Gamification of a session

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Dr. Ian Turner
@DocWithTheSocs

Part One: What Game?

Let the Game Begin

Understanding the Target Audience and the Context
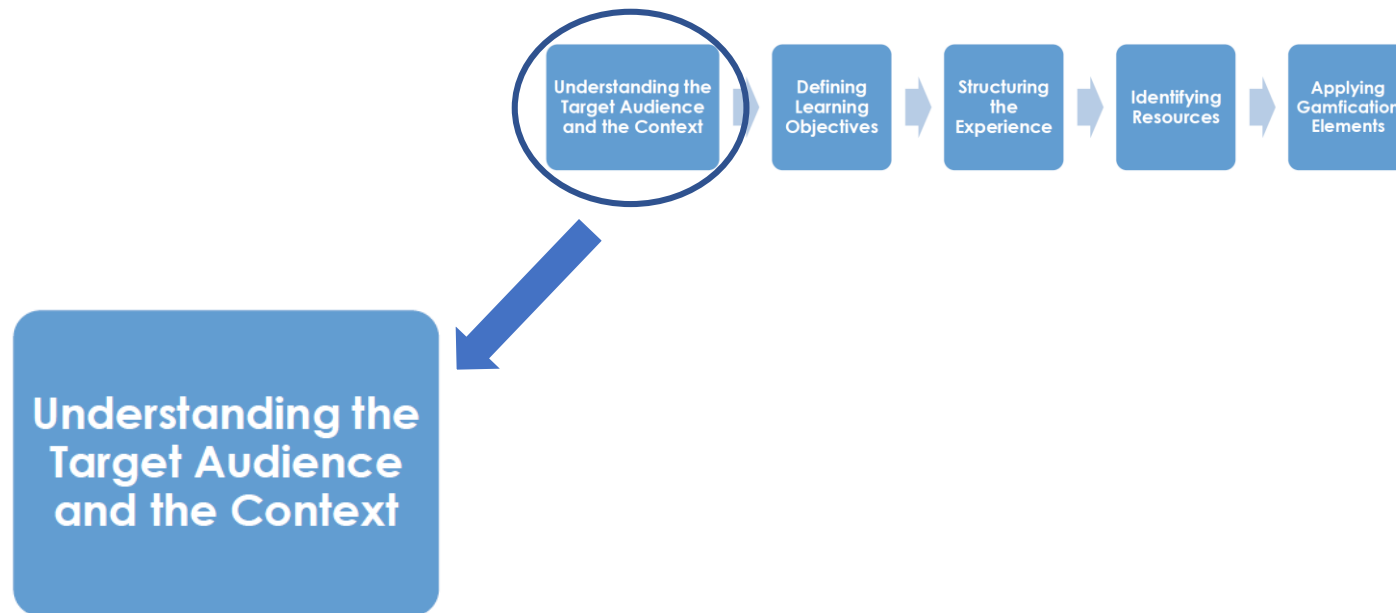
Skill set: Academic level of learners, specific background of learners

Group size: Number of learners

Environment: Physical or online, type of room
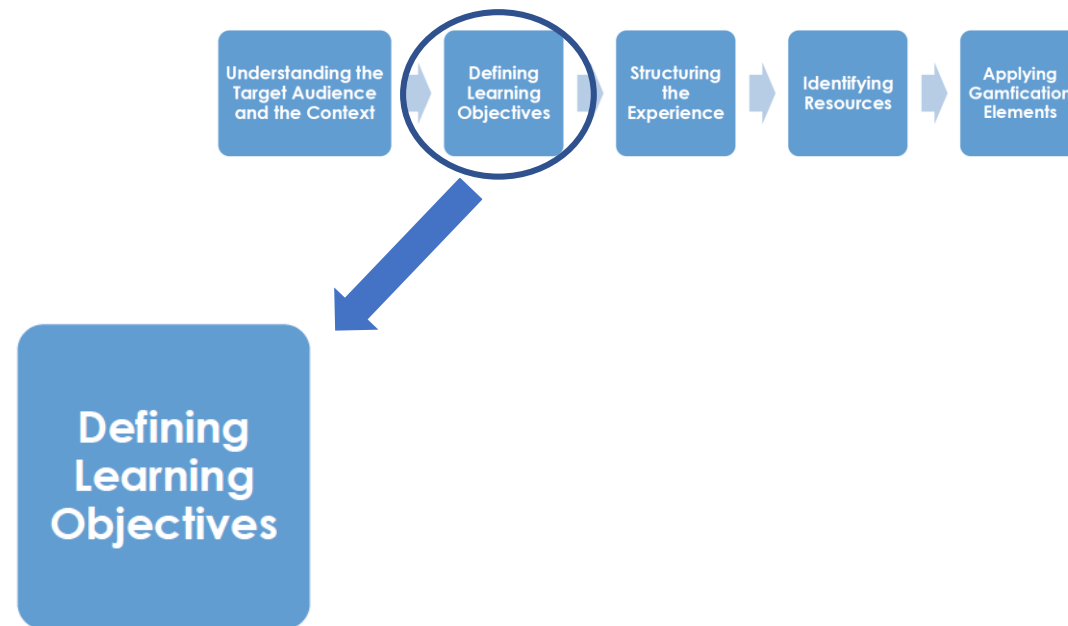
Time: Length of activity, length of session

