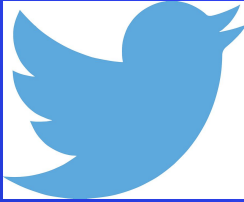


# Gamification



<https://innovation4edu.weebly.com/>

# Contact us



@innovationsfor2



<https://innovation4edu.weebly.com/>



innovate.for.edu@gmail.com



Tonia Driskill



<https://innovation4edu.weebly.com/>

# Ted Talk: Gaming



<https://innovation4edu.weebly.com/>

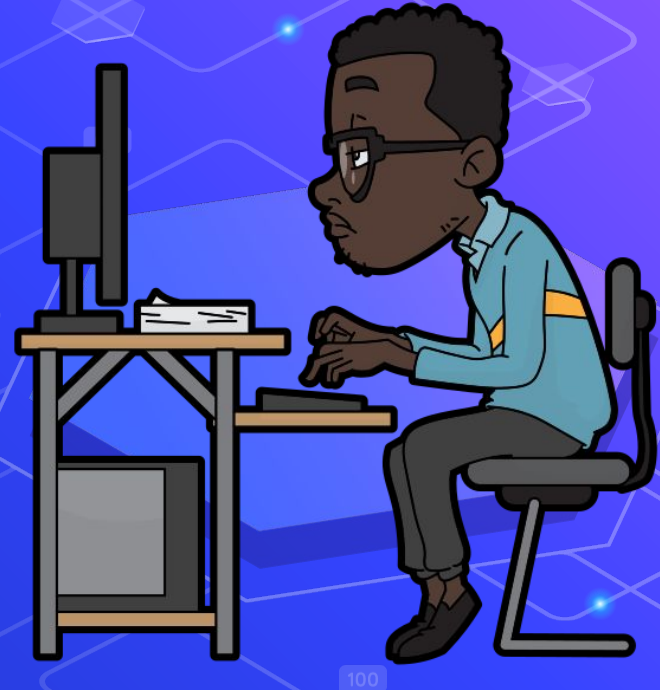
You will need 3 or 4 tabs open for this experience:

The Zoom - watch/learn

The Leaderboard - get links

Gamer tab - do stuff

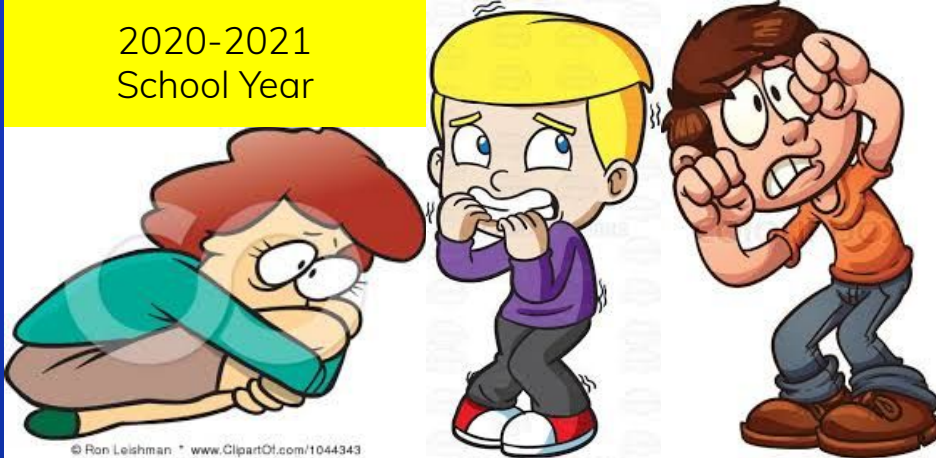
This presentation - *optional*



<https://innovation4edu.weebly.com/>

There is a group of teachers that have locked themselves in a room because they are worried about the school year. Can you help them get some ideas on how to be awesome?

2020-2021  
School Year



© Ron Leishman \* www.ClipartOf.com/1044343



<https://innovation4edu.weebly.com/>

**Each of you can save one teacher if you are able to earn 1,000 points during this presentation.**



<https://innovation4edu.weebly.com/>



# Challenge #1: Joining

When I stop talking you will have 3 minutes to join the leaderboard. You will access the challenges from the Leaderboard.

[Get on Leaderboard](#)



# Challenge #2 Gimkit

Gimkit - The top 5 earners will get 500 points.

