It’s All Fun & Games
Gamification in the Community College Classroom

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Background

Teaching for 25 years at Skyline College.

Hired to teach English Composition but made switched to journalism.

Advise the student publication, The Skyline View.
Background
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IT'S (MEDIA) LIT:
DON'T GET BURNED

There was once a thriving democracy in this land, but that all ended. Now media literacy has been lost and all sorts of interests rule this land and its people: corporate interests, the government, even technology. There's propaganda, fake news, entertainment designed to distract and make the people numb to what has happened. Technology is being used more and more to control the people. Only you and your team can save this land and bring back democracy. You'll gain skills, you'll develop superpowers, and you'll be richly rewarded. That is, unless you get burned. In 2019, it's rough out there. Good luck; you're going to need it.
You’ve gotten an unpaid internship at a traditional newspaper. You and the rest of the newspaper staff are struggling to not only keep your newspaper from "folding" (closing) like so many other papers have in recent years, but also to keep society informed so that we can have a thriving democracy. Without you--journalists--democracy will die. You are going to have to be really good at what you do--connecting with your audience and ultimately making enough money to keep the publication going. And, of course, in addition to helping your paper out, you’d eventually love to become a top reporter and perhaps even editor in chief someday. Do you have what it takes? Let's find out!

To start with, wouldn't it be better to be a paid intern, rather than an unpaid one? You can level up (i.e. get a promotion) by showing up every day to "work" and being
What we will cover today:

1. The “why”
2. Simple gamification
3. The gamified course
4. Best practices
5. Challenges
Today’s learning outcomes:

By the end of the webinar, you will have:

1. Ideas you can use tomorrow
2. Low-, medium, and high-tech tools
3. A strategy for building a semester-long game
Your Turn

In the chatroom:

1. What do you teach?
2. To what extent do you include any game elements?
1. The Why
Today's tea:

(  )
(  )
(  )
(  )
(______)
\___ I'm tired ___/
\   all the time   /
\  And have no  /
\    motivation  /
\_____________/

College Student
@CollegeStudent
1. The Why

Know any gamers?
- They spend lots of time.
- They fail a lot but . . .
- They keep at it.
- They troubleshoot and explore constantly.
- They have agency.

I want this in my class, too!
1. The Why

- In pedagogical terms:
  - Retrieval practice
  - Formative assessment
  - Critical thinking skills
  - Mastery

- But there’s more:
  - Bonding
  - Soft skills
  - Place for reluctant students
1. The Why

- We get benefits too:
  - Complete creativity
  - Flexibility
  - Relief from grading
  - Fun
Over the holiday weekend
Alex Gomez @AlexGorn650 - 3 Oct 2018

Oh you know, just with @olladarlene and @catlover941 doing a class challenge. Good luck to the other teams! #LITtimes #skylinejour #publishordie
2. Simple gamification ideas

- Change your language.
  - Test, exam, quiz
  - Review, study session
  - Exercise
  - Homework, extra credit
  - Small-group work
  - All-class discussion
  - Lecture
Gaming language

- Battle
- Win
- Challenge
- Capture
- Beat
- Go against the clock
- Code
- Secret
- Badges

- Race
- Collect
- Discover
- Side quest
- XP
- Level up
- Unlock
- Storyline

- Adventure
- Mission
- Boss battle
- Power ups
- Easter egg
- Leaderboard
- Mystery
- Items
Your Turn

In the chatroom:

How could you rename one assignment, exercise, activity, etc., using the words here.
**Gaming language**

- Battle
- Win
- Challenge
- Capture
- Beat
- Go against the clock
- Code
- Secret
- Badges
- Race
- Collect
- Discover
- Side quest
- XP
- Level up
- Unlock
- Storyline
- Adventure
- Mission
- Boss battle
- Power ups
- Easter egg
- Leaderboard
- Mystery
- Items
2. Simple gamification ideas

- Change your language.
- Use low-tech options
  - Crumple and toss
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
  - Scratch-off cards
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
  - Scratch-off cards
  - Scavenger hunts

Scavenger Hunt—Getting to Know Your Campus

First team that makes it back with the biggest number and quality of items before the deadline wins. If you miss the deadline, you are disqualified. Don’t miss your deadline!

1. Door card for SMCCCD Instructor Teeka James (This can be a photo.)
   a. Also, what does she do for the faculty outside of being a teacher?

2. What is the name of our new Vice President of Student Instruction? Write it here:

3. Copy of the latest Skyline Shines. (This can be a photo.)

4. An item from each of the following buildings on campus that proves you were there: Buildings 2, 4 and 6 (my discretion, so make it good—this must be a physical/hard copy item.)