Skill set: 1st year students, no experience in research methods

Group size: 60

Environment: Physical in a large class room with tables that are in rows

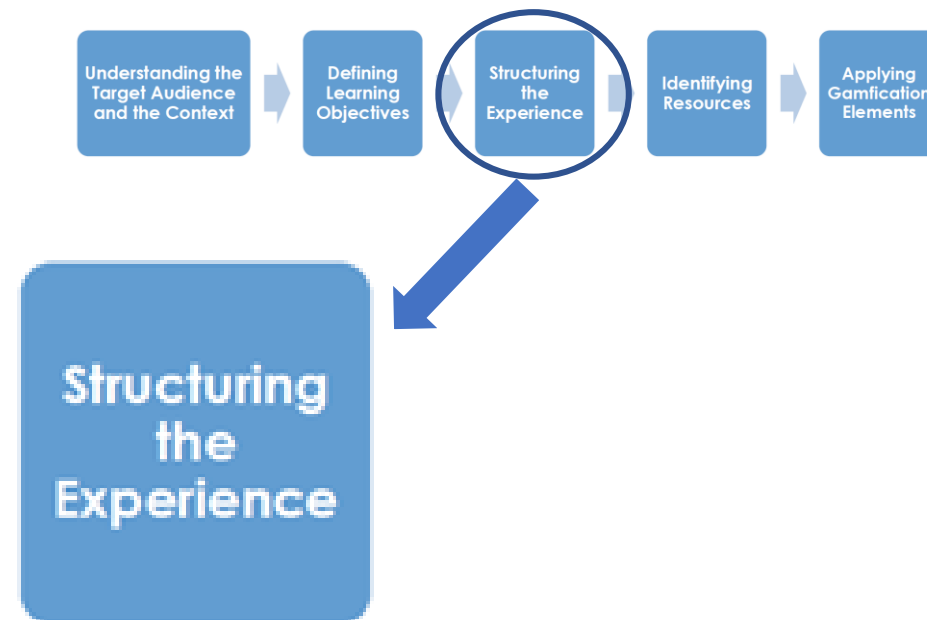Time: 30 minute activity in a 1 hour session

Huang, W. H. Y., & Soman, D. (2013). *Gamification Of Education*. Research Report Series: Behavioural Economics in Action.

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Sensitivity: Internal

Let the Game Begin

Defining Learning Objectives

What do you need to accomplish? Aim of the session, aim of the activity itself

What do you need to accomplish? Session: Introduce student to the basic principles of experimental design. Activity: Put into practice the theory and design their own experiment.

Huang, W. H. Y., & Soman, D. (2013). *Gamification Of Education*. Research Report Series: Behavioural Economics in Action.

