

B) Introduction to game-based learning and gamification in classroom

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Gamification

- application of game-design elements and game principles in non-game contexts



Game-based learning

- a type of game play that has defined learning outcome:






















































Gamification

- points
 - badges
 - leaderboards
- are not enough!

Leaderboard

Top 5% of employees on Dec 31 are eligible for grand prize sweepstakes!

1	Stephen Mourcing	1934 pts	      +7
2	Evan Oxfeld	1539 pts	     +7
3	Lee Richardson	1123 pts	      +6
4	Andrew Wagner	1096 pts	      +2
5	Scott Leberknight	1027 pts	     +4
6	Joe Ferner	941 pts	      +4
7	Bruce Ernst	860 pts	      +1
8	Tom Neumark	818 pts	      +2
9	Dereck Clark	816 pts	      +2

Gamification should make students

- feel challenged
- use creativity
- help being social



Octalysis (Yu-kai Chou)

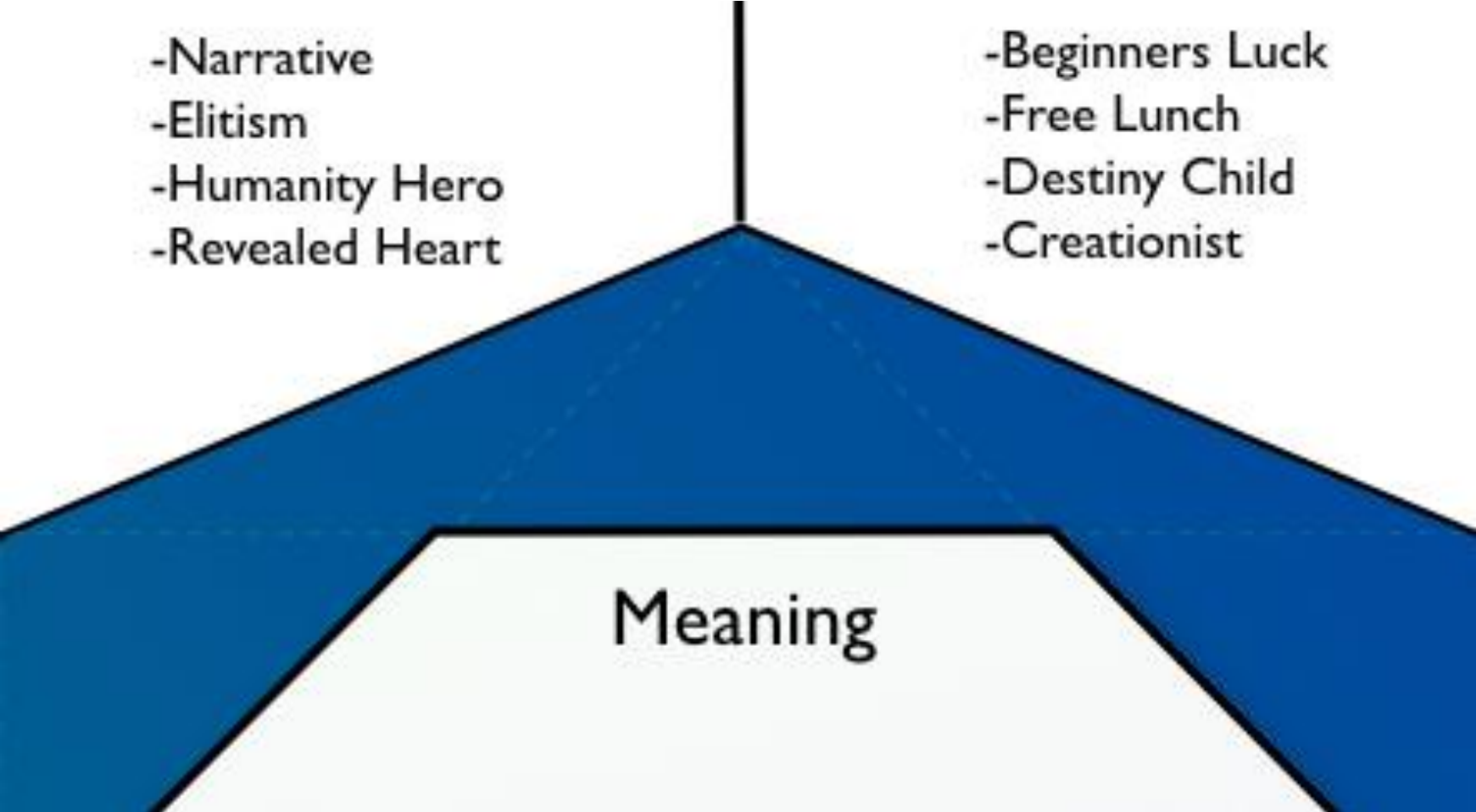
1. Meaning
2. Accomplishment
3. Empowerment
4. Ownership
5. Social influence
6. Scarcity
7. Unpredictability
8. Avoidance



