

ENGLISH FOR IT

#9 Gamification



Анастасія

Викладач Englishdom

Сертифікати: TOEFL

Досвід викладання - 5 років

[ju:] H i[hʌɪ] how [haʊ] are

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Warm up



What do you think about the following facts about gamification in eLearning?

Almost 80% of the learners say that they would be more productive if their university/institution or work was more game-like.

Over 60% of learners would be motivated by leader boards and increased competition between students.

89% would be more engaged with an e-learning application if it had point system.

And what about you?

Warm up



That's what games are, in the end. Teachers. Fun is just another word for learning.* Games teach you how aspects of reality work, how to understand yourself, how to understand the actions of others, and how to imagine.

RAPH KOSTER,
THEORY OF FUN FOR GAME DESIGN

Vocabulary

Aesthetics – a set of principles concerned with the nature and appreciation of beauty

Badge – is a symbol that can have a mechanical meaning or not in a game, but that is acquired through a set of rules

Challenge – is something new and difficult which requires great effort and determination

Aesthetics play an important role in the design of websites and user interfaces, making them more visually appealing and enhancing the user experience.



Steam provides **badges** for the number of games you have in your account.



The **challenge** with information technology is to continually adapt and innovate to meet the constantly evolving needs of the industry.

Vocabulary

Flexibility – the ability to be easily modified

Mastery – comprehensive knowledge or skill in a particular subject or activity

Reward – to give something to (someone) in recognition of their services, efforts, or achievements



Increasing your **flexibility** helps you stay calm in challenging situations.



If you show **mastery** of a particular skill or language, you show that you have learned or understood it completely and have no difficulty using it.



You can **reward** your employees in many ways.

Vocabulary

Rate – a measure, quantity, or frequency, typically one measured against another quantity or measure

Retain – to keep in possession or use

Virtual currency – is a digital representation of value only available in electronic form



The global social media usage **rate** stood at 49 percent.



Retain a copy of the form for future reference.



The growth in **virtual currency** could make cross-border payments more efficient.

Get to know

Gamification

- Dynamics
- Mechanics
- Aesthetics
- Social interaction



Gamification is the use of game mechanics and experience design to engage and motivate people to achieve their goals.



Gamification has been applied to almost every aspect of life.



The company rewards its users with badges as they progress through different levels.

Get to know

What is PBL?

- Points
- Badges
- Leaderboards



Gamification encourages participation in something by adding game-like elements to a task that is not a game. Three common elements are points, badges, and leaderboards.



PBL have become familiar in everyday life. You may not have noticed but you are in a gamified environment. Perhaps you are enrolled in a rewards program. Maybe you have a few punch cards. Do you check your receipts to see if you have reached 100 points and earned that free tank of gas?



Who doesn't love getting something for the achievement of a goal? Let's consider the value of each.

Get to know

What is PBL?

- Points
- Badges
- Leaderboards



One of the most important purposes of points is to provide feedback.



Badges are crucial because they make the user feel important and skilled.



Leaderboards can help determine who performs best in a certain activity.

Get to know

Participles

Participle I

Present Participle – depict + **ing**
= **depicting**

Mostly used in Continuous tense forms or alone. Often used with **after, before, when, while, as soon as, because, as**

Participle II

Past Participle – depict + **ed**
= **depicted** / irregular verbs (**speak - spoken**)

Mostly used in Perfect and Passive forms

While Participles represent something between a verb and an adjective, the **Gerund** is more between a verb and a noun.

Get to know



Points are basic elements of a multitude of games and gamified applications.



Unlike the social reference standard of leaderboards, performance graphs are based on an individual reference standard.



Popularity of mobile devices is a key factor contributing to the popularity and success of gamification.



It reduces the teacher's burden because it corrects the exercises automatically, allowing the teacher to concentrate their efforts on students who are struggling with the tasks.



In this work, grade A contributed to check students' performance in programming before gamification switching on in the experimental group.

Game 1



Rewrite the sentences with participle clauses.

1. Oleh left office early because he felt sick.
2. The manager was impressed by team's work, so he gave them the highest evaluation.
3. Because he didn't prepare hard enough for his task, he couldn't do it properly.
4. As I haven't received all the applications yet, I am not eager to make any decision.
5. As I have an assignment to finish, I cannot come with you.

You [ju]

Game 1

Answers

1. Feeling sick, Oleh left office early.
2. Impressed by team's work, the manager gave them the highest evaluation.
3. Not having prepared hard enough for his task, he couldn't do it properly.
4. Not having received all the applications yet, I am not eager to make any decision.
5. Having an assignment to finish, I cannot come with you.

you [ju] H

Game 2

Match actions to their results.

1 Double click on the title bar

A to open a new menu.

2 Click on a menu

B and the window fills the screen.

3 Right-click on an icon

C if you want to move the window.

4 Slide the scrollbar down

D to hide the window.

5 Click the "minimize" button

E to scroll the window down.

