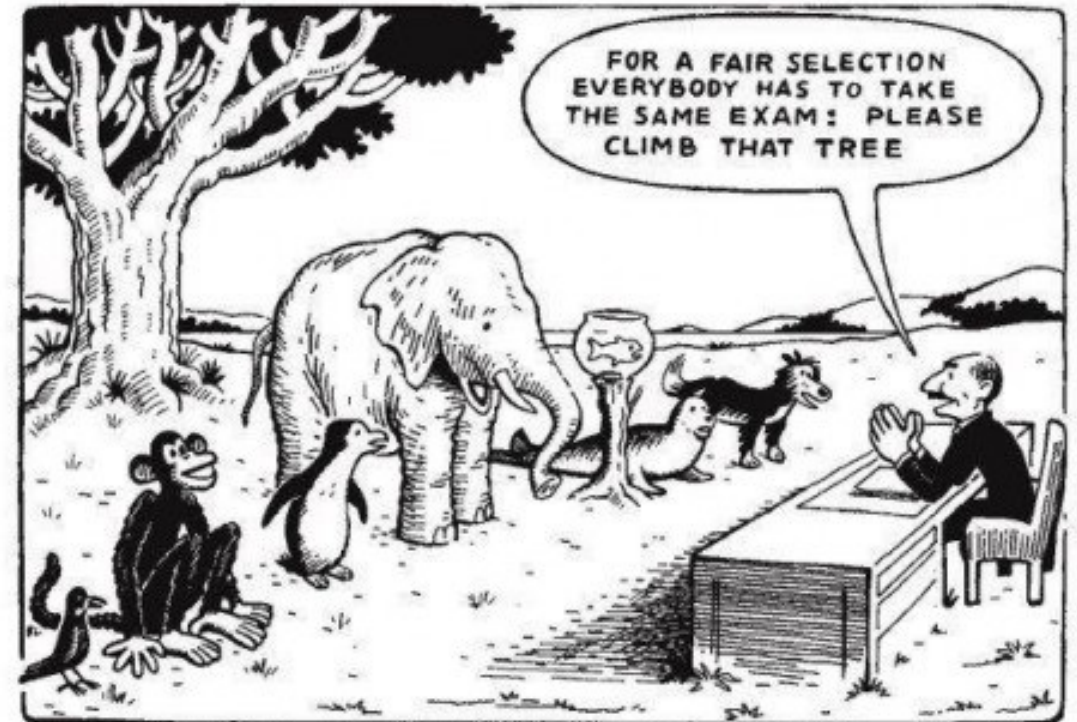
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- From local to global interconnectedness
- Towards "tubed" learning & collaboration?
- Towards a blended approach?

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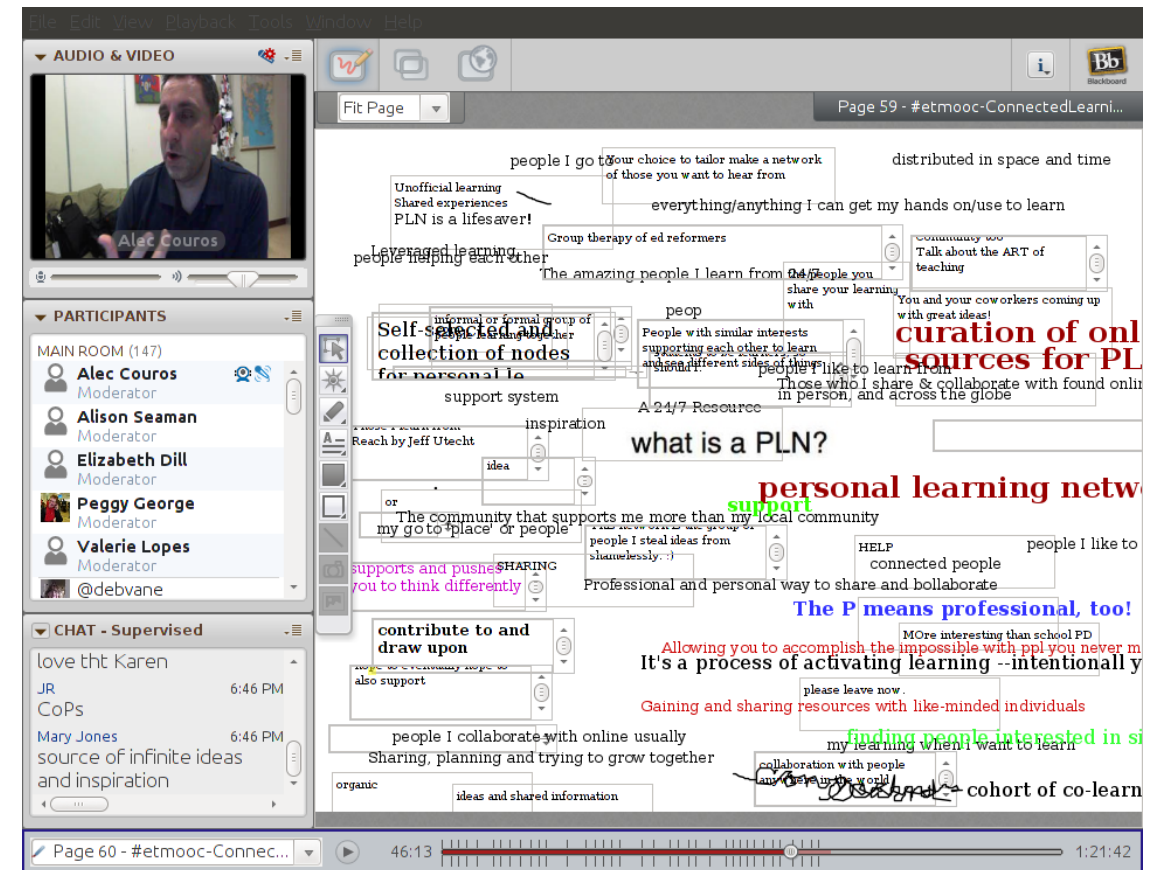
CoPs/digital habitats