1) Epic Meaning & Calling

- Narrative
- Elitism
- Humanity Hero
- Revealed Heart

- Beginners Luck
- Free Lunch
- Destiny Child
- Creationist



Meaning

2) Development & Accomplishment

- Status Points
- Badges (Achievement Symbols)
- Fixed Action Rewards (Earned Lunch)
- Leaderboard
- Progress Bar
- Quest Lists
- Dessert Oasis
- High Five
- Crowning
- Anticipation Parade
- Aura Effect
- Step-by-Step Overlay Tutorial
- Boss Fights



Accomplishment

3) Empowerment of Creativity & Feedback

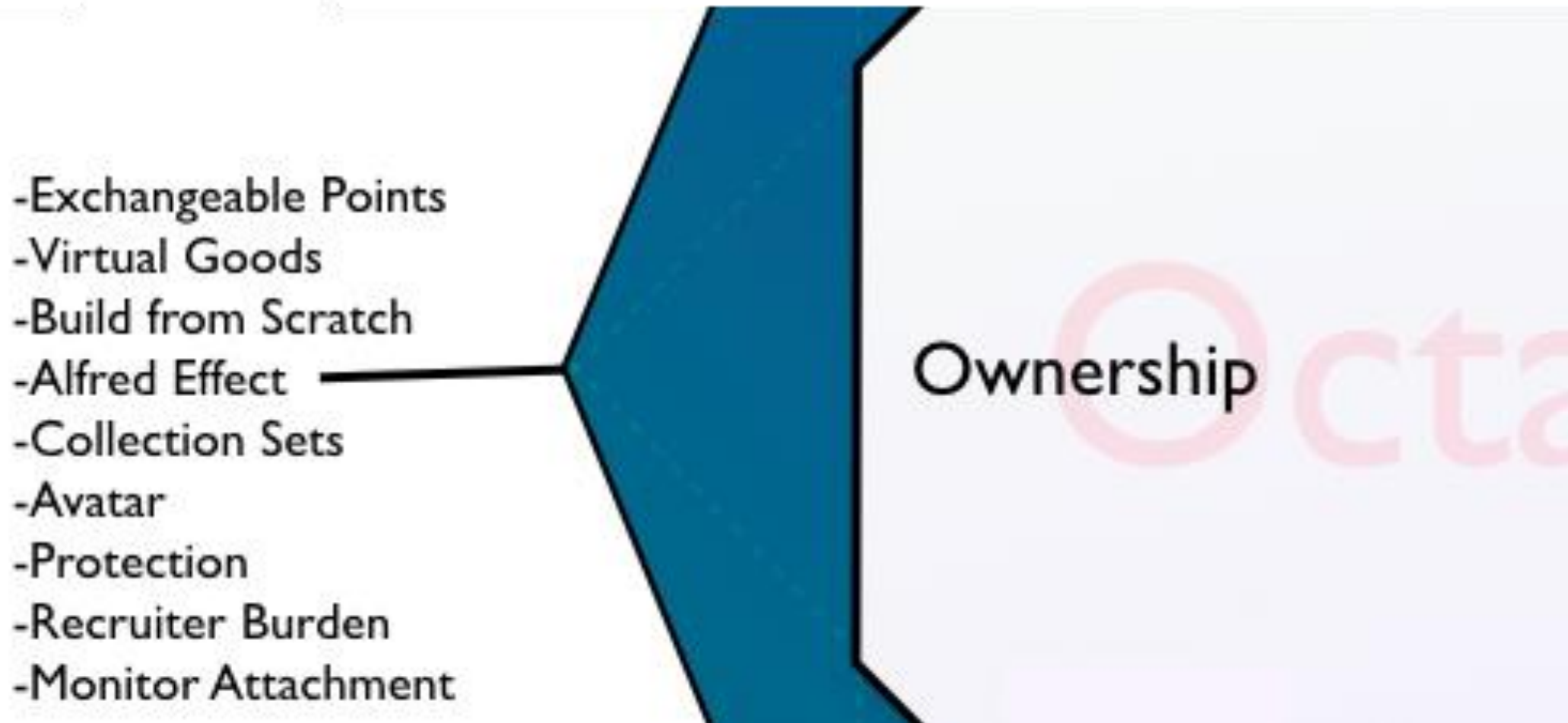
- Milestone Unlocks
- Real-Time Control
- Evergreen Combos
- Instant feedback
- Boosters
- Blank Fills
- Plant Pickers
- Poison Pickers

