

Answer these 10 Questions and...

# You Too Can Gamify!

New Designs for Learning: Games and Gamification

University System of Maryland  
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# A Few Facts about Mario...

- His original name was *Jumpman* in 1981 Donkey Kong.
- Nintendo trademarked “Its on like Donkey Kong.”
- Mario was originally supposed to be a carpenter.
- Mario was named after Nintendo office landlord.
- A survey conducted in the early 1990s revealed that American children recognized Mario more than they did Mickey Mouse.
- A world in Super Mario Bros 3 is shaped like Japan.



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# Today's Agenda

- Introductions 10 min?
- Gamification Overview 20 min
- “Let’s Gamify” (Gamification Activity) 1 hour
- Share *(optional for each participant)* 10-20 min
- Evaluation? 10 min
- Q&A 10 min

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# Introductions

- Coppin State University Students
  - Progress, CS Major
  - Kawe, CS Major
  - Anil, CS Major
- Participants



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# Gamification: What is it?

- What is gamification?

It's basically the use of game design elements in non-game contexts. [1,2]

- What are game elements?

- Theme/story
- Conflict/Challenge
- Strategy and Chance
- Rewards
- Aesthetics

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# Gamification: What is it?

- 3 Main Parts: [3,4]
  1. Implemented Motivational Affordances Begets...
    1. Resulting Psychological Outcomes
      - a) Motivation
      - b) Attitude Adjustment
      - c) Enjoyment
    2. Behavior Change

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# Gamification: What is it?

- What are Motivational Affordances? [4]
  - Autonomy of Self
  - Achievement & Competence
  - Leading + Following
  - Emotion & Narrative
  - Relatedness



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# Gamification: Benefits

- Gamification is typically used for: [2,4]
  - User (student) Engagement
  - Intrinsic Motivation
  - Psychological Outcomes
  - Behavioral Change



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# Gamification: Does it work?

- Relatively new as a field of study...
  - Gamification of learning is most common
- Main Question: Does it work? [4]



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# Gamification: Does it work?

- It does work, but it depends on context and users. [1,2,3,4]
  - Typically causes increased motivation, engagement, enjoyment.
  - **Impact may vary because people engage with games differently**  
(e.g. leaderboard vs leaderboard placement)



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# Gamification: Challenges

- May not be long-term
- Impactful due to novelty
- Increased Competition
- Difficult Design Features



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# Gamification: Challenges

- Outside pressures  
(e.g. extrinsic rewards undermine intrinsic motivation)
- Removing it can be detrimental  
(e.g. loss of earned badges or points)
- Evaluation is difficult



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# Gamification: Examples

- [www.KhanAcademy.org/badges](http://www.KhanAcademy.org/badges) (CS Edu)
- [www.CodeAcademy.com](http://www.CodeAcademy.com) (CS Edu)
- [www.Badgeville.com](http://www.Badgeville.com) (Business Gamification)
- [www.FreeRice.com](http://www.FreeRice.com) (Rice donation)
- [www.Fold.it](http://www.Fold.it) (Aids Research)



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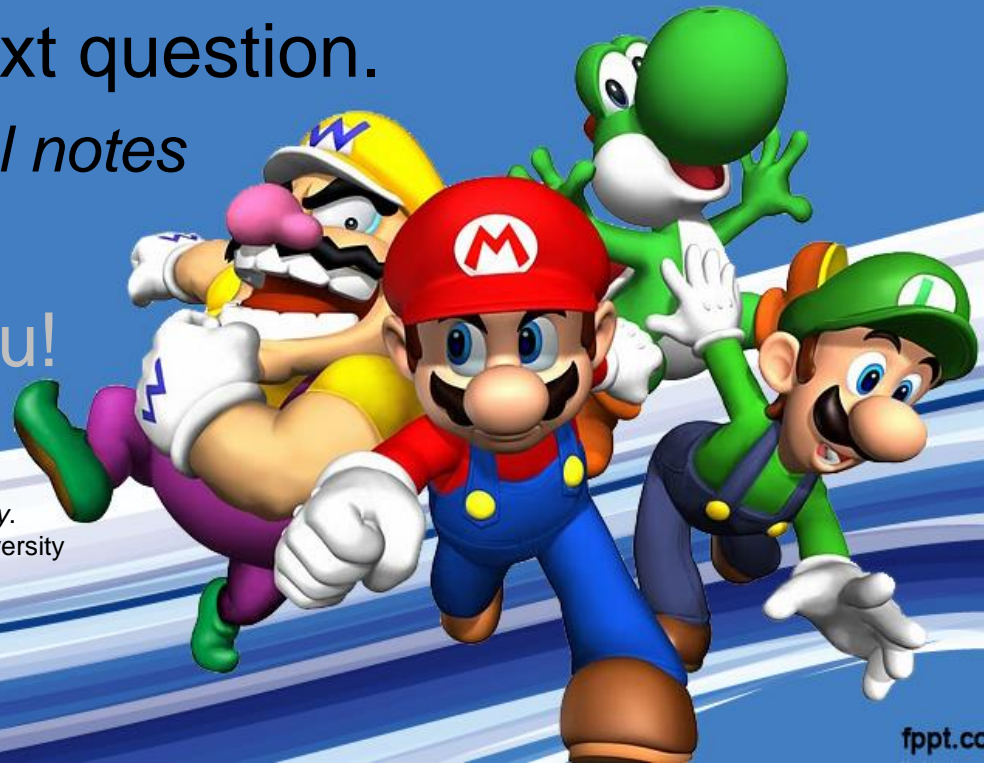
# “Let’s Gamify!”