- From local to global interconnectedness

- Towards "tubed" learning & collaboration?

- Towards a blended approach?

- Use of all kinds of technology configurations & ODNCF!
  - ezTalks/Blackboard Collaborate, Twitter #urSSE, Facebook, Instagram, etc.
  - Orient, Declare, Network, Cluster, Focus

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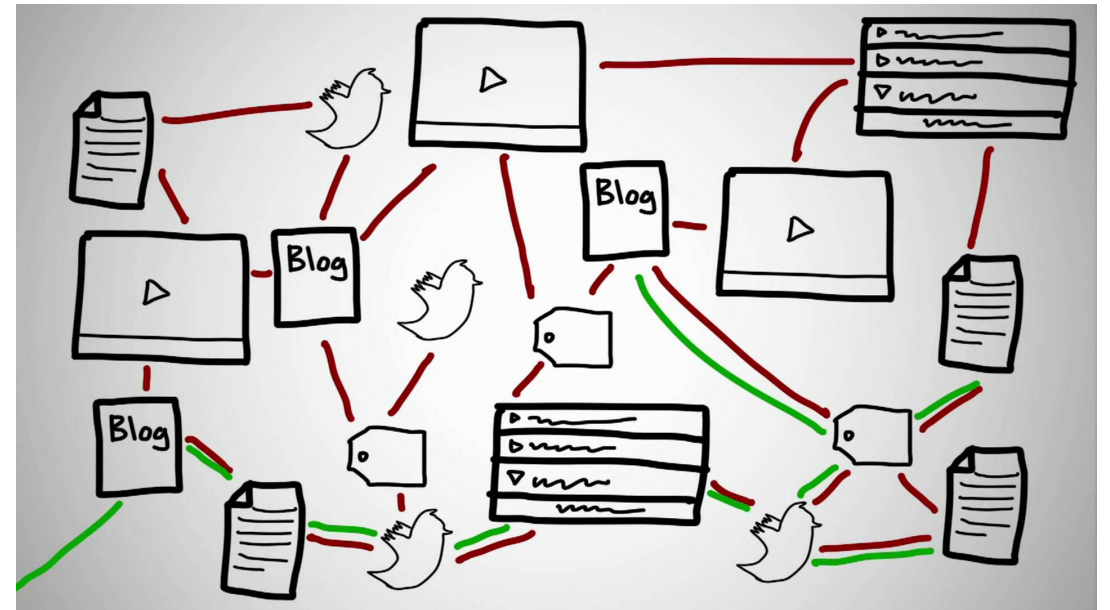
Ender's game
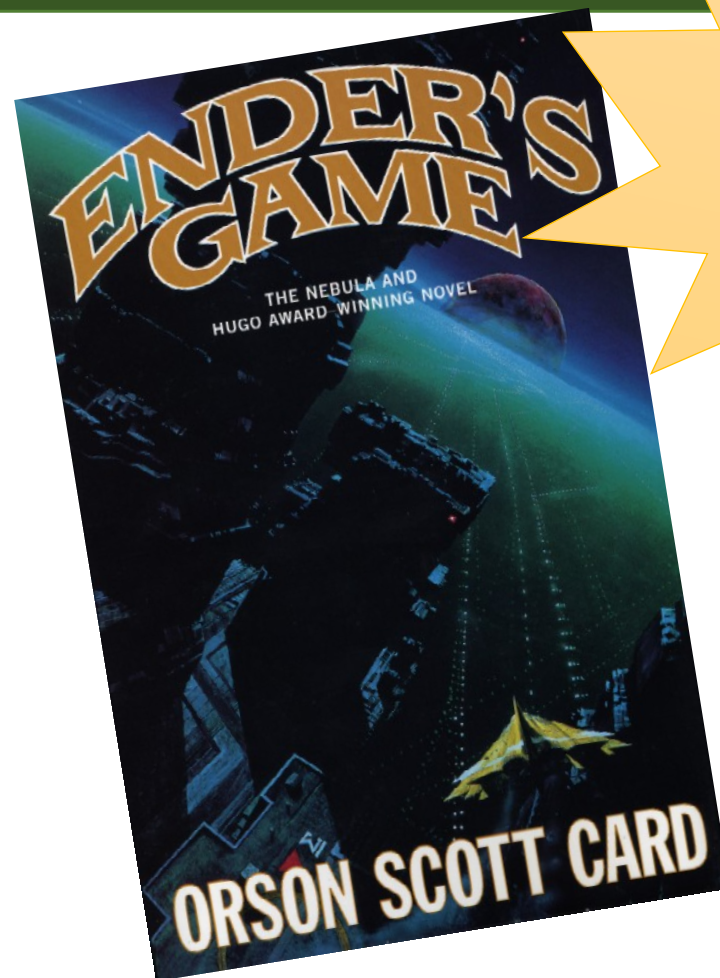
Spoiler Alert!