Access the game by clicking the link provided on the leaderboard.

Gimkit has kids racing to earn 'money' and they can purchase insurance, power-ups and retaliation as they earn money.

It is free for 5 players and the Pro account is \$60/year.



<https://innovation4edu.weebly.com/>



# Gamification - What is it?

Gamification is the process of turning ordinary activities into games by applying game elements such as:

- A theme
- A central goal
- Rules of play
- Rewards
- Leaderboard



The gamification of learning means changing the context of how we present the same content we are already teaching.

Research has shown that applying game mechanics to boring or difficult tasks will increase motivation and engagement.



<https://innovation4edu.weebly.com/>

# Bartles Four Player Types



## Killers

**Defined by:**

A focus on winning, rank, and direct peer-to-peer competition.

**Engaged by:**

Leaderboards, Ranks



## Achievers

**Defined by:**

A focus on attaining status and achieving preset goals quickly and/or completely.

**Engaged by:**

Achievements



## Socialites

**Defined by:**

A focus on socializing and a drive to develop a network of friends and contacts.

**Engaged by:**

Newsfeeds, Friends Lists, Chat



## Explorers

**Defined by:**

A focus on exploring and a drive to discover the unknown.

**Engaged by:**

Obfuscated Achievements

The issue is that we have spent a lot of effort trying to turn the Killers and Socializers into Explorers and Achievers, and it doesn't work so we label those students are lazy!

- Killers love: powers, rewards, leaderboards, recognition
- Socializers love: to talk about the game, experiences or anything actually
- Explorers love: hidden, secrets, puzzles
- Achievers love: the grade point system of Achievement already in place, recognition, leaderboards



Gamer Quiz - You might find this useful, but we won't be taking it during this presentation.



<https://innovation4edu.weebly.com/>

# Challenge #3: Kahoot

Let's review!

The top 3 Kahooters for  
this Kahoot will earn 250  
points!



<https://innovation4edu.weebly.com/>

# Gamification - The Use of Rewards

Gabe Zihermann defined the idea of SAPS to show the order of rewards from most motivating to least motivating.

Status, recognition and appreciation.

Access to experiences not everyone can enjoy; a true VIP treatment.

Power, meaning the ability to control themselves and others.

Stuff or tangible rewards.



1. You are currently giving away power and privilege for free and you should be charging for it!
2. The powers and privileges you are selling should make your life as a teacher easier.
3. Items should provide students a way to fix mistakes to some extent.





# Challenge #4: Deck Toy

Deck Toy is a fun site for creating gaming adventures for students. It is a bit time consuming to set up and understand, but once you get going with it, it's an amazing tool!

You have ten minutes to complete the Deck Toy and earn 250 points.



<https://innovation4edu.weebly.com/>



# Planning



<https://innovation4edu.weebly.com/>

# Getting Started

You can plan for a day, a week, a unit, a semester of gaming, etc. That is your choice! Ask yourself these questions:

1. Who is playing? Individual students, teams, or classes?
2. What are the 'things' & milestones players need to do? Complete an assignment on time, play an online game, score 70%+ on a quiz, participate in a lab, etc.?
3. What will they achieve in the game for the completion of the 'things' or milestones? Points, badges or reward?
4. What could your theme be? Mad scientist, amusement park, restaurant, park, coffee house?
5. How can you create a leaderboard or give updates of who is in the lead? Flippity, Google Sheets, weekly POD cast, weekly announcement, etc.
6. Sometimes there is no time for elaborate planning so ask yourself - can I add an element of gamification to this one activity, this one worksheet, this one lab, this one quiz?



# Gamification - Activities

- **Reviewing or Practicing Content:** Kahoot., Quizlet Live, Quizizz, Gimkit, Deck Toys or Jeopardy
- **Lesson Introduction:** PearDeck or NearPod can add game elements to a Slides or Power Point presentation.
- **By Unit:** Themes are a great way to gamify a unit.
  - Convergent/Analytical - Surgery, construction, bakery
  - Divergent/Breaking down - Dissection, demolition
  - Pop Culture - Coffee shops, Video game, Social Media, Branding
  - Mystery - Missing students, lost travellers, lost campers
- **Breakout Room** - Make answers to questions into keys that unlock more mysteries (AKA work).