6 Drag the title bar

F to open it.

7 Select the icon

G and its background changes color.

Game 2

Answers:

1 Double click on the title bar → B and the window fills the screen.

2 Click on a menu → A to open a new menu.

3 Right-click on an icon → F to open it.

4 Slide the scrollbar down → E to scroll the window down.

5 Click the "minimize" button → D to hide the window.

6 Drag the title bar → C if you want to move the window.

7 Select the icon → G and its background changes color.

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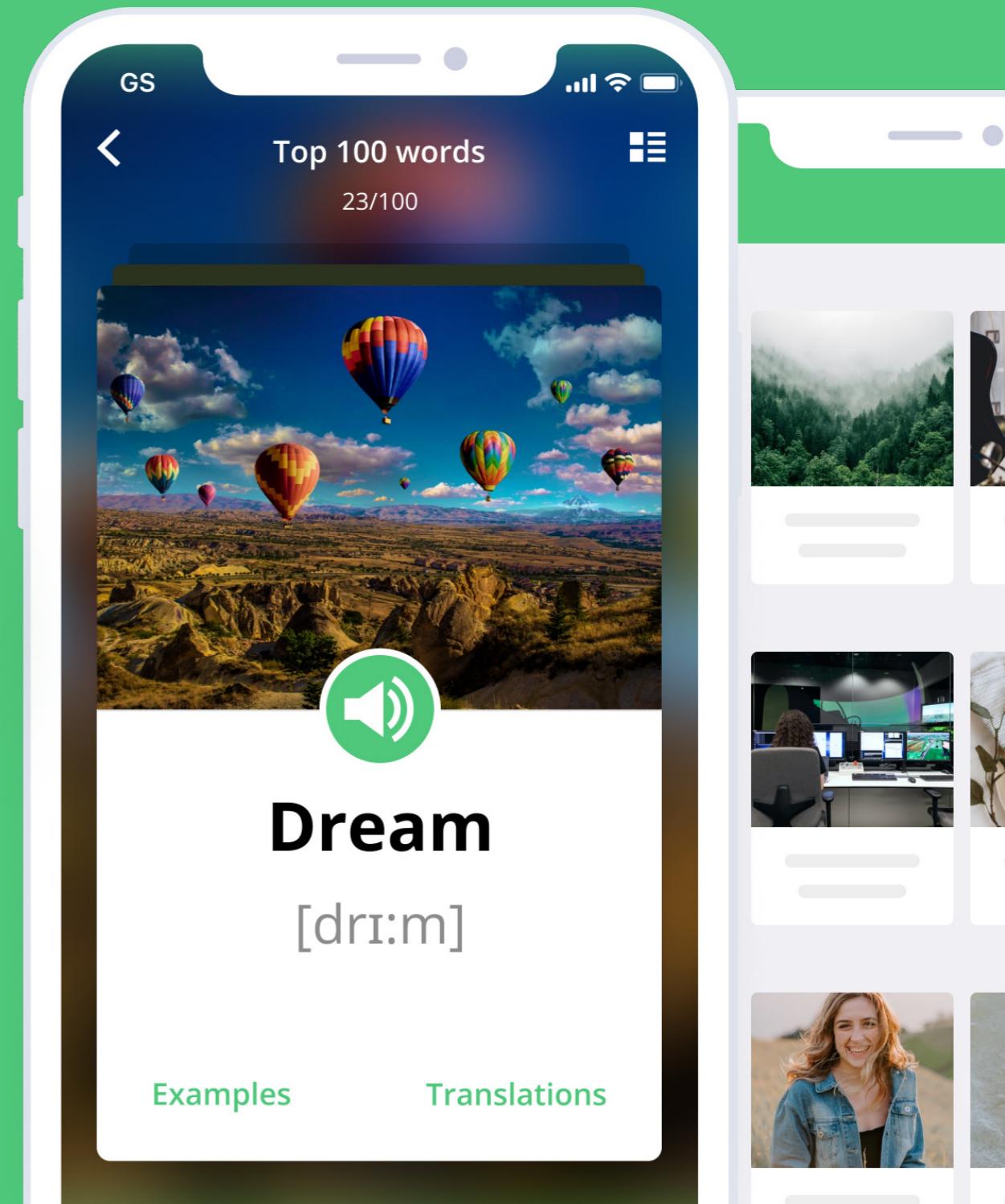
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БЕЗКОШТОВНИЙ ПРОБНИЙ УРОК

Useful links

Набір слів [Gamification](#)

Стаття [Learning or Playing? The Effect of Gamified Training on Performance](#)

Стаття [How gamification motivates: An experimental study of the effects of specific game design elements on psychological need satisfaction](#)

TED-відео [Gamification: Learning the Fun Way](#)

TED-відео [The Mysterious Power of Gamification](#)

TED-відео [Gamification at work](#)

Thank you for your attention!

Do you have any questions?

Please feel free to send them to our chat!



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