## Activity:

- I will ask a question.
- You will draw, write, describe your answer.
- We move to the next question.
  - *10 questions + final notes*
- Coppin students are here to help you!
- **Share** (optional)

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# “Let’s Gamify!”

## Rules:

- You can work individually or with a team
- Remain creative and open
- Break when you need t
- “*Don’t wig out!*” 😊
- Ask questions!
- Do your best!

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# “Let’s Gamify!”

## 1. What is the game’s objective?

- *What is the point of your game?*
  - What will players accomplish by playing?
    - Understand concepts
    - Generate ideas
    - Move around
    - Work collaboratively
    - Other



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# “Let’s Gamify!”

## 2. What is your platform preference?

- Where/how will students play your game?
  - Board game
  - Mobile app
  - Web
  - Virtual Reality
  - Classroom
  - Other



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# “Let’s Gamify!”

## 3. What is the game’s setting?

- *This refers to theme, where the game takes place, what’s the story...*
  - Medieval times
  - Urban area
  - Futuristic Galaxy
  - Other



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# “Let’s Gamify!”

## 4. How many players play at any one time?

- Do players take turns?
  - One player
  - Two or more players
  - Teams
  - Unlimited
  - Other



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# “Let’s Gamify!”

## 5. What is/are the risk(s)? Conflict(s)? Challenge(s)?

- *What will make your game worth playing?*

- Loss of ‘life’
- Beat the clock (Get to the end/top)
- Defy enemies
- Balance, Collection
- Beat Opponent(s)

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- Other



# “Let’s Gamify!”

## 6. How will player(s) score, if at all?

- *How will player know they are successfully advancing?*
  - More ‘life’
  - Typical count by some iteration
  - Collection of objects (fruit)
  - Rewards
  - Other



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# “Let’s Gamify!”

7. Are there game levels? If so, how does a player advance?

- *Does the game get more challenging?*
  - Different scenes
  - More complex enemies
  - Difficult questions
  - Different rules
  - Other



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# “Let’s Gamify!”

## 8. How will player(s) know they won?

- *How will player know they the game ends?*
  - Prize
  - Sound
  - Credit
  - Time
  - End of unit, semester, project
  - Other

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# “Let’s Gamify!”

## 9. What happens if/when a player loses?

- *How will player know they the game ends?*
  - Loss of all ‘life’
  - Loss of all points/rewards
  - Loss of time
  - Lowest points
  - Disqualified
  - Incorrect responses
  - Other

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# “Let’s Gamify!”

## 10. Will there be a leaderboard?

- *How will it be displayed?*
  - Top 3, Top 10, etc.
  - Player/Team names only
  - Names & points
  - Best Players
  - Other



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# “Let’s Gamify!”

## Final notes:

- Provide help/instructions
- Provide continuous feedback
- Provide a way to quit (optional)
- Who/what will you need to finalize your ‘game?’
  - *Assets – sounds, images, props*
  - *People*
  - *Skills*
  - *Other resources*

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# Final Questions?

Let's put the finishing touches on your games!

- What's missing?
- What else would you add?
- Questions?
- Comments?
- Suggestions?
- Concerns?
- Other?



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# Share?

Anyone willing to share his/her game?

- No more than 2-3 min each
- Save question for the end
- Feel free to offer suggestions
- Be open to suggestions



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# Share?

Text photos and descriptions to:  
202.713.5027



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# Suggestions for Evaluation?

## How can we evaluate today's games?

- Is evaluation feasible?
- Multipart evaluations?
- Portfolio?
- Traditional evaluations?
  - Quizzes, tests, etc.
- Other?



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# Happy Gaming! Questions?



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# Thank YOU! 😊

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- Coppin Students
- Participants
- University System of Maryland
- Organizers/Hosts/Sponsors
- AV Team

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