



# CLARINETS AND DRAGONS:

A PEDAGOGY OF GAMIFICATION FOR DISENGAGED STUDENTS

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## PLAY

Game Tool: <https://jeffkitson-music.github.io/cnd>

Resources: <https://github.com/jeffkitson-music/clarinets-and-dragons>



## KEY TAKEAWAYS:

Feeling out of control →

Seeking something to control

Lots of small wins create a sense of accomplishment and self-agency

Meet students where they are!

Basic Game Play:

- Create an enemy
- Roll (Points are deducted from enemy health)
- Teacher adjusts as needed
- Got the enemy to zero? You win!

## ABSTRACT

Jayden couldn't be bothered with his clarinet lessons. Traditional teaching strategies weren't working. That is until he became Sir Clarinetto, a hero defending the town of Sharpsburg from all manner of musical mayhem. All it took was a pair of dice and a little creativity.

Incorporating role-playing game mechanics into lessons, students embark on musical adventures where they overcome challenges and trials by performing specific musical techniques - long tones become tests of courage, scales transform into battles against dissonant creatures, and mastered repertoire may at long last vanquish the forces of discord.

This session will showcase the core mechanics of "Clarinet and Dragons," demonstrate its application in lessons, and provide materials and ideas for instructors wishing to use gamification to reach disengaged students.

While "Clarinet and Dragons" is for teachers and students of all ages, this presentation will be of particular interest to instructors working with students aged 11-15.

## CONTACT

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# OUTLINE

- I. Introducing the Problem: The Disengaged Student
  - A. Anecdote about the student that inspired "Clarinets and Dragons"
  - B. The initial idea: "Well, just play 'Clarinets and Dragons' with him then..."
- II. Very Brief Introduction/About the Presenters
- III. A Look at Mental Health, Gaming, and Emotional Regulation
  - A. Research summary
    - 1. Feeling in/out of control in different environments
    - 2. Sense of accomplishment and greater purpose
  - B. Adjusting lesson pedagogy accordingly to meet student needs
- IV. "Clarinets and Dragons" Gameplay
  - A. How It Starts: Play (clarinet), Roll, Overcome!
  - B. Next Steps: Meet Sir Clarinetto and the World of Sharpsburg
  - C. The Three Trials
    - 1. Long Tones
    - 2. Scales
    - 3. Repertoire
  - D. Build Your Own Adventure
- V. The Results / Final Thoughts
  - A. From a disengaged student to "Can we do this again?! I'll bring a notebook!"
  - B. Managing Expectations
  - C. It's not about the dragons
    - 1. Meet students where they are
    - 2. Don't be afraid to rethink traditions and try a new adventure
- VI. Questions

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