

Gamification



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Gamification

Agenda

- Experience Gamification (3 min)
- Share Out (2 min)
- Our Research (3 min)
- Our Lesson Plan (2 min)
- Q&A (3 min)



Visit our website!



Share out!
What was your
experience like?



High Score?



What we did....



Gamified Experience

We created a gamified website about gamification.

Our code component



Lesson Plan

Made a lesson plan that teaches students how to identify when they are subject to gamification.



Our Research

We wrote a paper on the current state of gamified education and what the current research says.

Our Research

- Gamification in education is rapidly increasing even though the research is inconclusive about its effectiveness.
- Some studies have shown that it can even decrease student motivation and increase stress & anxiety.
- Students forced to engage in simple gamification become bored quickly.
- Successful gamification takes time to thoughtfully implement into a curriculum.



Our Lesson Plan

Goal:

To empower students to develop media literacy in recognizing gamification, how it works and how it feels.

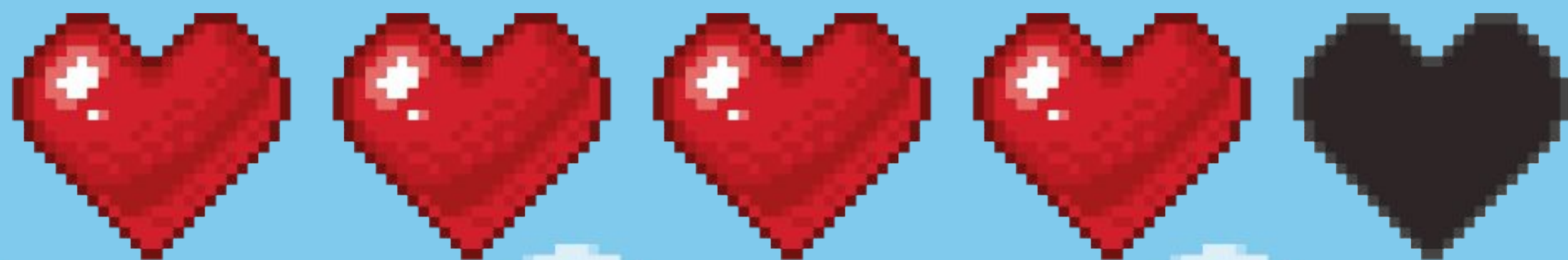
Objectives:

- I can define gamification and identify common aspects of gamification.
- I can investigate how gamification affects my experience of an activity.



A pixel art illustration of a sunset or sunrise scene. The sky is a deep purple with a grid of small white dots representing stars or distant galaxies. A bright yellow sun is partially obscured by a large, billowing white cloud on the left. Another smaller white cloud is on the right. In the foreground, there are dark, silhouetted mountains. The overall style is retro and digital.

Any Questions?



GAME OVER