- M. Sutton. Games and Learning. Learning Technologies conference 2018. Online: https://youtu.be/GWNIbjDQViU (Accessed Nov.2018)

CoPs & gamification

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- New forms of collaboration, creativity, and cooperation, e.g.
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CoPs & gamification

- Technology, learning, & creativity
  - Enter Gamification!
- New forms of collaboration, creativity, and cooperation, e.g.
  - One year of learning to play piano
- Hypothesis:
  - Games (game-based learning) can help evolve our learning and creativity

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So, games eh?

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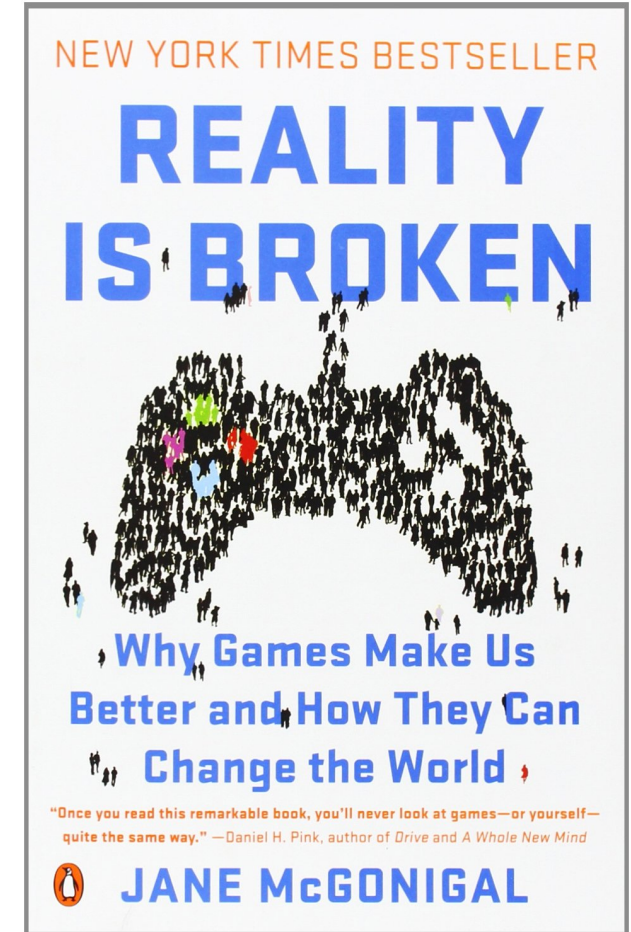
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- Jane McGonical
  - "Gaming can make a better world"

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Gamification fixes…

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- Fix 14: Massively multiplayer foresight

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Can this work?

- It requires a mindshift

Image refs

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