# Project 1: Gamification: Annotated Bibliography

Miller, C. (2013). The Gamification of Education. *Developments in Business Simulation and Experiential Learning*. 40. 196-200.

In this article, Miller introduces and establishes a definition of gamification. They go over the concepts of a game as well along with the idea of a game itself. They describe a game as one that is governed by rules and instructions that players abide by. These tie in with the five essentials mentioned which are the set rules, variable quantifiable outcomes, valued outcomes, the player’s attachment to the outcomes they receive, and the amount of effort that was put into those outcomes. It is also added in that games are played by choice due to how interactive or fun they can be. What this means is that there many reasons a game can be played. The main purpose of this article is to give a better understanding of the concept of Gamification and how exactly they can benefit the player or audience when used. The author also wishes for professors and employers to gamify their content in order to keep those who use the content engaged or productive as those qualities are important to the success of goals.

Jackbox Party Pack 3 (PC, Xbox, Playstation, Switch, Android, Apple) [Video Game]. (2016). Jackbox Games.

The Jackbox Party Pack 3 is the third installment of the ongoing series that has different types of minigames. These minigames can be played on almost any console as long as the player joins the jackbox.tv website with the code provided. Sometimes, the games can teach us what we didn’t already know at the start. One of the minigames is known as Trivia Murder Party. This minigame is one that tests the player’s knowledge in a timed questionnaire. These questions are based off real-life information with the purpose of confusing the player as they have not heard that type of information before. This minigame ties in greatly with Gamification. How it does this is by adding the many questions which can be educational at times depending on how the player chooses to process that information. They also add the rankings and point earning system which can affect how the game ends. A player who has lost can still answer and possibly win the final part of the minigame which leads to their victory.

Young, S. Classcraft (Android, Apple) [Software]. (2014). Classcraft Studios Inc. <https://www.classcraft.com/>

Classcraft is an app or software that is designed by educators. It provides motivational support for students, teachers, schools, and districts along with behavioral insight. The purpose of this is to help each group grow within each other in a huge empathetic learning environment. How it does this is through the art of game elements and principles in order for more effective results. This includes a virtual character representation of a student which is open for customization, rewards like EXP and points for successful representation of behaviors, and possible boss battles that act as a studying session in case there could be a quiz or a test in the future. These types of features help bring the environment the users are in more enjoyment and fun when learning different types of content. Due to these elements showcased by Classcraft, it helps observers get more of an idea of how to successfully apply Gamification to different types of media.

Duolingo (Android, iOS, PC) (2012). [Platform]. Hacker, S., Ahn, L., v.

Duolingo is an American educational technology company that has produced applications for learning different languages all around the world. It uses many methods to express the language that the person wishes to learn. Those languages can include English, Spanish, Dutch, Japanese, Russian, Ukrainian, Latin, and many more. Unlike the previously mentioned Classcraft, Duolingo is completely free to sign up and use and the knowledge can be applied to many different scenarios outside of the software and sometimes in different sections of the world. As of today, there’s more than 31 million learners of the described different languages. The number continues to grow the more lessons are gone through. The reason why this software is being mentioned as well is because of its usage of Gamification. It uses Gamification elements to make sure that motivation and efficient learning procedures are not lost. These game elements include rewards, streaks, daily rewards, XP, ranking systems, and many more. Not only does this make the experience more effective but also enjoyable for the learner.

Versvik, M., Brand, J., Brooker, J. (2012) Kahoot! (Android, iOS, PC). [Platform].

Kahoot! is the global learning platform company that focuses on all audiences in order to unleash the type of potential they have through game-based learning. It is similar to Duolingo as it meant for more of a global scale type of learning. Kahoot! however, can be used to learn different types of materials. With a subscription, it is possible for anyone to pick it up and host their session and their own made questions regarding what they are trying to teach to others. The types of people that can use this are professionals, teachers, students, or personal users. This platform is included in this writing due to how it utilizes both game-based learning with the addition of Gamification aspects. How it uses Gamification is through a point and ranking system in which allows for competitivity among the ones who are playing and learning. It also has a method of showing a winning streak based on how well someone does and will highlight their accomplishments as well during the session.