A blue geometric shape, possibly a stylized letter 'E' or a similar form, is positioned on the left side of the slide. It has a solid blue fill and a black outline. A dashed blue line runs horizontally across the middle of the shape. A solid black line extends from the top-right corner of the shape towards the right, ending near the list of features.

Empowerment

4) Ownership & Possession

- Exchangeable Points
- Virtual Goods
- Build from Scratch
- Alfred Effect
- Collection Sets
- Avatar
- Protection
- Recruiter Burden
- Monitor Attachment



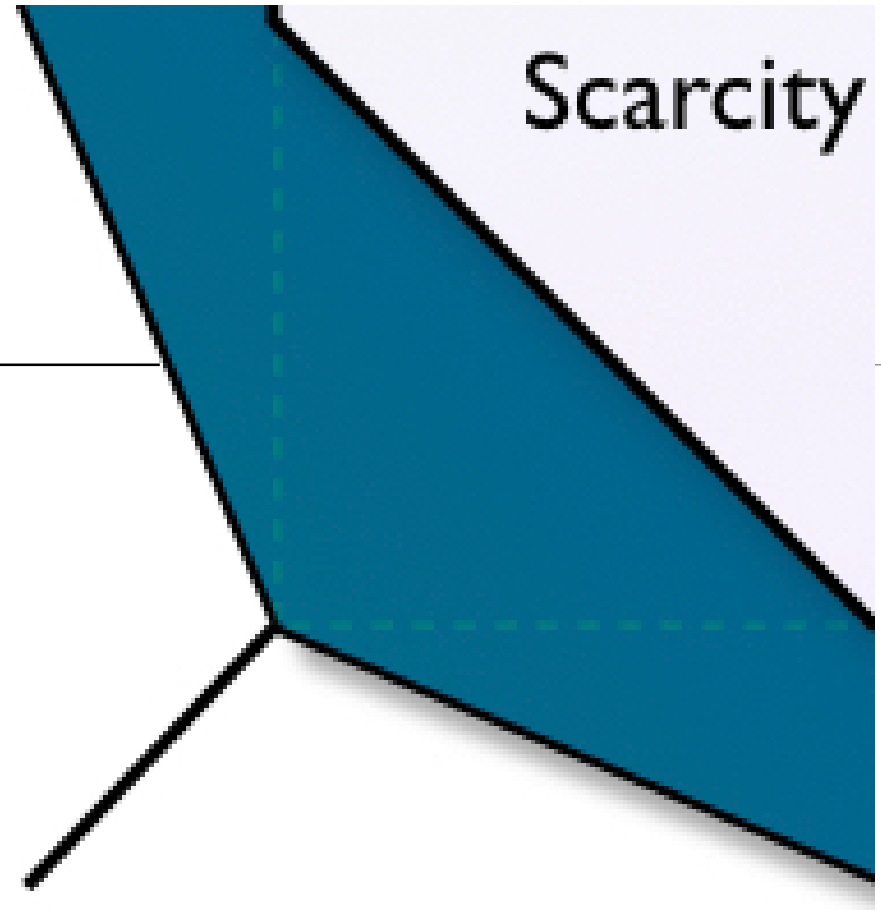
Ownership

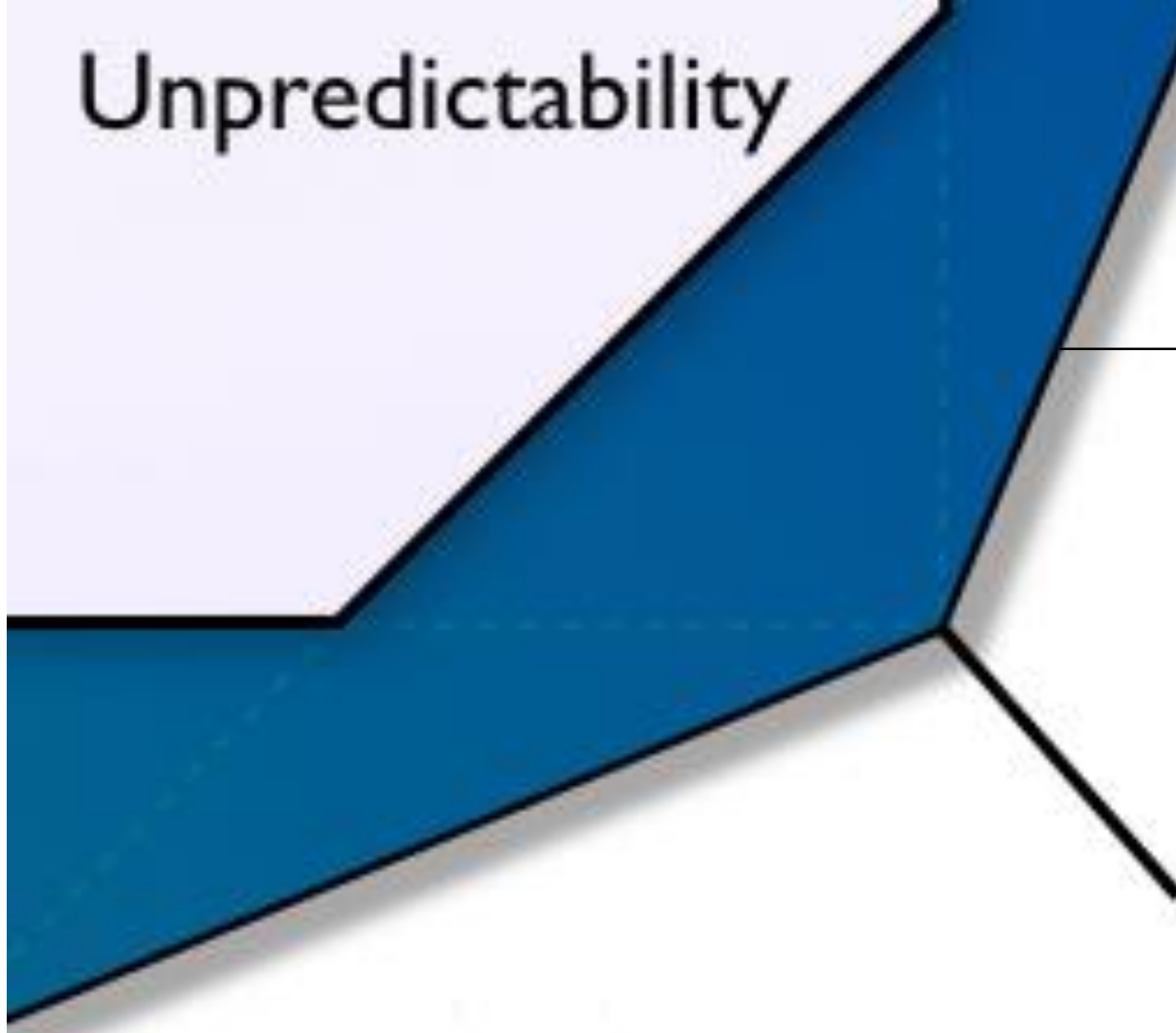
5) Social Influence & Relatedness



6) Scarcity & Impatience

- Appointment Dynamics
- Magnetic Caps
- Dangling
- Prize Pacing
- Options Pacing
- Last Mile Drive
- Count Down Timer
- Torture Breaks
- Moats
- The Big Burn