# Rewards



<https://innovation4edu.weebly.com/>

## Possible Individual Rewards

*Test Retake* - 100 points

*Quiz Retake* - 40 points

*Music Pass* - 100 points per month

*Music Pass season pass* - 500 points for the school year

*Cell phone use* - 100 points per month

*Cell phone season pass* - 500 points for the school year

*Out of Class Pass* - 100 points



*Print Pass* - 200 points

*Tipping Point* - 600 points meaning: if a student's grade is, say, 89.3 - I will tip it to 90% so they have an A instead of a B+

*Me First* 100 points – meaning: you will grade their paper first

*Second Chance* - 200 points meaning: students can redo work from a unit to increase their actual grade

*Extendomatic* - 50 points meaning: a student can turn in an assignment late without a Penalty on their actual grade

*Lunch Bunch* - 200 points meaning: students can eat lunch in your classroom

*Slander* - 150 points meaning: a student can change another groups name





*Misnomer* -200 points meaning: a student can change their OWN group name

*Oopsie* - 150 points meaning: a student can change their gamertag

*Jester* - 100 points meaning: a student gets 10 minutes at the end of class to tell a story, joke, show a youtube video, etc.

*Wear a hat season pass* - 100 points for the school year

*Eat food* - 25 points per day

*Tardy Pass* - 50 points per tardy



## Group/Class Rewards

*Tree Killer* - anyone in your group/class can print for one month

*Song Of My People* - everyone in your group/class gets a free music pass for a month

*Benefactor* - anyone in your group/class can give your points to another student

*ExtendOMatic coupon* - Can be used on any assignment, one time use, no expiration

*Flexible Seating* - sit where you want

*Groupie* - all winning group members get to pick their group for the next unit instead of  
being randomly assigned.

*Ultimate Party* - Throw a party!

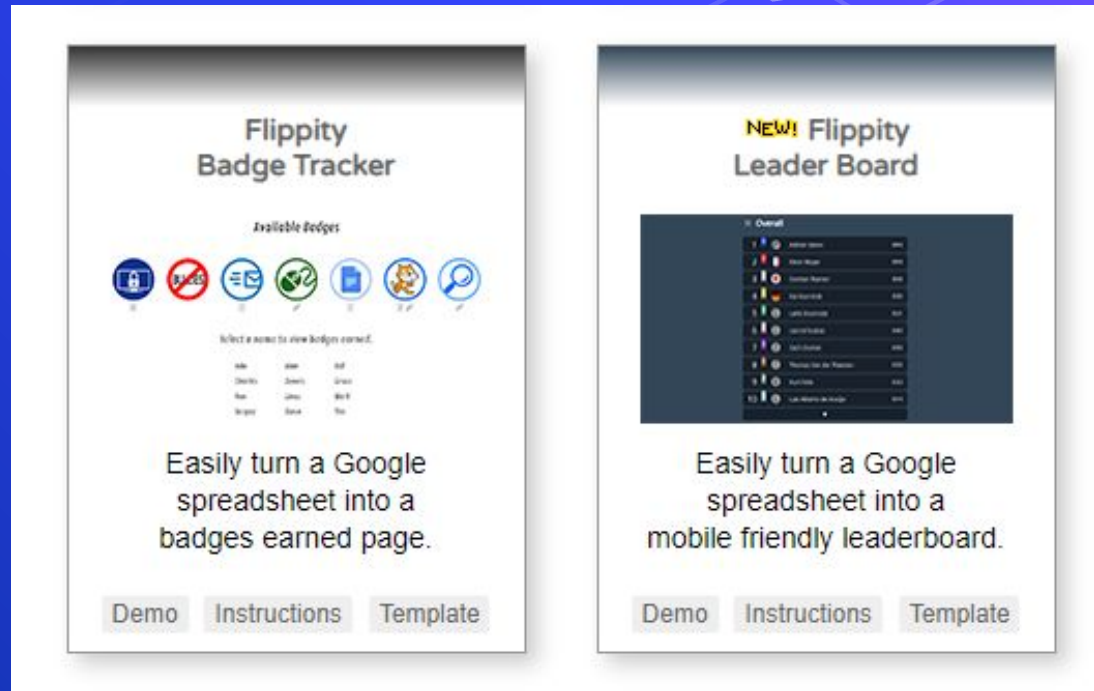


# Flippity Leaderboard



<https://innovation4edu.weebly.com/>

# Flippity Options: Scores or Badges



# IF YOU USE THE LEADERBOARD FLIPPITY TEMPLATE:

## Step 1: Modify the Google Spreadsheet Template

- Make a copy of **this template**. (You'll need to sign-in with your Google account.)
- Edit all the competitor and event data CAREFULLY, AND USE PIXABAY FOR IMAGES
- Do not edit any cell with a blue background.