Let the Game Begin

Structuring the Experience

Stepping stones: What small steps (objectives) are needed, gradually increasing knowledge so the goal is achievable

Stepping stones: Write an aim, write hypotheses, design a method, test out the hypotheses
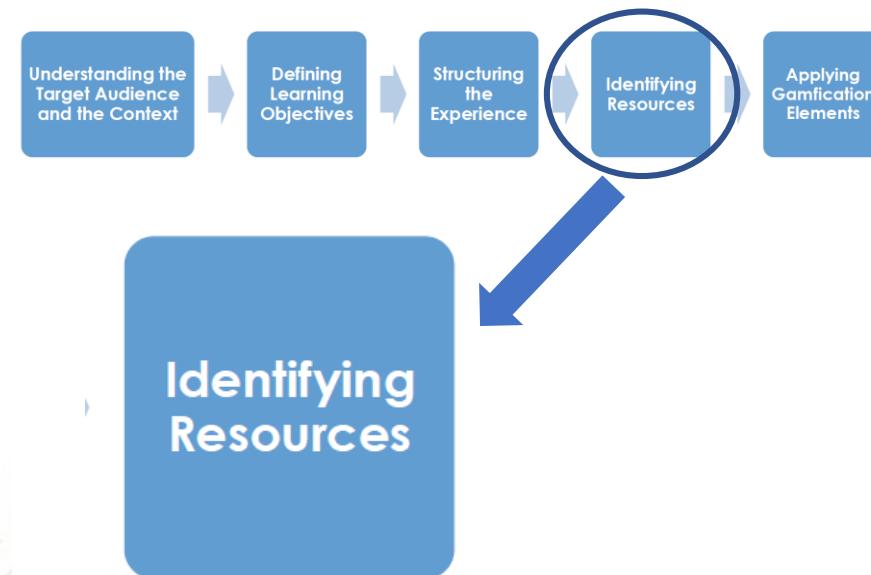
Huang, W. H. Y., & Soman, D. (2013). *Gamification Of Education*. Research Report Series: Behavioural Economics in Action.

Let the Game Begin

Identifying Resources

Tracking progress,

Getting feedback,

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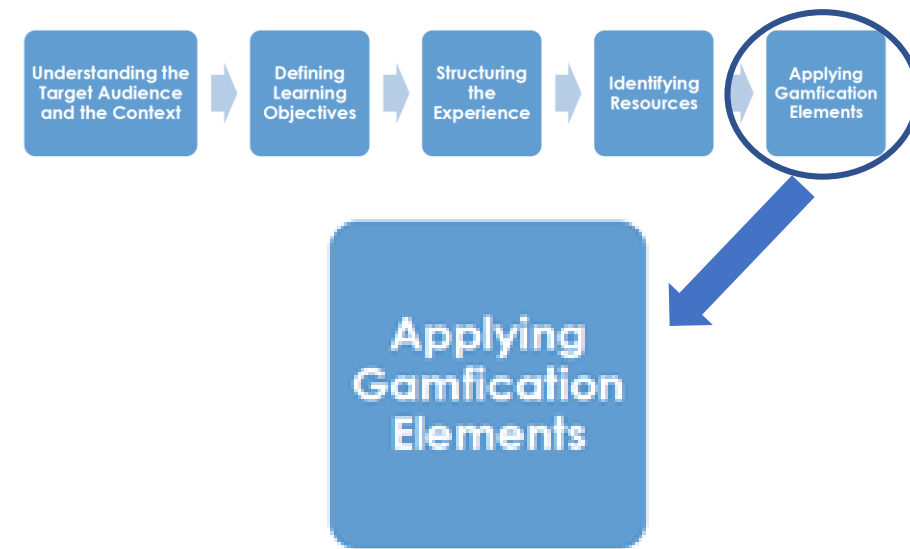
Let the Game Begin

Applying Gamfication Elements

Using play mechanics (see making the game)