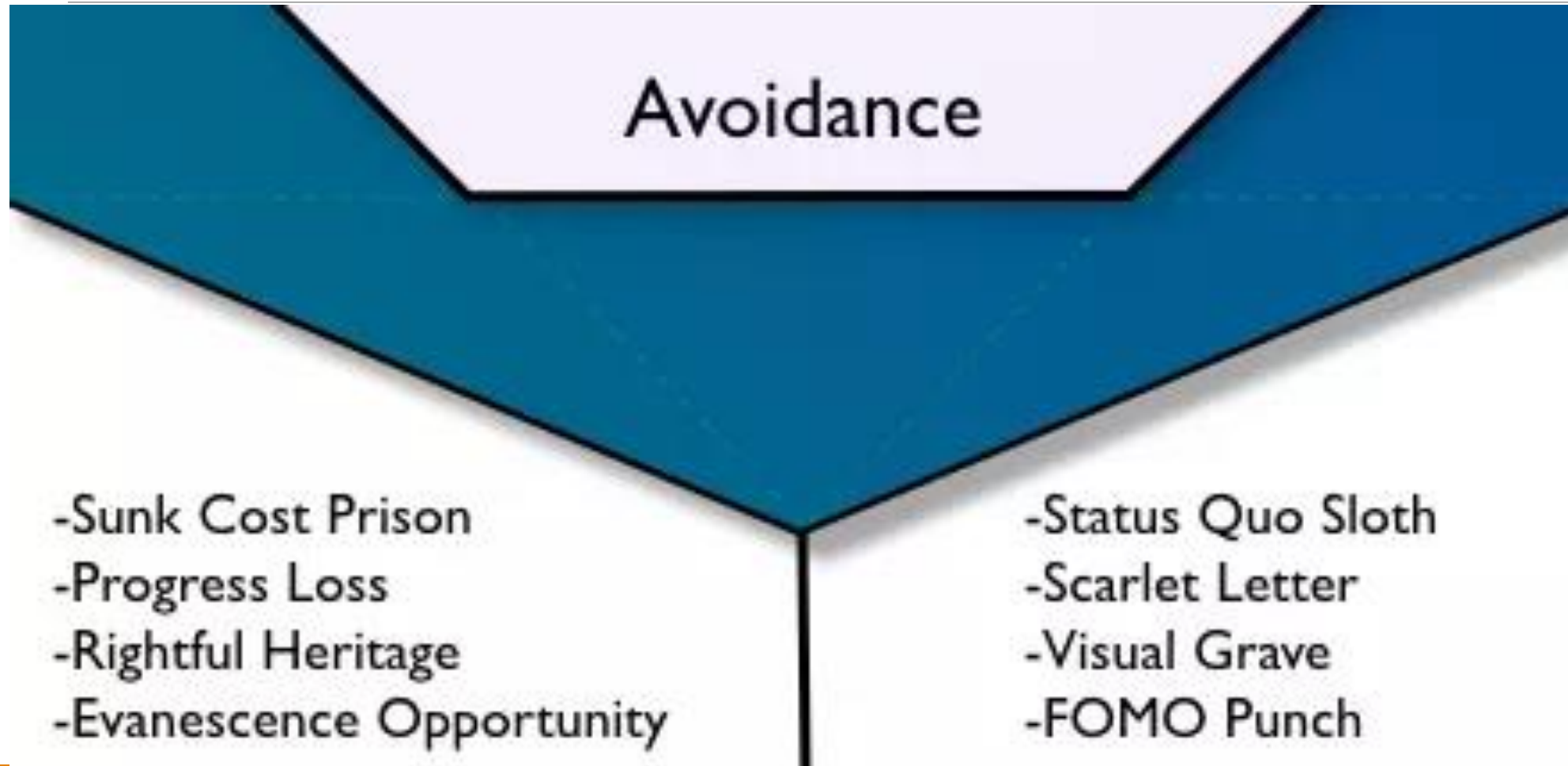


Unpredictability

7) Unpredictability & Curiosity

- Glowing Choice
- MiniQuests
- Visual Storytelling
- Easter Eggs
- Random Rewards
- Obvious Wonder
- Rolling Rewards
- Evolved UI
- Sudden Rewards
- Oracle Effect

8) Loss & Avoidance



[source](#)