## Step 2: Publish Your Spreadsheet

- Go to **File, Publish to the Web...**, then click **Publish**

## Step 3: Get Your Flippity.net Link

- Click on the **Get the Link Here** tab of the template (at the bottom).
- Click on the Flippity.net link to view your Flippity Leader Board page.

ONLY CERTAIN IMAGES WORK, NAMES DO NOT SHOW UP UNTIL THEY HAVE EARNED POINTS, YOU CAN LINK A GOOGLE FORM INTRO AND IMPORT NAMES AND AVATARS ONTO THE GAMEBOARD



<https://innovation4edu.weebly.com/>

## IF YOU USE A FORM TO COLLECT GAMERTAGS & AVATARS:

Create a Form that asks for the gamer tag and then the image url, Click on the Responses tab and choose 'Select response destination', then Select existing spreadsheet. Select the copy of the Flippity sheet you made. Rename the form responses tab to Gamers and drag it over so that Demo and Link Here remain the first two tabs. On the demo slide type =Gamers!C2 (and drag down) and =Gamers!B2 in the correct cells.

The image shows a Google Forms interface with the 'Responses' tab selected. A red number '1' is placed over the 'Responses' tab label. A dialog box titled 'Select response destination' is open, showing options to 'Create a new spreadsheet' or 'Select existing spreadsheet'. A red number '2' is placed over the 'Select existing spreadsheet' option. Below the dialog box, a spreadsheet is visible with a red number '3' placed over the first cell. The spreadsheet has tabs labeled 'Demo', 'Get the Link Here', 'Gamers', and 'Badges/Avatars'.

1

Responses

Get email notifications for new responses

Select response destination

Unlink form

Download responses (.csv)

Changes saved in Drive

Select response destination

Create a new spreadsheet Untitled form (Responses) [Learn More](#)

Select existing spreadsheet

Cancel Select

3

Demo Get the Link Here Gamers Badges/Avatars



# Deck Toy



<https://innovation4edu.weebly.com/>

## Deck Builder ?

Assign ▾

▶ Preview Deck ▾

## Gamification

2D Shapes  
[Example]3D Shapes  
[Example]

Study Set

Existing Study  
Sets

Add a new  
Study Sets  
(you can use  
Quizlet sets)

As you add activites, you  
will connect them by  
clicking on the dots

Change the  
'Map'

Edit Background

Slide  
ActivityStudy Set  
Activity

Signpost

Videos/Notes/  
Presentations

Play games  
with a study  
set



# Breakout Rooms

Video Overview



<https://innovation4edu.weebly.com/>

# Breakout Room Planning

Step 1: Decide on the learning objective.

Step 2: Choose where the activity will be organized: hyperdoc, Site, teacher notes

Step 3: How will students prove they completed an activity? Form, assignment, teacher

Step 4: How will students unlock a new activity? Form, Teacher, Email, Code/Key

Step 5: What is the prize? Recognition, Badge, Game Points, Candy, Power



# Tools for Breakout Rooms

- The easiest way to make a digital lock is to use a [Google Form](#),
- Use letters and numbers that spell out a website address by using capital letters, bold, underlined, italics, or a different colored text. You could also use the first letters of every paragraph, sentence, or line of a poem
- Create fake emails, fake text message conversations, fake concert tickets or airplane tickets, fake store receipts, fake newspaper articles, or fake signs, ransom notes, or diplomas. You can then embed an image your fake item on your Google Site.
- Hide hyperlinks in images using [Google Drawing](#) or [Thinglink](#).
- Put questions in a Google Doc with the answers spelling out a code (ex. DAD).
- Create a code language that matches up letters and numbers.



# Tools for Breakout Rooms

[Website with children's breakouts](#)

[Amusement Park Horrors](#)

[Eclipse Challenge](#)

[Periodic Puzzles](#)

[Molecular Murder](#)



<https://innovation4edu.weebly.com/>



# Which teacher did you save? **YOURSELF!**



<https://innovation4edu.weebly.com/>