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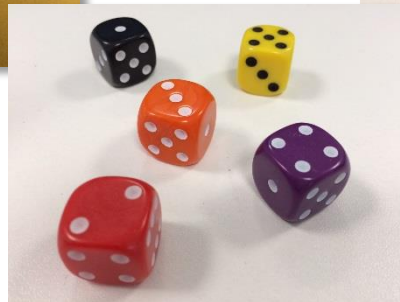
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Part Two: Make the Game
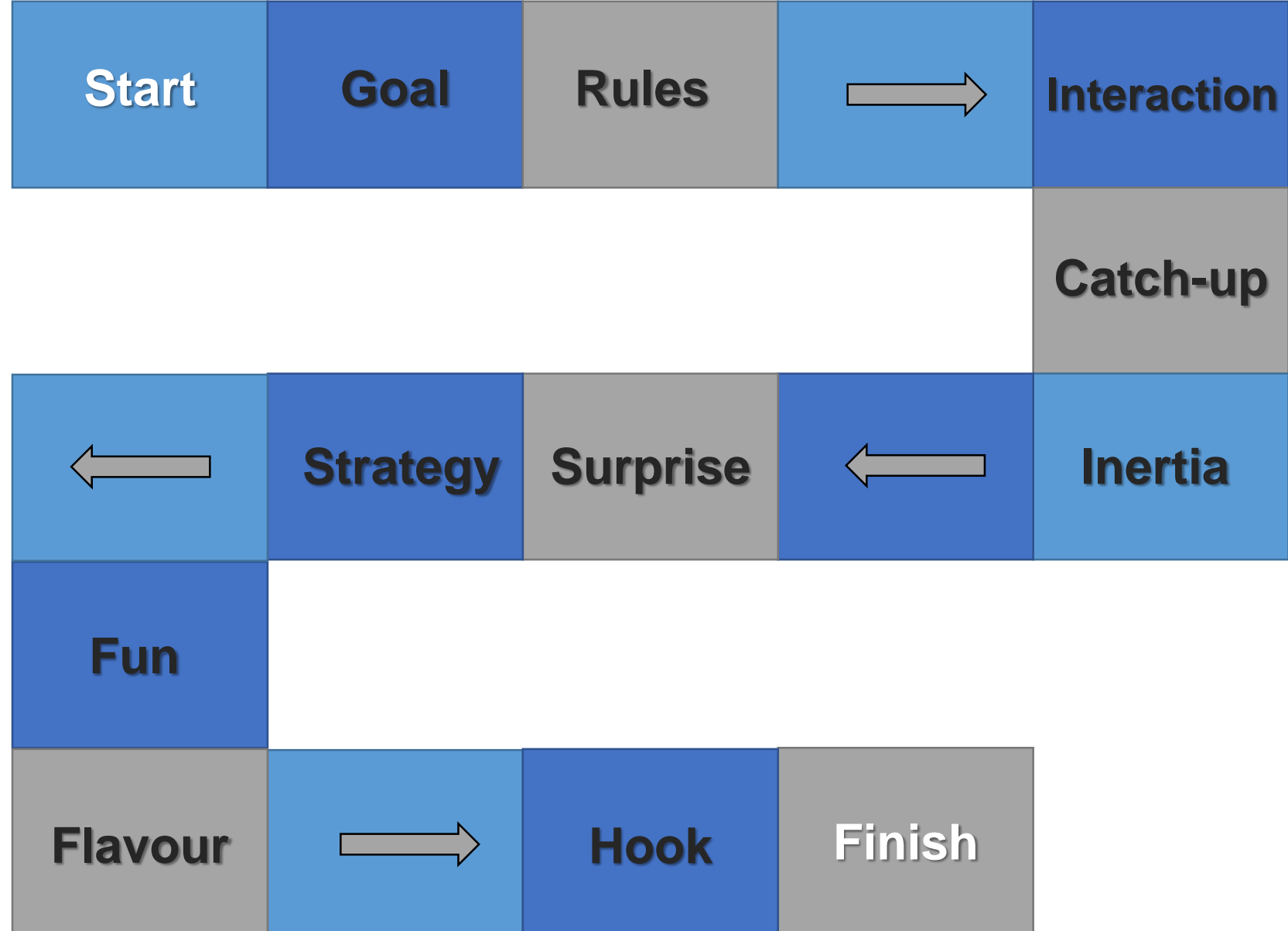
Task

Over the next 25 minutes . .

Think about and sketch out your game idea with your partner.

Stuck:

- Take a few dice and supplies

- Think of your (or your children's / friends) favourite game . . Can it be adapted

- I am happy to help!

10 things every game needs…

Start	Goal	Rules	→	Interaction
				Catch-up
←	Strategy	Surprise	←	Inertia
Fun				
Flavour	→	Hook	Finish	

Part Three: Test the Game

Keep me update: Dr. Ian Turner
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