5. A digital photo of the door of the room where Academic Senate holds its meetings. (Make sure you know what Academic Senate is.)

6. A digital photo of the door of the Disability Resource Center. (Please do not bother the staff assistant(s) in there.)

7. The first page of the agenda (not the meeting notes) for the most recent
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
  - Scratch-off cards
  - Scavenger hunts
  - Charades, tic-tac-toe
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
  - Scratch-off cards
  - Scavenger hunts
  - Charades, tic-tac-toe
  - Codes and puzzles
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
  - Crumple and toss
  - Dice/timers
  - Stickers/post-its
  - Scratch-off cards
  - Scavenger hunts
  - Charades, tic-tac-toe
  - Codes and puzzles
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
You earned a spin on the Wheel of Fortune. See your instructor.
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
We, The DomiNation, know that you are mobilizing, that you are training.

We will find and stop you.

Let you trainer know you found this for 50 XP.
YOU'VE HEARD A RUMOR.

THERE IS SAFE HOUSE. YOU NEED TO GET YOUR RESISTANCE TEAM TO IT.

First you need the map; better explore once you get it: https://bit.ly/2BvNNwE
QR Code Generator

1. Type
   - text

2. Contents
   - Text

3. Live preview
   - Add a logo!

0 characters

Hint: The shorter, the better. Some older scanner apps are having problems with texts longer than about 300 chars.

Your QR code data is encrypted during transmission (TLS/SSL) and not stored.
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
  - Wheel Decide
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
  - WheelDecide
  - Instagram/Twitter
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
  - WheelDecide
  - Instagram/Twitter
  - Geogessr
**World**
Embark on a journey that takes you all over the world. From the most desolate roads in Australia to the busy, bustling streets of New York City.

**Famous Places**
Spectacular natural wonders and astonishing man-made structures. The list of great landmarks are often limited to seven, but the world is filled with wonders. How many can you recognize?

**United States**
Experience the sensation of being a

**European Union**
One Union, 28 countries, 500 million

**United Kingdom**
The British Isles have been inhabited

**World**
Embark on a journey that takes you
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
  - Bingo
  - QR codes
  - Canvas
  - WheelDecide
  - Instagram/Twitter
  - Geogressr
  - Kahoot/Quizlet/Socrative/Quizziz
Gamify Your Class

Player vs Player
1:1 Devices

Team vs Team
Shared Devices

Classic

Team mode

Game PIN

Enter

Create your own kahoot for
FREE at kahoot.com
Which of these came first?

- Nickelodeons
- Kinetoscopes
- Movie Palaces
- Multiplexes
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
- Use high-tech options.
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
- Use high-tech options.
  - Twine
Twine is an open-source tool for telling interactive, nonlinear stories.

You don’t need to write any code to create a simple story with Twine, but you can extend your stories with variables, conditional logic, images, CSS, and JavaScript when you’re ready.

Twine publishes directly to HTML, so you can post your work nearly anywhere. Anything you create with it is completely free to use any way you like, including for commercial purposes.

Twine was originally created by Chris Klimas in 2009 and is now maintained by a whole bunch of people at several different repositories.
Something is going terribly wrong in Gamefia. The land is being inundated with violent, violent games, corrupting all the kids and making everyone addicted to gaming. Can you persuade the evil game makers to create games for good, rather than evil...before it's too late?!
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
- Use high-tech options.
  - Twine
  - GooseChase
Educational Scavenger Hunts for the 21st Century

Blend together the tried-and-true fun of scavenger hunts with mobile technology and create a learning experience like no other.

SIGN UP FREE
OR
LEARN MORE
**Missions**

**Small World**
Ideas and news come from around the world. Find a newspaper from another country and submit a photo with at least two team members holding the paper.

25 Points

**Changemaker Photo**
To do this mission, you must complete the text-based Changemaker mission first. Then, take a photo of the person chronicled in that mission and submit it here.

30 Points

**Well Connected**
Collect at least 10 unique business cards from leaders on campus. Photo all the cards displayed on a table with team members giving a thumbs up around the cards.

30 Points

**Yarr Pirates**
Each team member must construct and wear a pirate hat made of newspaper. Take a selfie with everyone in the newspaper guild wearing their hats.

30 Points

**40 years strong**
Find a couple that has been married for 40+ years. Snap a pic of them.

50 Points
2. Simple gamification ideas

- Change your language.
- Use low-tech options.
- Use medium-tech options.
- Use high-tech options.
  - Twine
  - GooseChase
  - Metaverse
Create Amazing Things

Augmented Reality
Games
Interactive Stories
Educational Curriculum
Geo-Contextual Experiences
IoT
and countless other things...

