



Courage To Risk, 2022

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What is gamification?

- Gamification is “an approach to enhancing people’s experience of a service or system through incorporating game-like experiences into the service or practice” (Pelling, 2002).
- It primarily refers to “using game based mechanics, aesthetics, and game thinking to engage people, motivate action, promote learning, and solve problems” (Kapp, 2012).
- Central to these definitions is the understanding that gamification is a process applied to an existing service or experience which will result in a different (and hopefully enhanced) experience for users, so that *the product becomes a game in appearance, but not in essence* (Kapp, 2012).



What is gamification in education?

Components of game design:

1. Immersion
2. Achievement
3. Cooperation
4. Competition

Gamification in the classroom includes:

- Movement
- Novelty
- Surprise
- Hooks: décor, lights, costumes, music and/or sound effects, props, technology, multi-sensory activities, crafts, food, etc.



Gamified lessons include:

1

Elements of game theory

Players, actions, strategies, outcomes, etc.

2

Design thinking

"Outside the Box" thinking

3

Informational literacy skills

The ability to select the best option in an ever-changing environment

4

Game mechanics

Badges, levels, challenges, leaderboards, rewards, etc



What could get in the way?

I am not
creative.

My principal won't
support me.

It's too costly.

Games are
just for play.

This won't work
for my subject.

I don't have
time for this.



What could get in the way?

Kids should want to learn. I shouldn't have to dress it up.

I don't have the technology.

I deal with too many behavior issues in my class.

Older kids will find this childish.

My classroom is too small.

This is too much work.



If you plan it right...



Timeline



How to get there?

Start small.

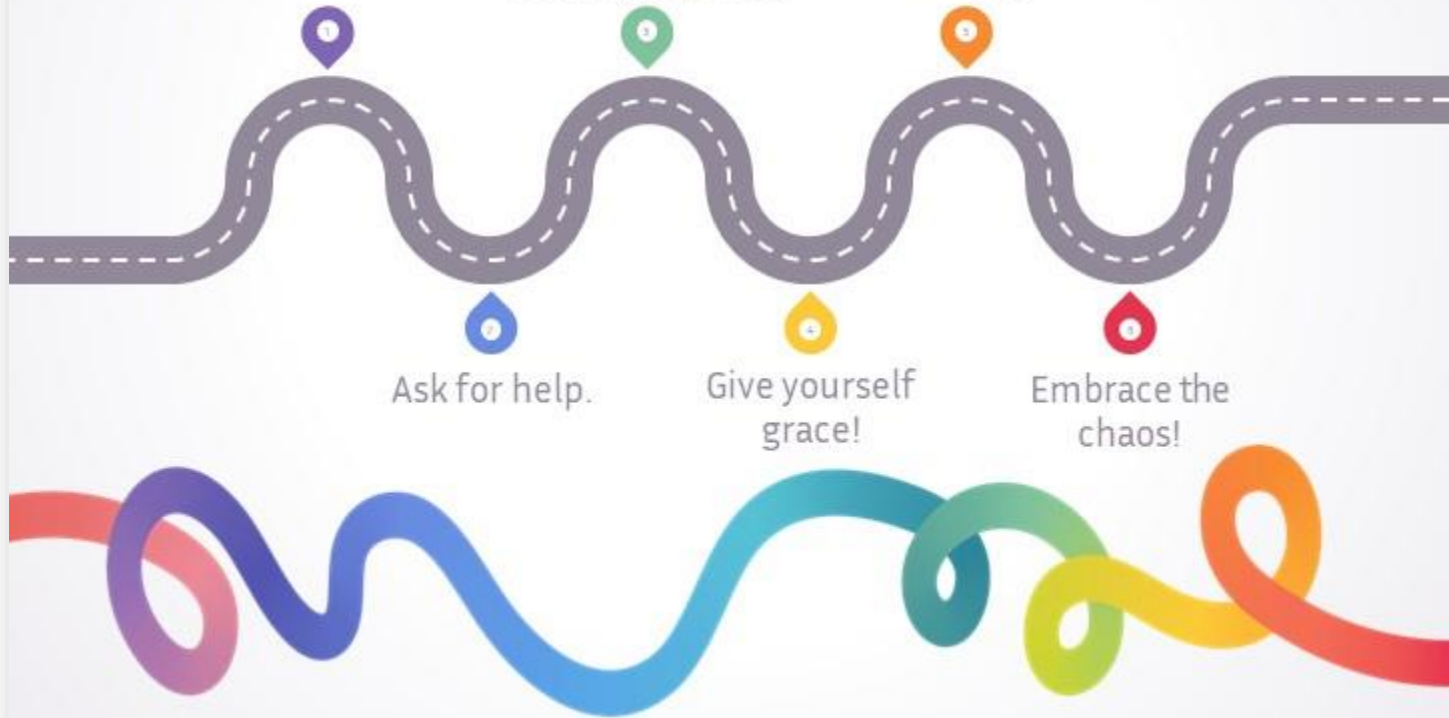
Avoid the
comparison trap!

Set the stage
to engage!

Ask for help.

Give yourself
grace!

Embrace the
chaos!



Thanks!



Got questions? Got pictures?

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