Get Started

Create Interactive Experiences using Metaverse Studio
The Government has discovered the location of the Resistance Safe House and is on the way to burn down the house and all that's in it. You must get to the Secret Manual of Media Literacy before the house gets burned down.
Save the Safehouse

@NancyKaplanBiegel

The Safehouse has been discovered.

Comments (0)  
See all

Post a comment...
Your turn

Tell me in the chatroom which idea you are most likely to use.
3. The gamified course

Get started:

- Pick a theme.
Course: MEDC 1010, Sec 02
Introduction to Mass Media

Term: Fall 2018, Mon – Wed
12pm – 1:20pm

Text or FT
juliesmith05@webster.edu
Twitter: @julniilsmith

Gamification in Higher Ed – Jumping In!
📅 August 19, 2018
👤 heyjuliesmith ➕ Higher ed / Teaching Tools ➕ 2 Comments
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To start with, wouldn't it be better to be a paid intern, rather than an unpaid one? You can level up (i.e. get a promotion) by showing up every day to "work" and being
3. The gamified course

Get started:

- Pick a theme.
- Create teams.
- Pick your levels.
- Consider your current activities/exercises.
- Use a leaderboard.

Rename these using your theme.
3. The gamified course

Go bigger:

- Create side quests.
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Come back often to this page. I will be adding additional side quests as we go through the semester. Any side quests you choose to do must be completed and submitted by 12/1.

- **New!** Check out the banned books week event on Friday, Sept. 27 from 12:30 to 2 p.m. in the library. **100 XP**
- Watch this video, *The rise of fake news, manipulation, and ‘alternative facts’,* on YouTube and write an analysis of the risks/challenges coming our way and potential solutions they mention (if any). Turn in a hard copy of this. **50 XP**
- Think you know the difference between a factual statement and one that contains opinion? **Take this quiz** and send me a screenshot of you with the results. **50 XP**
- Watch Corporate Consolidation: Last Week Tonight with John Oliver and type of an assessment of how this relates to our class and one of the trends we've discussed in this class. **50 XP**
- Take this quiz on your knowledge of the First Amendment. Take a selfie with the screen showing your score in the background. No matter what your score is, you'll get the XP. Send the selfie to me via email. **50 XP**
- Watch the 1 1/2 minute-long video of Sinclair Broadcasting Group TV anchors delivering a message. Then, do a Google search of what this whole thing was about and summarize the results in an email to me. **50 XP**
- Play Google's Interland Reality River game to learn more digital citizenship skills. Send me a selfie of you at the end of the game with
3. The gamified course

Go bigger:

- Create side quests.
- Create items.
Experience points (XP) help you get promoted, which, in turn, earns you a higher salary. As you level up, and earn more XP and a higher salary, you can purchase items to protect or advance yourself in the game. More items coming, so check back frequently.

- **New! Retroactive Pay Card**: Your employer will retroactively match your points on a side hustle you've already completed. May be applied after the fact. **Cost: $50**
- **New! IRA Matching Funds Card**: Your employer will match your points on any side hustle you complete. (Some exceptions apply.) Must be applied at the same time as the side hustle completion. **Cost: $25**
- **Headhunter Card**: Hire a headhunter to get you a job if you are unemployed (laid off). **Cost: $10**
- **Mystery Card**: You never know what you will get. Ranges from perks to XP to powers. **Cost: $10**
- **Backstabber Card**: Steal any person's XP for that day. **Cost: $25**
- **Hostile Takeover Card**: Steal everyone's points during a class session, including those from team challenges and attendance points.
3. The gamified course

Go bigger:

- Create side quests.
- Create items.
- Build a storyline.
- Build a website.
Your turn

In the chatroom, brainstorm a theme for one of your current courses.
4. Challenges

- Don’t know game mechanics/lingo
- Need student buy-in
- Time-consuming
- Too much management
5. Best Practices

- Don’t mix grades with the game—Use XP
- Leaderboard sensitivity
- Original content over out-of-the-box gamified sites
- Not just about badges & points
- Consider SAPS
  - Status
  - Access
  - Power
  - Stuff
Resources

Retrievalpractice.org
Myfreebingocards.com/bingo-card-generator
WheelDecide.com
GeoGuessr.com
Canva.com
Create.kahoot.it
Studio.gometa.io
Twinery.org
GooseChase.com/edu
Google Sites
Explore Like a Pirate by Michael Matera (and check out his WellPlayed podcast too)
Spark.Adobe.com